

Kickball Rules

General

- Players must be 15 as of tournament date to play
- All players MUST sign a waiver to play
- All players MUST be on the roster by the beginning of your 1st game to be eligible to play

Equipment

- All Players must wear a shirt with a number on it
- NO metal cleats of any kind
- NO jewelry

Umpire

- Only a captain can dispute a call.
- Players, coaches and Fans are expected to show good sportsmanship. NO yelling at umpires, players or other teams.
- Ejected participants must leave the field area and may not return to the game. The Director may choose to have ejected players, coaches or fans sit out the next game or permanently.

Teams

- Teams must field a minimum of 8 Players at all times. (If only 8 players then they must take an out for the 9th player each time that spots comes up in the lineup.
- Each team provides a scorekeeper
- Only protest for blatant rule infractions can be requested by the team captain and must be done at the time of the infraction.

Regulation game

- Games end after 6 innings or 45 Mins (If time limit then we will finish the Inning)
- A team failing to field 8 players at the scheduled game time will forfeit
- Any team playing non-registered players will forfeit their game.
- In the event of a tie we will use the international tie breaker of last out on 2nd base No outs.
- Run Rule
 - 15 after 3
 - 12 after 4
 - 10 after 5 or 6

Pitching/Catching

- A pitch must roll on the ground when passing home plate
- The Strike zone is 1 foot inside or outside of home plate

- The pitcher must stay behind the pitching stripe until the ball is kicked.
- No Player may play in front of the pitcher other than the catcher.
- The catcher must field directly behind the kicker and may not cross home plate
- Balls DON'T count there will be No walks.

Kicking

- A player's foot or leg must make all kicks.
- All kicks must be behind home plate. The kicker may step on home plate to make the kick.
- NO BUNTING. Umpire determines the bunt call. If a bunt is called it's an out. Runners advance at their own risk.

Running

- Runners must stay within the baseline.
- No leading off or stealing. A runner can only advance when the ball is kicked. A runner off the base when the ball is kicked is out.
- Runners may tag up.

Strikes

- 3 Strikes is an out.
- A strike is
- a pitch that is in the strike zone that is not kicked.
- An attempted kick that is missed.
- A foul ball
- If the 3rd strike is fouled off it is still an out.

Balls

- THERE ARE NO WALKS

Outs

- 3 outs by a team completes the team's half of an inning.
- 3 Strikes, 3 fouls or a foul with 2 strikes
- A runner touched by a ball while not on base & the ball is in play;
- A fielder can throw a ball at a runner below the head. Runners hit in the head with the ball will not be out unless they were ducking to dodge the ball... Play stops and the ball is dead after hitting a base runner and being declared out. If another runner is in motion to their next base when the out is declared they will be awarded the base they were headed to.
- Kicked ball (fair or foul) that is caught.
- A ball thrown to a fielder touching a base that beats the runner who is forced to run;
- A runner off of his/her base when the ball is kicked
- A runner physically assisted by a teammate or base coach during play

Play ends:

- When the pitcher has the ball in his/her control and on the mound

- **A runner intentionally touches or stops the ball (runner is out)**
- **Interference is called when any non-fielder, runner or non-permanent object touches the ball. Any time there is interference, play automatically ends and the runners proceed to the base which they were headed.**