

Kickball Rules

Run Rule

12 after 3

10 after 4

8 after 5

Equipment

- Players must properly wear Seymour Parks game shirt.
- Athletic shoes are required. No metal cleats of any kind are allowed.

Umpire

- Only coaches / captains 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 commissioner may choose to have ejected players, coaches, or fans sit out the next game, season, or permanently.

Player eligibility

- All participants must be registered with the league and on the team roster.

Teams

- All teams bat the entire roster. Payers must play the field every other inning at a minimum.
- Each team provides a scorekeeper.

Base coaches

- Base coaches can be parents or members of team

Regulation game

- Games end after six (6) full innings or 50 minutes. One extra inning is played if score is tied and time remains. A game can end in a tie if tie.
- There is a 5-Run per inning limit for all innings. No slaughter rule. Coaches encouraged not running up the score.

Pitching / catching

- A pitch must roll on the ground when passing over the plate.
- Strike zone is 1 foot inside and outside of home plate. Bouncing balls are balls. Umpire determines if strike or not.
- The pitcher must stay behind the pitching strip until the ball is kicked. Failure to abide by this rule results in a ball.
- No player may field in front of the pitcher other than the catcher, and no player may advance past the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
- The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.
- A pitch outside the strike zone is a ball.
- Balls must be pitched by hand.
- A parent or coach pitches in the Rookie year old division

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 kick.
- No Bunting is allowed. Umpire determines bunt call. A bunt is called an out.

Running

- No leading off or stealing. Runner can only advance after the ball is kicked. A runner off a base when the ball is kicked is out.
- Runners may Tag-Up after a kicked ball is caught by the defense to advance to the next base.
- Running past another runner is not allowed. Any runner passed by another runner is out.

Strikes

- Three (3) strikes is an out.
- A pitch within the strike zone that is not kicked;
- An attempted kick missed by the kicker inside or outside of the strike zone
- A foul ball is a strike

Balls

- **NO WALKS**
- A pitch outside of the strike zone as judged by the Umpire where a kick is not attempted
- An illegal bouncing pitch

Foul ball

- A foul counts as a strike
- Three (3) fouls is an out. (1 foul after having two strikes is an out)
- A foul is:
 - A kick landing in foul territory;
 - A kick that goes foul prior to passing 3rd or 1st base & not touched by a player.

Outs

- Three (3) outs by a team complete the team's half of the inning.
- Three (3) strikes, three (3) fouls, or fouling with 2 strikes
- Runner touched by the ball while not on base & the ball is in play;
- A fielder can throw a ball at a runner below the shoulders. Runners hit in the neck or 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.
- A kicked ball (fair or foul) that is caught in the air
- A ball thrown to fielder touching base 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 base coach during play

Play ends:

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

Sponsors

- Neighborhood Sports must approve all sponsorships.

Let's have fun rule:

In the name of playing the game and making sure that the players / teams have fun the coaches may make minor changes to the rules if both coaches agree and the intent of the Kickball Rules are followed. (For example: A coach may choose to allow another team to use an unregistered player provided the player pays the league single game fee to league prior to start of the game)