



## **Kickball Rules and Regulations of Play**

### **PLAYING FIELD AND EQUIPMENT THE PLAYING FIELD**

- The kickball diamond is a square with equal sides of 60 feet or about 20 paces;
- The strike zone is based on the shape of home plate and is one (1) foot in height. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate.
- All participants must respect and obey all rules and regulations pertaining to the field used for play

### **OFFICIALS REFEREES**

- Games must be officiated by at least one Referee. When available there will be at least two referees for each game: a Head Referee, and a First Base Referee. The Head Referee governs all game play and issues all final rulings.
- The Head Referee must read the following before every game:
- "Every player must be officially registered to participate. I am the Head Referee and will issue all final rulings if necessary. Only the Captain and Co-Captain may dispute a call - please raise your hands. Rules to keep in mind include: the pitcher and all fielders must stay behind the pitching strip line until the ball is kicked; the catcher must play behind the kicker; once the pitcher has the ball in control and on the mound, the play ends; and all fielders must stay out of the baseline - fielders may have their foot on the base, but must lean out of the baseline. Are there any questions?"
- Referees have jurisdiction over play and may:

The Head Referee must ensure that the team captains exchange their written scorebook kicking orders.

The Team Captains must ensure that:

- All team members present kick in the written scorebook order but do not have to field.
- Only the Captain and Co-Captain may dispute calls with the Head Referee. A team Captain may raise protest with the Referee but will accept the Head Referee's final ruling.

Exchange of Kicking Order:

- The team Captains or assigned team members will exchange their team written scorebook

kicking orders prior to the start of the game. The batting order must alternate between a female and two males (MMFMMFMMF). This can be adjusted as long as there are never three males kicking consecutively.

## **GAME PLAY REGULATION GAMES**

Regulation games last seven (7) full innings or 45 minutes.

- No new inning will start 5 minutes before the next games start time. There is an 7 run limit per team, per inning. Once 7 runs are scored that half inning is over, except in final inning.
- In the event of a tie score at the end of the game, the game shall be marked as a tie.
- If a team is winning after the top of the 7th inning and is set to kick in the bottom of the inning, the game ends and will be marked as a regulation game.
- If a team is winning by 15 or more runs at the end of the 5<sup>th</sup> inning or 10 runs at the end of the 6<sup>th</sup> inning the game will end due to the mercy rule

Any game may be ended at the discretion of the losing team, if losing by 10 or more runs at the end of any inning. This will be marked as a regulation game.

## **PITCHING AND CATCHING**

- The pitcher must begin pitching with at least one foot on the pitching strip when releasing the ball and stay behind the strip until the ball is kicked. At Challenger Field the pitcher must use the pitching stripe closest to second base.
- The catcher must field behind home plate before the ball is kicked.
- Balls must be pitched by hand. **NO BOUNCIES**. There are no restrictions on pitching style.
- Pitcher has control of the ball once they have it in their possession near the mound. At Challenger Field it's anywhere in the tan oval around the mound, any other field it's within five feet of the pitching stripe.

## **KICKING**

- All kicks must be made by foot or leg, below the knee.
- All kicks must occur:
  - At or behind home plate. The kicker may step on home plate to kick; however, no part of the planted foot may be in front of or cross the front edge of the home plate.
  - Any kick made in front of home plate will be deemed an illegal kick. If it is put in play in the air and caught it will be an out, anything else will be called a strike.
- Bunting is not allowed. Any kick that is considered a half-kick or not a full swing of the leg will be deemed a bunt.

- Any kick that hits a tree or bush and lands in fair play will be considered fair. All landscaping that overhangs will be considered part of the playing field. If it hits a tree or branch and a player catches it, that catch will be considered an out.

## **RUNNING AND SCORING**

- Runners must stay within the base line. Sliding is NOT allowed on any field.
- Runners will run to the safety base at first after kicking each at bat.
- Fielders must stay out of the base line unless they are attempting to tag a runner out or catch a ball. Runners unfairly hindered by a fielder within the baseline shall be safe to the base to which they were running.
- No leading or stealing is allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked will be out.
- Hitting a runner above the shoulder is not allowed. Any runner hit above the shoulders is safe and advances to the base they were running toward when the ball hits the runner.
- Runners must tag up on a pop-up. A runner failing to tag-up as required is out.
- Base Running on Overthrows;
  - No more than one base on an overthrow.
  - Running past another runner is not allowed. The passing runner is out.
- Runners crossing home plate before a non-forced third out counts.
- Ghost Runners are not allowed.
- One the pitcher has possession of the ball near the mound the runner must stop running. If he/she is less than half way to the next base he/she must return to the base from which they came. If the runner is past halfway he/she may continue on to the base to which they were running.

## **INTERFERENCE**

If a fielder interferes with a runner, the runner will be safe at the base they were running to.

Interference is physical contact or blocking the base path that would hinder the runner getting to the base.

## **INFIELD FLY RULE**

On an infield fly (any fly ball within the infield with significant arc and deemed an “easy catch”) with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.

## STRIKES

A count of three (3) strikes is an out.

- A strike is:
  - a pitch that is not kicked and is not called a ball, that enters any part of the strike zone
  - an attempted kick missed by the kicker inside or outside of the strike zone
  - kicking the ball in front of home plate (illegal kick)
- Foul balls count as strike 1 or 2, and you can foul out **BALLS**

A count of four (4) balls advances the kicker to first base.

- A ball is:
  - A pitch outside of the strike zone as judged by the Referee where a kick is not attempted.
  - A pitched ball that does not touch the ground at least three times or roll before reaching the kicking box.
  - A pitched ball that is higher than one foot at the plate or immediately prior to home plate.
- **NO INTENTIONAL WALKS FAIRS AND FOULS**
  - A count of four (4) fouls is an out. Foul balls count as strike 1 or 2, and you can foul out.
  - A foul ball is:
    - A kicked ball landing or touched in foul territory.
    - A kicked ball landing in fair territory but touching foul territory before reaching first or third base.
    - A kicked ball touched more than once or stopped in the kicking box by the kicker.
    - A kicked ball kicked outside of the kicking box.

A fair ball is:

- A kicked ball landing and remaining in fair territory.
- A kicked ball landing in fair territory, then traveling into foul territory beyond the 1<sup>st</sup> or 3<sup>rd</sup> baseline.

## OUTS

A count of three (3) outs by a team completes the team's half of the inning.

An out is:

- A count of three (3) strikes or four (4) fouls.
- A player hit by an opponent with the ball while running below the shoulders
- A ball tag on a base to which a runner is forced to run.
- A runner touched by the ball or one who touches the ball at any time while not on base. ○ A ball tag of a runner on base, when the runner does not tag-up as required when a ball is caught.
- Kicking out of order.
- A runner that passes another runner.
- An illegal kick caught in the air before it hits the ground.

### **BALL IN PLAY**

- Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
- Interference is:
  - When any non-fielder or non-permanent object - except a referee - touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
  - During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.
  - Outfielders may only enter the infield after a ball is kicked. At Challenger Field this includes the tan infield.

### **INENTIONAL DROPS**

- If a player intentionally drops a ball in order to get a runner out or kicker out, all runners will be called safe and return to the base they were on. The kicker will be deemed out.
- Whether or not it was intentional is the call of the umpire and is non negotiable.

## **Camaraderie and FUN!!**

Let's have FUN and the enjoyment of all those involved.