



## **KICKBALL LEAGUE RULES**

### **I. General Rules:**

1. A standard team has 4 males and 4 females. There is no limit to how many players can be in the kicking lineup, so long as the kicking order alternates between males and females. See Diagram A for further explanation.
2. Teams must have 8 fielders (4 of each gender) each inning. (Unless shorthanded, in which case, 3 of each gender is allowed). All fielders must be in the kicking lineup.
3. There must be at least 3 members of each gender at game time: Fewer than this will result in a forfeit. There will be a 10 minute grace period before the game will be forfeited, but please try to arrive as early as possible for your game! Game will begin promptly as soon as both teams have at least 3 males and 3 females.
4. If a game has begun with a team playing short-handed and more players arrive, they may be inserted at the end of the kicking order and may enter the field the next time their team is on defense as long as gender rules are followed.
5. All substitutions must play the field first: No pinch kickers or pinch runners, unless due to an injury.
6. Male for Male and Female for Female substitutions only.
7. Games consist of 6 innings and must be at least 4 innings to be considered a full game.
8. Called games:
  - a. If a game is called due to weather while in progress, any game that has completed 4 innings will be considered complete.
  - b. Any game that has not completed 4 innings will be continued from the point of which it was called.
9. If one team leads by 10 or more runs after the 4<sup>th</sup> inning, then the game is over.
10. There are no extra innings to break ties unless the time elapsed in the game is under 55 minutes.
11. Two members of the team at kick must coach first and third bases to help retrieve foul balls.
12. One umpire will officiate and keep score for each game.
13. Teams must present a roster and lineup card to the umpire before the game.
14. Teams should alert umpire of any and all substitutions. Late arrivals report to umpire.
15. All umpire rulings are final. No arguing with the umpire.
16. NO alcohol is allowed in the dugouts or near the dugouts including the bleachers.

### **II. Playing Field and Equipment**

1. There should be 60 feet between each of the bases.
2. The pitching rubber should be 50 feet away from home plate.
3. No METAL cleats are allowed; Closed-toed shoes are required. Rubber cleats are allowed.
4. Teams are not required to wear matching uniforms, but wearing similar colors is encouraged.

### **III. Pitching and Kicking Rules:**

1. Strike zone is 1.5 ft. on either side of the plate and 1ft. high. Anything high or outside is a ball.
2. Four foul balls during one plate appearance is a strikeout.
3. Pitcher must be no more than 1 step past the pitching rubber until the ball is kicked. Pitcher may be warned by umpire for this, and if it continues, base runners are all safe if a ball is fielded by a pitcher who has not followed this rule. After warning, second instance will result in a balk and runner(s) will advance one base and the pitch will be counted as a ball.
4. All kicks must be at or behind home plate. If a kicker strikes the ball while any part of their plant foot is past home plate, it counts as a strike.
5. If a kicker decides to take a pitch, they should not allow the ball to hit them in any way.
6. A catcher shall not touch the ball until it is completely past the kicker.
7. Bunting is allowed. (See Rule 11).
8. Any team kicking out of order is an out to the batter.
9. No pinch kickers allowed except in the case of an injury.

### **IV. Fielding and Base Running Rules:**

1. The catcher must stay behind the kicker and cannot move forward until the ball is kicked.
2. Outs are earned through:
  - a. On force outs, touching a base with any part of one's body while in possession of the ball. Note: The ball is an extension of one's body, so tagging the base with the ball while holding it counts as an out.
  - b. Applying a tag to a runner who is not on a base.
  - c. Catching a kicked ball on the fly in fair or foul territory.
  - d. Strikeout, including 4 foul balls by the same batter.
  - e. Any ball that has been handled by a fielder that hits a base runner who is not on a base, whether it be on the fly, on the bounce, or deflected from a fielder into the runner.
3. If a runner is hit in the head with the ball, he/she is safe, unless sliding, or if the umpire determines that the runner purposely blocks the ball with their head.
4. A base runner may advance no more than one base on any overthrow into the outfield or foul territory. However, this is not a free advancement. A base runner may only advance one base on all overthrows. An overthrow into the outfield is only considered an overthrow if it goes past the outfielder.
5. Any ball that touches the umpire while in fair territory is a live ball and is in play. Any kicked ball which touches a base runner the runner will be declared out.
6. If the umpire determines that a fielder impedes a base runner's ability to run, then that runner is awarded the base they were running to when this occurred.
7. Leadoffs and stealing are NOT allowed. If this rule is violated, the player is out.
8. Once the ball is in the possession of an infielder or pitcher after a hit and runners are not intent on continuing to run then the umpire will call "time," and all runners must remain at their base.
9. All fielders (besides the catcher) must be behind the pitcher until the ball is kicked... (There is an arc that is the distance of the pitching rubber from home plate that extends to all parts of the infield). All fielders should be behind the arc until the ball is kicked. If a fielder advances past the arc before the ball is kicked the umpire will call "dead ball" and a ball will be awarded the batter.

10. If a ball is called a bunt, then the fielder has the option of throwing the kicker out either at first base OR at the pitching rubber. A bunted ball is when the kicker holds their leg out to allow the ball to deflect off their foot, OR takes only a partial swing of the leg at the ball, OR intentionally slows their leg's forward motion before striking the ball. The umpire will determine if the play is a bunt and will yell "bunt" to alert the defense.

**Diagram A:**

The following players are present for your team and would all like to be in the kicking lineup.

Males: Kyle, Ron, Eric, Jake, Paul

Females: Donna, Paula, Molly, Janet, Jennifer, Vicki, and Judy

**The lineup card should read as follows:**

Males:	Females:
1 Kyle	1 Donna
2 Ron	2 Paula
3 Eric	3 Molly
4 Jake	4 Janet
5 Paul	5 Jennifer
	6 Vicki
	7 Judy

**The kicking order would go like this...**

1 Donna  
 2 Kyle  
 3 Paula  
 4 Ron  
 5 Molly  
 6 Eric  
 7 Janet  
 8 Jake  
 9 Jennifer  
 10 Paul  
 11 Vicki  
 12 Kyle  
 13 Judy  
 14 Ron  
 15 Donna

**Or like this...**

1 Kyle  
 2 Donna  
 3 Ron  
 4 Paula  
 5 Eric  
 6 Molly  
 7 Jake  
 8 Janet  
 9 Paul  
 10 Jennifer  
 11 Kyle  
 12 Vicki  
 13 Ron  
 14 Judy  
 15 Eric

16 Eric  
...etc

16 Donna  
...etc