

Kickball

Rules & Regulations



"teaching more than just the game!"

K-4th Division

1. A maximum of 12 players will be allowed in the outfield. All players will be in the kicking line-up.
2. A coach from the kicking team will pitch to his/her own players.
3. Game Length: 8 innings or 55 minutes. Home team will always have the opportunity to kick, even if they are losing by more than 10 runs. Home/Visitor will be decided by a coin toss conducted by the program coordinator or umpire.
4. The side will be considered retired when 3 outs or **10 runs per inning**.
5. Umpire will keep the score.
6. Coaches must complete a line-up sheet prior to each game. Coaches are required to keep track of line-up and follow the line-up during each inning. All players in line-up must kick if a player in the line-up is unable to kick an out will be recorded in their place. No players will be added to line-up once play starts.
7. Play will be considered dead once the defensive team's pitcher has possession of the ball and is in the pitching circle, at which time the umpire will call "time". Runners not more than halfway to the next base must return to their previous base. This will be a judgment call made by the umpire.
8. Mercy Rules will apply: 25 runs after 4 innings, 20 after 5 innings
9. Ball: 8" yellow, rubber ball provided by Parks and Recreation
10. Teams should place players in normal defensive baseball positions. Teams **must** have a catcher, pitcher and at least 3 outfielders playing in the grass area. Players can not be positioned in front of the pitcher until the ball is kicked.
11. No jewelry, including rings, watches, earrings, necklaces, etc., will be allowed.
12. No metal cleats will be allowed.
13. Pitches: Each player will receive one pitch. If he/she kicks a foul ball, then the player will receive one additional pitch. If the kicker fails to kick the ball, he/she will be called out.
14. **Outs:** A player will be ruled out if he/she: 1) Kicks 2 foul balls, 2) Fails to kick a pitched ball, 3) Kicks a pop-fly that is caught, 4) Is hit by a ball, below the shoulders, prior to reaching a base, 5) Is thrown out at base in a force out situation. 6) Is hit by a kicked fair ball while not on base. 7) Is off the base prior to the ball being kicked (leading off or attempting to steal) 8) Is hit by a ball while off of a base and in a live situation.

*Ball can be bouncing, rolling or in the air

EXCEPTION: a player who is not in a regular standing/running position and is hit in the face/head will be ruled out!(example: bending down to avoid getting hit or the runner falling down)
a. a runner hit in the head while in a normal upright running position, will be declared safe & awarded an extra base.
15. There will be no infield fly rule.
16. While attempting to kick the ball, the kicker must not step on or past the 9 foot arc line in front of home plate, prior to making contact with the ball.
17. There will be no leading off of base or stealing.
18. Bunting will not be permitted and is a dead ball and an automatic out. This will be a judgment call by the umpire and the indicator will be whether or not the kicker had full extension of the leg at time of kick.
19. The pitcher/coach must remain within 3 feet of the pitching plate at all times can not make contact with a live ball or interfere with a play. Penalty: **Incidental Contact/Interference**=Kicker will kick again,
Intentional Contact=Kicker is out, all runners will return to previous base
20. Outfield coaches: 2 coaches may be in the outfield, but must be outside of the baselines & not interfere with the play.
21. League will utilize general baseball rules unless otherwise stated on this page.

5th - 8th Division

1. A maximum of 12 players will be allowed in the outfield. All players will be in the kicking line-up.
2. A coach from the kicking team will pitch to his/her own players.
3. Game Length: **8 innings** or 55 minutes. Home team will always have the opportunity to kick last.
4. The side will be considered retired when 3 outs are made. No Run per Inning limit.
5. Umpire will keep the score.
6. Coaches must complete a line-up sheet prior to each game. Coaches are required to keep track of line-up and follow the line-up during each inning. All players in line-up must kick if a player in the line-up is unable to kick an out will be recorded in their place. No players will be added to line-up once play starts.
7. Play will be considered dead once the defensive team's pitcher has possession of the ball and is in the pitching circle, at which time the umpire will call "time". Runners not more than halfway to the next base, must return to their previous base. This will be a judgment call made by the umpire.
8. Mercy Rules will apply: 25 runs after 4 innings, 20 after 5 innings
9. Ball: 8" yellow, rubber ball provided by Parks and Recreation
10. Teams should place players in normal defensive baseball positions. Teams **must** have a catcher, pitcher and at least 3 outfielders playing in the grass area. Players can not be positioned in front of the pitcher until the ball is kicked.
11. No jewelry, including rings, watches, earrings, necklaces, etc., will be allowed.
12. No metal cleats will be allowed.
13. Pitches: Each player will receive one pitch. If he/she kicks a foul ball, then the player will receive one additional pitch. If the kicker fails to kick the ball, he/she will be called out.
14. **Outs:** A player will be ruled out if he/she: 1) Kicks 2 foul balls, 2) Fails to kick a pitched ball, 3) Kicks a pop-fly that is caught, 4) Is hit by a ball, below the shoulders, prior to reaching a base, 5) Is thrown out at base in a force out situation. 6) Is hit by a kicked fair ball while not on base. 7) Is off the base prior to the ball being kicked (leading off or attempting to steal)

EXCEPTION: a player who is not in a regular standing/running position and is hit in the face/head will be ruled out!(example: bending down to avoid getting hit or the runner falling down)
a. a runner hit in the head while in a normal upright running position, will be declared safe & awarded an extra base.
15. Home/Visitor will be decided by a coin toss conducted by the program coordinator or umpire.
16. There will be no infield fly rule.
17. While attempting to kick the ball, the kicker must not step on or past the 9 foot arc line in front of home plate, prior to making contact with the ball.
18. There will be no leading off of base or stealing.
19. Bunting will not be permitted and is a dead ball and an automatic out. This will be a judgment call by the umpire and the indicator will be whether or not the kicker had full extension of the leg at time of kick.

20. The pitcher/coach must remain within 3 feet of the pitching plate at all times can not make contact with a live ball or interfere with a play. Penalty: **Incidental Contact/Interference**=Kicker will kick again,
Intentional Contact=Kicker is out, all runners will return to previous base

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