



## **KIDS KICKBALL RULES**

### **1. Starting Play:**

The visiting team kicks first while the home team starts out in the field. The home team is always the bottom team listed on the schedule. The fielders line up in one of 10 positions. The first kicker steps up to the plate to kick.

### **2. Duration:**

A game lasts a minimum of 5 and a max of 7 innings. Time limit is 55 minutes but regardless of time the kids will play at least 5 completed innings. Each inning is divided into a top and bottom half with each team having a turn to kick. The visiting team kicks the first half (or top) of each inning, and the home team kicks the second half (or bottom) of the inning. A half inning is completed when the kicking team gets 3 outs. If the game is tied at the end of 6 innings, teams continue to play complete innings until the time limit is reached.

Games may end in ties.

All players including subs must play minimum 3 games to be eligible for playoffs.

### **3. Sub Rules:**

Subs are allowed as long as they are approved by either Joleen or Theresa and it has to be by 2:00pm on game day, if you have subs that you know of prior, add them to your roster please.

Also subs must be within the age range of your division, no if's, and's, or but's about it.

**\*NO SUBS ON PLAYOFF NIGHTS AT ALL... ALL PLAYERS PLAYING ON PLAYOFF NIGHT MUST BE ON THE TEAM ROSTER.\***

### **4. Positions:**

Players line up in the following basic positions:

1. Pitcher – on the pitching rubber
2. Catcher – behind home plate
3. 1st Baseman – a few feet away from 1st base
4. 2nd Baseman – a few feet away from 2nd base toward 1st
5. 3rd Baseman – a few feet away from 3rd base
6. Shortstop – between 2nd and 3rd base
7. Left-fielder – outfield behind 2nd and 3rd base

8. Center-fielder – outfield behind 2nd base
9. Right-fielder – outfield behind 1st and 2nd base
10. Extra outfielder/anywhere in outfield.

**\* Coaches are allowed to be on the field while games are being played as long as they don't interfere with the plays\***

#### **5. Pitching:**

The ball must roll on the ground when crossing over the plate. The pitcher has to stay behind the pitching rubber until the ball is kicked. Failure to do this results in a "ball." The strike zone is 1 foot inside and outside of home plate.

#### **6. Kicking:**

The ball must be kicked with the foot or leg. All kicks must be made behind home plate. It's okay to step on home plate while kicking. No bunting is allowed (contacting the ball without fully extending the leg). A bunt is called an out.

#### **7. Strikes:**

If a kicker gets 3 strikes, he/she is out.

A strike is:

- a pitch inside the strike zone that isn't kicked.
- an attempted kick that's missed. It doesn't matter whether it was inside or outside the strike zone.
- a foul ball.

#### **8. Balls:**

A kicker gets a free kick when 3 balls are called. A ball is called when:

- a pitch is outside the strike zone, and the kicker doesn't try to kick it.
- a pitch bounces across home plate.
- any fielder, including the pitcher, advances toward home plate before the ball is kicked.

Foul Ball

A foul is a kick that:

- lands in foul territory.
- goes out of bounds before passing 1st or 3rd base that isn't touched by any player.
- A foul counts as a strike.
- If a player gets 3 fouls, he/she's out.
- If a player has 2 strikes and then kicks a foul ball, he/she's out.

## **9. Runners:**

Runners have to stay in the baselines. Sliding into the base or running into fielders is not allowed. The runner is out if he runs into the fielder. The runner is safe if the fielder initiated the contact. Fielders must stay out of the baseline. Unless they are making an active play for the ball, if they interfere with a runner, the runner is safe at the base they are running toward. No runners may lead off or steal. They can only run after the ball is kicked. If a runner is off the base before the ball is kicked the play will be called dead and will be a do-over with a strike on the kicker. Runners have to tag up after a fly ball is caught before they can advance to the next base. Runners may overrun 1st base, but they must turn toward foul territory once they pass the base. If they overrun any other base, they may be tagged out by a defender with the ball. If the ball is overthrown, the runner may advance only one base. If a runner overtakes and passes a runner on the bases ahead of him, he is out. When the pitcher has control of the ball and is standing on the mound, all of the runners must stop advancing the official will call time.

## **10. Outs:**

- He/she kicks the ball, and it's caught in the air (even if it's in foul territory).
- He/she gets 3 strikes, 3 fouls, or 2 strikes + a foul.
- He/she bunts the ball (doesn't take a full swing of the leg in an attempt to kick the ball a short distance)
- He/she is hit by a kicked ball while off base.
- A fielder tags her with the ball while he/she's not on a base.
- He/she runs out of the baseline.
- A fielder throws the ball and hits him/her below the shoulders while he's off the base. (Runners hit in the head or neck aren't out unless they were ducking to dodge the ball.)
- He/she is tagged by a fielder before reaching the base she is forced to run to or if a fielder with a ball touches the base before she gets there.
- He/she fails to tag up on a fly ball and the ball beats him back to the base he/she was on.
- He/she runs past a runner in front of her.
- He/she runs into a fielder who is trying to make a play on the ball.

ALL GAMES ARE PLAYED AT THE KICKBALL PARK:

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