

Kickball Rules

Roster:

- All players must be 21 or older.
- Each team must consist of a minimum of 12 players and maximum of 16 players.
- The game is 10 v 10, you must have a minimum of 4 females on the field at a time.
- A team must have at least 8 players at the start of the game to avoid a forfeit, and at least 2 must be females.
- The opponent does not have to play short if your team is down players.
- You may only be signed up for one team.

Game:

- A regulation game will be 7 full innings or 50 minutes, whichever comes first (No extra innings).
- Defensive substitutions may only occur between innings.
- Everyone participating on your team must kick.
- If the game ends in the middle of an inning the score will revert back to the last completed inning, unless the away team has taken the lead in the bottom of the inning that ended due to time.
- Mercy Rule: If a team is up 10 or more runs after five innings have been completed then the game will be over.
- No Stealing or leading off. Runners may leave as soon as the kicker makes contact with the ball.

Start of Game:

- Prior to the umpire will provide each team a line-up card. Each team must submit a completed card prior to the start of the game.
- The line-up card must be filled out with: Captains Name, Team Color, Team Name, and kicking order.
- If players arrive after the line-up card has been submitted or the game has started they may be added to the card but at the end of the line-up.
- The Umpire will have the official card for both teams.
- Home team will line up on the first base side (second team listed on schedule).
- Away team will line up on the third base side (first team listed on schedule).

Base Coaches:

- Two members of the kicking team will serve as base coaches.
- One will be at first base and another at third base.
- Base coaches are responsible for helping to retrieve foul balls.

Pitching and Catching:

- The strike zone is one foot left and right of the plate and one foot above the ground from the bottom of the ball.
- The ball must be pitched underhand.

- Bounces are allowed but the ball may hit the ground twice prior to reaching the kicking box and it must be less than a foot above ground.
- If the ball is one foot above the ground it will be dead even if someone attempts to kick it.
- The first illegal pitch (too high) will result in a warning the second will result in the pitcher being removed from pitching.
- The pitcher must have one foot on or behind the pitching strip as the ball is being released, you may not approach home plate until the ball is kicked.
- No player may advance forward of first/third base line (diagonal) until the ball is kicked.
- The catcher must remain behind home plate until the ball is kicked.
- The outfielders may not come within 10 feet of the first, second, and third base until the ball is kicked.
- Infielders may not move more than 5 feet from the first-second and second-third base line until the ball is kicked.
- If a fielder makes an out illegally by advancing forward prior to the kick the runner will be declared safe.
- Fielders may only switch positions once per inning.
- If the ball touches the lines around the plate it is considered a strike.

Kicking:

- Any ball touched by the foot or leg below the knee is considered a kick.
- All kicks must be at or behind home plate.
- Kicker must have planted foot in the kicking box, however you may line up outside of the box.
- You may not stop the ball then kick it. If you stop the ball behind home plate it will be a strike. Let the catcher field it.
- Each player on the team must kick (they do not have to field).
- If a player is injured while kicking the next person in the kicking order will replace them with the same pitch count.

Running and Scoring:

- Runners must stay within the base line and the fielders must stay out of the baseline.
- Players must stay out of the baseline unless attempting to tag the player or catch the kicked ball (making an active play).
- A fielder attempting to make an out by tagging the base may have his/her foot on the base but he/she must lean out of the baseline.
- There is no leading off or stealing. A runner off the base when the ball is kicked will be out.
- A runner may advance once the ball is kicked.
- Hitting a player above the shoulders is not allowed. A player hit above the shoulders will be safe unless they are hit while sliding or intentionally blocking the ball with their head (call will be made at umpires discretion).
- A tag-up is required or stay on base when a kicked ball is caught.
- Runners may over run first base and only be tagged when they are actively running to first base.
 - o If the runner turns the corner they will be considered an active runner, even after the over run.
- All ties go to the runner.
- A runner may only advance one base on an overthrow (when a ball is thrown more than 10ft into foul territory). It is not a free base so you can still be called out on an overthrow.
- Once the ball is thrown back to the pitcher in the mound, runners may not advance.

- Running past another runner is not allowed. The passing runner is out.
- A run is scored when a runner touches home plate before the third out except when the third out is a force out.
- The team with the most runs, wins.

Strikes:

- **A pitch that is not kicked and is within the strike zone.**
- **An attempted kick inside or outside the strike zone.**
- **Three strikes is an out.**

A Ball:

- A pitch outside the strike zone.
- A ball that does not touch the ground at least twice before reaching the kicking box.
- A pitch that is greater than 1 foot off the ground (from the bottom of the ball), at its last bounce before reaching the kicking box, at the plate, or immediately after passing through the strike zone.
- A pitched ball not reaching home plate.
- A fielder advancing prior to the ball being kicked, if the ball is kicked the runner will be safe and awarded first base.
- Four balls is a walk – kicker advances to first base.

Fair Ball:

- **A kicked ball landing in fair territory.**
- **A kicked ball that is touched in fair territory and then rolls into foul territory.**

Foul Ball:

- A ball landing in foul territory.
- A ball that lands in fair territory and then rolls into foul territory before 1st and 3rd base, untouched.
- A ball touched in foul territory.
- A kick made above the knee.
- A ball kicked in front of home plate.
- A kicked ball touched more than twice or stopped in the kicking box.
- A kicked ball outside of the kicking box.
- Four fouls is an out.

Outs:

- Three strikes or four fouls.
- Any kicked ball that is caught by a fielder (fair or foul).
- A base tag on a force play.
- Anytime a runner is hit with the ball while not on a base, except if it is above the shoulders as ruled by the umpire.
- A ball tag of a runner on base when they do not tag up.
- A runner leads.

- A runner passes another runner.
- A runner is on the same base with another runner is tagged by the ball.
- Any kicker that does not kick in the proper order.

Uniforms:

- Each player must wear the shirt provided by Shoreline Social Sports & Events.
- No metal spikes.

Umpires:

- Shoreline Socials Sports & Events will provide an umpire for each game.
- Umpires will provide line-up cards for each team and collect them prior to the game.
- Umpires will announce the score and the inning at each half inning.
- Umpires will call balls, strikes, fouls, and outs.
- They have the final call on each play.

Playoffs:

- Each team will make the playoffs. The top half of the bracket will play in a championship single elimination tournament. The bottom half will play in the consolation bracket.
- W-L Record, points (2 for a win, 0 for a loss), head to head competition, and point differential, lowest points allowed, will be used to determine seeding.
- Matches will be 30 minutes or 5 innings. Finals 50 minutes or 7 innings.
- If a team isn't eliminated at the end of 30 minutes the game will go into extra innings.
- 8 defensive players (5 males, 3 females).
 - o 1st Extra Inning - person who recorded the last out will start on 2nd.
 - o 2nd extra inning and beyond - runner on 2nd with 1 out and 3-2 count.

Sportsmanship:

- We expect players to conduct themselves in a positive manner. If you display unsportsmanlike conduct you will be warned and then suspended from the match.
 - o Examples include: Arguing with the officials, swearing or name calling at your opponents, intentionally trying to harm someone, fighting, and abusing the honor system.