

# Kickball Rules

NUMBER OF PLAYERS ON THE FIELD: 7 Men, 3 WOMEN - on the field at one time. Minimum to start the game is 5 men and 2 women.

LENGTH OF GAME: 7 Innings or 55 Minutes, which ever comes first. The final score will be the last full inning played - the official on the field has final judgment as to whether to start the next inning or not.

BATTING ORDER: No more than 2 men in a row may kick. Everyone kicks, even if they do not play the field that inning. Women may kick twice in the line up to keep the pattern (It must be a set order and not one women kicking repeatedly) - if you only have 2 women, the 3rd female spot is an out.

**\*\*THE LINE UP MUST BE SET IN THE BOOK BEFORE THE GAME STARTS\*\***

**\*\*\*EVERY PLAYER IN ATTENDANCE MUST BE IN THE LINE UP - FOR INSTANCE, IF YOU HAVE 5 WOMEN IN ATTENDANCE, ALL 5 MUST BE IN THE LINE UP, NOT JUST 3 WOMEN SPOTS AND THE 5 WOMEN ROTATE THROUGH THOSE 3 SPOTS.\*\*\***

PITCHERS MOUND: All field players must remain behind the pitchers mound until the ball is kicked. If the ball does not go past the pitchers mound it is a foul ball. If the ball is rolling slowly and may or may not make it past the pitchers mound, a field player may make the choice to 'play it' and run in and field the ball. Cones will indicate the Pitchers Mound.

KICKS: All kicks must go past the pitchers mound or it is considered a foul - field players may run in at the ball is kicked and may make a play on the ball - Once a play is made on a ball anywhere in fair territory, the ball is live and a fair ball.

BASE RUNNING: No leading off. A runner may not leave the base until the ball is kicked. All play is live until timeout is called and granted by the umpire once the ball is returned to the pitchers mound. Runners more than half way may proceed at their own risk, runners less than half way return to the base.

PITCHING: The pitcher must roll the ball at a reasonable speed as a determined by the umpire. NO bouncers or spin on the pitch

KICKING: The kicker must kick from behind the front line of the kicker's box. The kicker may kick outside to the right or left of the kicker's box. If you kick in front of the kicker's box - it is an immediate dead ball foul (not eligible to be caught by a fielder). The kicker's plant foot is point of the kick.

HOME PLATE: There is a one foot line on each side of the home plate - that is the strike zone. While running the bases you must touch the home plate itself to be safe, not just the kicker's box.

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STRIKE ZONE/KICKER'S BOX: A square box, one foot all the way around the home plate is the strike zone/kicker's box. The ball must cross over the front line of the box, in order to be a strike.

INFIELD FLY RULE: Applies if first and second bases are occupied with less than 2 outs. An out will be called if an infielder can make a play on the ball with a reasonable amount of effort. Runners may advance at their own risk.

THE COUNT: Each player comes to kick with one ball and one strike

SLIDING: You may not make contact on a slide. If you slide into a field player covering a base - you are out! If it happens more than once, you are out for the rest of the game and Kelly must be notified. You may slide, just don't make contact! NO FEET FIRST SLIDING.

FOULS: A foul with 2 strikes, is an out.

OUTS: In order to get a player out, you may throw the ball at them and hit them. While the base runner is not on a base, a hit to any part of the body is considered out, but you should not be aiming for the head. Regular ASA rules apply to force outs and tag outs.

SCORING LIMITS/MERCY RULE: If your team is leading by 10 at the start of an inning, you may only score 7 runs.

REGULAR SEASON: Games may end in a tie