

# KICKBALL

## *Tournament* Kickball Rules

1. Game time limit: 45 minutes. The inning in progress at the end of 45 minutes will be the last inning and completed. The umpire will enforce this rule and will keep teams informed of time remaining. NOTE: due to differing circumstances in each and every game, some games will finish short of 45 minutes, while others might run over the time mark. Please respect your umpire's call in this matter, as they must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions. In the case of rain or other event, the Tournament Officials has the right to call a game as official, depending on the length played.
2. Pitch to your own team. Pitcher must pitch from within the pitching circle. They must not interfere with the fielding team. If interference is called, the umpire can call the runner out.
3. Three pitch per kicker. A missed kick, foul ball on third kick or a catch on the fly is an out.
4. Kicking from behind a line. A line will be drawn which the kicker must be behind when contacting the ball. If the kick is made in front of this line, the kicker is out.
5. Bunting is not allowed. A legitimate effort must be made to kick the ball. Any kick that is intentionally bunted will be counted as an out. This will be a judgment call by the umpire on whether a legitimate effort was made. A kick that is mis-hit will not be called a bunt. This is the sole discretion of the umpire. Questioning of this judgment can lead to ejection or additional bases being awarded. Calling "BUNT" can lead to a runner being called safe or player ejections. This is the referee's call to make and will be left to his or her discretion.
6. No leadoffs. Runners cannot tag up until a fly ball is caught. No stealing bases. Charging defensive players is not allowed and may result in an out and/or ejection. Offensive players CANNOT initiate contact with defensive players.
7. 10 run inning rule: When a team brings in the 10<sup>th</sup> run, it is counted and is also the 3<sup>rd</sup> out. **If a team is behind with 10 minutes or less remaining in the game, then the 10 run rule does not apply.**
8. Each team gets 3 outs per inning. Outs can be made by throwing to the baseman or by hitting the runner with the ball. Runners may only be hit from the shoulders down. **Any** blatantly hard or dangerous throw, regardless of how it is thrown, can result in the ejection of the player. A throw that is over handed or one handed intended for a fielder that contacts the runner is an out. The umpire's discretion will be used in whether or not a throw is legal. If a player ducks into a throw that was aimed below the shoulders, the runner is out.
9. 9 fielders max: There can be no more than 6 infielders (including the catcher), and no one may be positioned between the pitcher and home plate. "The pitcher" is determined by an imaginary line drawn from first to third. All infielders must stay behind this line until the ball is KICKED.
10. **Outfielders must stay in the outfield grass** until the ball is kicked, regardless of who is up to kick. If this rule is violated, the ball remains alive until the umpire calls time out. The umpire will then decide which is more advantageous to the kicking team, the kicked ball or an automatic pass to first base.
11. Sliding is allowed.
12. Since catching a fly ball in kickball is no sure thing, there is no infield fly rule. However, there is a no "cheese" rule. If the umpire thinks a fielder intentionally misses or does not try to catch a fly ball in an effort to make a double play, both runners are safe.
13. The play is not dead until the umpire calls time or the ball is in the possession of the pitcher.
14. No team may play with an unregistered player. Teams playing with unregistered players will result in a forfeit.

**Tournament Directors – Sherry Bell and Tom Newman**