

Kickball Rules

Faculty and Staff Fun Games 2010

TEAMS

- Teams must field nine (9) players to play the game.
- Two out of three (2/3) games of four (4) innings shall be played by each team. Players during the first game are excluded from participating in the second game. During the third decision game any of the team's players may be fielded.
- Each team provides a scorekeeper.

BASE COACHES

- Each team can assign one (1) Base Coach for each of the three bases (1st, 2nd & 3rd)

REGULATION GAME

- Games end after four (4) full innings. One extra inning is played if the score is tied and time remains. A game can end in a tie.
- There is a 3-Run per inning limit for all innings. No slaughter rule.
- During the playoffs we use the California tiebreaker...placing the last batted out on 2nd base with 2 outs and playing the game until a team wins.

PITCHING / CATCHING

- A pitch must roll on the ground when passing over the plate.
- Strike zone is 1 foot inside and outside of home plate. Bouncing balls are balls. Umpire determines if strike or not.
- The pitcher must stay behind the pitching strip until the ball is kicked. Failure to abide by this rule results in a ball.
- No player may field in front of the pitcher other than the catcher, and no player may advance past the 1st- 3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
- The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.
- A pitch outside the strike zone is a ball.
- Balls must be pitched by hand.

KICKING

- A player's foot or leg must make all kicks.
- All kicks must be behind home plate. The kicker may step on home plate to kick.
- No Bunting is allowed. Umpire determines bunt call. A bunt is called an out.

RUNNING

- Runners must stay within the base line.

- No sliding or running into a fielder. No contact is allowed...the runner is out if the runner initiates contact or runner is safe if fielder initiates contact.
- Fielders must stay out of the base line. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.
- No leading off or stealing. Runner can only advance after the ball is kicked. A runner off a base before the ball is kicked is out.
- Runners may Tag-Up after a kicked ball is caught by the defense to advance to the next base.
- Running past another runner is not allowed. Any runner passed by another runner is out.

STRIKES

- Three (3) strikes is an out.
- A strike is:
 - A pitch within the strike zone that is not kicked;
 - An attempted kick missed by the kicker inside or outside of the strike zone
 - A foul ball

BALLS

- Three (3) balls walk the kicker to first base
- A pitch outside of the strike zone as judged by the Umpire where a kick is not attempted
- An illegal bouncing pitch
- Any fielder or pitcher advancing on home plate before the ball is kicked
- Any catcher crossing home plate before the kicker or failing to field behind the kicker

FOUL BALL

- A foul counts as a strike
- Three (3) fouls is an out. (1 foul after having two strikes is an out)
- A foul is:
 - A kick landing in foul territory;
 - A kick that goes foul prior to passing 3rd or 1st base & not touched by a player.

OUTS

- Three (3) outs by a team complete the team's half of the inning.
- Runner touched by the ball while not on base & the ball is in play;
 - A fielder can throw a ball at a runner below the shoulders. Runners hit in the neck or head with the ball will not be out unless they were ducking to dodge the ball...Play stops and the ball is dead after hitting a base runner and being declared out.
- A kicked ball (fair or foul) that is caught in the air
- A ball thrown to fielder touching base beats the runner who is forced to run;
- A runner off of his/her base before the ball is kicked