



KICKBALL RULES

(Revised: 9/19/18)

Games will be played with ASA Slow Pitch softball rules unless modified below.

PLAYING FIELD

1. Bases distances will be 65'
2. The pitching area shall be a 10' diameter circle centered 50' from home plate.
3. The strike zone box will be an area which extends 1' in front of, behind, and on both sides of home plate. The ball must hit the ground at least one time while crossing through the strike zone box. If any part of the ball falls within the zone or hits the line, then it is a strike.
4. The 1st-3rd diagonal is a line which extends between 1st and 3rd base.

LINEUPS

1. Teams will play with 10 players on defense. A team can have as many women (up to 10) on defense as they want. They cannot have more than 5 men.
2. Teams are allowed to play with 8 on defense. Restricted to a maximum of 5 men with no max on women.
3. If a team cannot field 8 players (with at least 3 females) on defense, they will forfeit the game.
4. The kicking order must have at least 8 players (with at least 3 females).
5. The kicking order must alternate between male and female kickers. If there are more males, the females can re-kick until all males have kicked. If there are more females, the males can re-kick until all females have kicked.
Example: 6 Males 4 Females = M1 F1 M2 F2 M3 F3 M4 F4 M5 F1 M6 F2 M1 F3 ... (Same rule/idea applies if there are more females than males).

REGULATION GAMES

1. Games will have a 50 minute time limit. If the time limit is reached without 7 innings being played, or if the game is tied, they will finish the inning they are currently in and play 1 more inning (if needed).
2. A game will be regulation when the trailing team has kicked at least 5 times or the time limit has been reached.
3. If a game is tied at the end of 7 innings, and the time limit has not been reached, there will be extra innings. If the time limit has been reached the game is over and the result is a tie.
4. If a team(s) is short of players at the scheduled start time, there is a 5-minute grace period. After 5 minutes, if a team is still short players, that team is allowed to bat first. If that team is still short of players when they are finished batting, the game will be a forfeit. If both teams are short after the 5-minute grace period, the game will be a double forfeit.
5. If a team is trailing by 15 or more runs after 4 innings, or, 10 or more runs after 5 innings, the game will be over.
6. If no players are present from a Team at the scheduled game time, the first game is a forfeit. The Umpire will then wait 15 minutes. After the 15-minute wait, if there are still no players, then the second game is also ruled a forfeit.

PITCHING RESTRICTIONS

1. The pitcher must be in the pitching area at the time of the pitch.
2. If the pitcher leaves the pitching area at the time of the pitch, an illegal pitch will be called. If the pitch is taken, a ball will be awarded to the batter. If the kicker attempts to kick the ball, the illegal pitch is ignored.
3. Pitches must be thrown underhand with release of the ball being near the pitcher's hip.
4. Pitches must be rolled. If the pitch is bouncing more than 1' off the ground when it reaches the plate, and the kicker takes the pitch, it will be a ball.

DEFENSIVE RESTRICTIONS

1. The catcher must be at least 3' from the kicker and behind the plate until the ball is kicked.
2. The pitcher must remain in the pitching area until the ball is kicked.
3. All other defensive players must remain behind the 1st-3rd diagonal until the ball is kicked.

4. Violation of 1, 2, or 3 above will result in obstruction and a delayed dead ball. If the kicker reaches 1st, and all other runners advance at least 1 base, the obstruction is ignored and the play will stand. If the kicker does not reach 1st, or any base runner does not advance at least one base, the offensive team will be given the option of:
 - A. Taking the result of the play.
 - B. Having the kicker awarded 1st, with all other runners returning to the base at the time of the pitch, unless forced.

KICKING RESTRICTIONS

1. The kicker comes to the plate with a 1-1 count. Once there are 2 strikes, the kicker gets one courtesy foul and then is out on the second foul.
2. The ball must be kicked with the foot or shin. Violation will result in a strike on the kicker.
3. Kickers may not stop the ball and then kick it. Violation will result in a strike on the kicker.
4. Kickers are allowed to kick the ball as it gets within 3' of the front of home plate. If the ball is kicked prior to reaching 3' to home plate and is caught, the kicker is out, with no advance allowed by the runners. If the ball is kicked in front of 3' and is not caught, a strike will be called on the kicker.
5. Kicks must reach, and stay beyond, the 1st-3rd diagonal. Any kick which does not stay beyond the 1st-3rd diagonal will be a foul ball, unless touched by the defense.

GENERAL RULES

1. Time will be called when a fielder has possession of the ball in the infield and all runners have stopped advancing.
2. There is NO infield fly rule.
3. A runner is out anytime they are hit with throw, or fair kicked ball, while off the base.
4. The defense cannot get a force out by throwing the ball at the base.
5. A runner may not leave the base path to avoid a thrown ball.
6. The defense cannot throw the ball at the runner's head. The ball hitting a runner in the head will result in a dead ball. The runner will be awarded 1 base. All other runners will be returned to the last base touched when time was called, unless forced. Exception: If the ball hitting the runner in the head is the result of the runner ducking, diving, or sliding, this rule is disregarded and the runner will be out if they are off the base.
7. Courtesy runners are permitted if a batter reaches base and cannot continue due to medical and/or physical condition(s).
8. JEWELRY: Exposed jewelry must be removed and must not be worn during the game. Medical Alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body so that medical alert information remains visible. 1st offence in a game will result in a technical out. 2nd offence will result in disqualification.
9. TECHNICAL OUTS: As a sanction against those teams or individuals whose behavior is unacceptable, but the umpire judges that ejection is too severe a penalty, the umpire may invoke the technical out against the offending team.
 - A. OFFENSE: If the team at bat is guilty of unsportsmanlike conduct, the umpire may enforce an out against them. If this is the first or second out of the inning, the game continues with the kickers and base runners unaffected: an additional out is simply added to the team's total. If the technical out is the third out of the inning, the next inning will resume with the kicker who would have kicked had the out not been called. In this case the kicker will begin with a fresh 1-1 count.
 - B. DEFENSE: If the team in the field is guilty of unsportsmanlike conduct, the umpire may invoke the technical out rule by giving them an out when they came to kick.
 - C. Two consecutive technical outs may not be assessed against the same team. At least one pitch (legal or illegal) must intervene. An ejection for any unsportsmanlike behavior must be accompanied by the charging of an out against the offending team.