

## Kickball Rules and Set Up

- Registration shuts off on Friday, February 5, 2021 by 6:00pm
- Game Start Time: 10:00am February 7, 2021.
- Seeding is based on order of sign up
- Each team will receive 3 free parking passes.
- Field Set up:
  - Bases 60ft with safety base at 1b
  - Pitching rubber at 43ft
  - Commitment line between 3<sup>rd</sup> base and home plate
  - 2<sup>nd</sup> home plate for runners
  
- Rules:
  - Games are 40 minutes or 6 innings. No new inning after 35 minutes
  - Roster Size: between 7-9 players per team. No more than 9 players can play at one time. If playing 9 players, the team is required to have a catcher. 7-8 players does not need a catcher.
  - Run Rules: 10 after 4 innings. Max 5 runs per half inning.
  
  - Pitching:
    - Teams will pitch to themselves. Maximum of 3 pitches per batter.
    - The defensive team will have someone standing next to the pitcher as a legal defensive player. This person must be inside the circle until the ball has been kicked.
    - If the offensive player pitching gets hit with the ball it is rules a foul ball.
  - Hitting
    - Kicker must kick behind home plate. Any kick on or in front of home plate will be rules a foul. Kicker must have 1 foot within the kicking box while attempting a kick.
    - Bunts: No bunts are allowed. A bunt is any ball that does not reach past the imaginary line between 1<sup>st</sup> and 3<sup>rd</sup> base or at the umpire's discretion.
    - Home Runs: anything that clears the outfield fence or hits the outfield net.
  - Baserunning:
    - Runners must use the safety home plate to score. Runners that do not use safety home plate will be out. No stealing or leadoffs are allowed.
    - Pinch Runner: 1 pinch runner is permitted per inning.
    - Tagging up: runners can leave the base on a caught fly ball once it has been touched by a defensive player (Bobble Rule).
  - Fielding:
    - Infielders cannot cross 1<sup>st</sup> or 3<sup>rd</sup> base until the ball is kicked. First offense will result in a warning with the 2<sup>nd</sup> offense resulting in the kicker being rewarded 1<sup>st</sup> base
    - No throwing at a runner's head or neck area is allowed. Throwing at the head or neck area will result in the runner being awarded the base they are running to.
    - Runner is ruled out if hit by ball before reaching the desired base, a defensive player tags the base in a force out scenario or touches home plate.