

# ADULT KICKBALL TOURNAMENTS RULES

## OVERVIEW

- A. 10 fielders (4 outfield, 4 infielders, pitcher and catcher)
- B. 7 innings or 50 minute game
- C. Strike zone is 1-foot on both of sides of home plate
- D. You can throw the ball and hit the runner out, no headshots
- E. Metal cleats are NOT ALLOWED

## GENERAL TOURNAMENT RULES

- A. Teams with 10 players are considered to have a complete roster, though teams may have more players on the roster.
- B. A team may start with as few as 8 players.
- C. New inning will not be started with less than 5 minutes remaining before the start of the next scheduled game.
- D. Tie Game: play will continue until a winner has been determined.

## OFFICIAL GAME SCORING/TIMING

- A. Umpire will keep the game score and clock

## PITCHING REGULATIONS

- A. What is a Legal Pitch?
  - 1. A pitch that is delivered underhand and no higher than 1 foot off the ground when it crosses the plate.
  - 2. Pitches should be delivered in a reasonable manner without extreme speed or bouncing.
  - 3. The pitcher must pitch from the rubber and is allowed to take one walking step behind the rubber before the delivery.
- B. Called Strikes
  - 1. A strike consists of a ball that rolls within 1 foot of either side of home plate and moving at a moderate speed. A kick and miss is also considered a strike.
    - a. Any ball that is kicked into foul territory shall be considered a strike.
    - b. 3 strikes will result in an out.
- C. Called Ball
  - 1. A ball consists of anything that is outside the 1-foot strike zone or fails to meet the above definition of a strike.
    - a. 3 balls shall result in the kicker being able to go to first base.

## DEFENSE

- A. Positioning
  - 1. Outfielders may not encroach within 5 feet of the infielders before the ball is kicked.
  - 2. Infielders may not encroach past the 1<sup>st</sup> – 3<sup>rd</sup> base diagonal. If the umpire identifies positioning of either an infielder or outfielder prior to the ball being kicked, the umpire will declare the pitch illegal which results in a called “ball.”
  - 3. Catcher: the catcher may not break front of home plate until the ball is kicked and may not interfere with the kicker. An infraction will result in a called “ball.”
  - 4. Outs: 3 outs per team per inning.

## OFFENSE

- A. Kicking Regulations
  - 1. The kicker may make contact with the ball only after the ball is on top of or crosses home plate. If the kicker steps past home plate before the ball is kicked, the kicker is out (the umpire should give the team 1 warning before being called out).
  - 2. Kicking Lineup: there is no maximum number of players in the kicking lineup.
  - 3. No bunting: a kicker must take a full kick.

## BASE RUNNING REGULATIONS

- A. Runners may not leave the base before the ball is kicked.
- B. If a ball hits a runner before a defensive player makes contacts with it, the runner is out.