

# Maeci & Gracie “Kickin’ For A Cause” Kickball Tournament Rules

## Kickball

### Field

60-foot base paths & 42 feet to pitchers rubber

### Equipment

- Athletic shoes are required. No metal cleats of any kind are allowed.
- The official kickball has a pressure of 1.5 pounds per square inch and 8.5 inches in diameter.

### Umpire

- Only coaches / captains can dispute a call.
- Players, coaches, and fans are expected to show good sportsmanship. No yelling at umpires, players, or other teams. Ejected participants must leave the field area and may not return to the game. The commissioner may choose to have ejected players, coaches, or fans sit out the next game, season, or permanently.

### Player eligibility

All participants must be registered on the team roster.

### Teams

- Teams must field a minimum amount of players to play the game
- All teams bat the entire roster. Players must play the field every other inning at a minimum.
- Each team provides a scorekeeper.

### Base coaches

Base coaches can be parents or members of team

### *Regulation game*

- Games end after six (6) full innings or 60 minutes. One extra inning is played if score is tied
- A team failing to field at the minimum amount of players within five minutes after scheduled game time will forfeit.
- Any team playing non-registered or improperly registered players will forfeit their game.
- There is a 5-Run per inning limit for all innings. No slaughter rule. Coaches encouraged not running up the score.
- During the playoffs we use the California tiebreaker...placing the last batted out on 2<sup>nd</sup> 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.
- NO BALLS! STRIKES are a missed kick only! Each player gets 3 chances to kick the ball
- 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.
- Balls must be pitched by hand.
- A parent pitches in the k-4<sup>th</sup> grade division

### **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 when 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.
- Runners may overrun first base.
- One base on an overthrow into foul territory. This rule is a restriction on the runner – not an automatic right for the runner to advance.
- 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:
- An attempted kick missed by the kicker inside or outside of the strike zone

### **Foul ball**

- A foul is:
- A kick landing in foul territory;
- A kick that goes foul prior to passing 3<sup>rd</sup> or 1<sup>st</sup> base & not touched by a player.

### **Outs**

- Three (3) outs by a team complete the team's half of the inning.
- Three (3) strikes, three (3) fouls, or fouling with 2 strikes
- 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 when the ball is kicked;
- A runner physically assisted by a base coach during play

### **Play ends:**

- When the pitcher has the ball in control and on the mound.
- A runner intentionally touches or stops the ball (the runner is out)

- Interference is when any non-fielder, runner, or non-permanent object touches the ball. Any time there is interference, play automatically ends and runners proceed to the base to which they were headed.

**Let's have fun rule: Remember this is a charity event to grant a WISH!**