



ADULT KICKBALL RULES

1. Kickballs will be provided on site. If a team has a different kickball of preference, said ball can be used only if the other team agrees to it.
2. All players must wear athletic shoes or cleats. NO metal spikes are allowed.
3. A team consists of nine players. A minimum of six is needed to start and continue a game. If a team plays with less than nine players they will **not** be assessed automatic outs when the missing player(s) turn comes up in the batting order.
4. Games will be 7 innings long. An official game is that of 4 complete innings (3½ if the home team is ahead) or 45 minutes. Any game canceled for any reason prior to the completion of 4 innings will be replayed from the start. No inning can be started after 45 minutes from the first pitch. Games can go longer than 45 minutes as long as the inning is started before the time limit has expired. The umpire or site supervisor will keep the official time.
5. The ball is put into play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to REACH Kicking Line in front of Home Plate before kicking the ball. If a kicker kicks the ball in front of the line they are considered out.
6. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. A batter gets two attempts at kicking the ball. The first missed attempt, foul ball, or illegal kick (kick doesn't reach the diagonal line, kick is made in front of the plate, etc.) during each "at bat" will count as a courtesy and each miss, foul, etc. afterwards will result in an automatic out (this is called the Courtesy Foul Rule).
7. Any pitch that bounces two times or less before entering the strike zone is considered an illegal pitch. On the second illegal pitch of a given at-bat, the kicker has the option of taking first base (a walk) if he or she desires (the first illegal pitch can be considered a warning). If not, he or she can also choose to re-kick as normal. The kicker also does have the option of kicking any illegal pitch if he/she so chooses, but must take the result of that play if he/she does.
8. A runner who leaves the base before the pitch reaches home plate or is kicked is considered out and the ball is automatically dead. **Leading off and stealing bases between pitches is not allowed.**
9. Bunting will not be permitted and is a dead ball and an automatic out. All kicks must travel in fair territory past the pitcher's mound (imaginary diagonal line between 1st and 3rd base) to qualify as a legal kick. This can be on the roll or in the air. If NOT, the Courtesy Foul Rules will apply.

***Situation:** No one is on base, there is no count, and there is one out in the second inning. The batter kicks a ball that does not reach the pitchers mound.

Ruling: Batter is given his or her first "courtesy foul" because there is no count. Batter is allowed a re-kick. If, on the second kick, the kicker again fails to reach the pitchers mound on the kick, he or she is declared out

10. No fielder may be in front of the pitchers mound (1st-3rd diagonal) until the ball is kicked. If a pitcher or fielder makes an out by illegally advancing beyond the diagonal, the runner will be declared safe.
11. If the ball is fielded before it reaches the 1st-3rd diagonal, it is in play and is considered fair.
12. Kickers may not stop the ball with their foot at ANY time, even to return it to the pitcher. Kickers may not stop the ball with their foot and then kick it. The penalty for violating this rule is the loss of a courtesy foul (courtesy foul rules then apply).
13. A runner is out when he/she is hit by a thrown ball below the neck.
14. Hitting a runner with the ball above shoulder level is not allowed and the runner is awarded the base that he or she was advancing to, except for the following situations:
 - If the runner intentionally uses the head to block the ball, and is so called by the official scorer, in which case the runner is out.
 - If the runner is ducking, diving or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this, it is an out. It is the umpire's judgment.
 - If the runner intentionally hits or kicks the ball after being tagged out, the ball is dead and all runners must return to their original bases.
15. When a runner is hit with the ball above shoulder level, other runners on base are permitted to advance to the base to which they were running, but do not receive additional bases unless forced.
16. There will be no infield fly rule.
17. The defense "pitches" the ball to the kicking team. The defense may also position itself in any manner they wish in the field.
18. Teams may kick up to 12 people. Only nine players can play in the field.
19. There is a limit of ten runs per inning, except in the last inning, in which runs are unlimited. A 20 run slaughter rule will be in effect any time after 3 full innings or 2 ½ innings if home team is ahead. Fifteen runs after 4 innings or 3 ½ if home team is ahead, and 10 runs after 5 innings or 4 ½ if home team is ahead.
21. Regulation bases will be 60 feet apart. The pitching rubber will be 42 feet from home plate.
22. Tiebreakers for playoff seeding will be determined by
 - 1.) Head to Head record
 - 2.) Coin Flip