



OFFICIAL RULE BOOK
COED KICKBALL
Revised August, 2013

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1. EQUIPMENT AND FIELD

- I. Kickball - 10 Inch (Red) Rubber Ball
- II. Footwear - No Metal Spikes and No Flip-Flops
- III. Pitcher's Mound – 50' From Home Plate
- IV. Safety Bag – 8' From Home Plate
- V. Bases – 65' From Base to Base
- VI. Strike Zone – 10' Wide (Marked By Cones)

2. FIRST BASE - SAFETY BAG

- I. PlayMore uses a safety bag (double bag) at first base.
- II. One side of the bag is white and the other side of the bag is white.
- III. The white side of the bag (which is located in fair territory) is used as the first base for the fielder.
- IV. The orange side of the bag (which is located in foul territory) is used as first base for the base runner.
- V. After a player has kicked the ball...
 - If the base runner is only attempting to get to first base, that player must make contact with the orange (outside) part of the bag.
 - If the safety bag is not occupied by a fielder and the base runner is attempting to get extra bases, or round first, they are permitted to make contact with the white (inside) part of the bag.

3. HOME PLATE - SAFETY BAG & COMMIT LINE

- VI. There will be a safety bag (base) placed approximately eight feet away from home plate; (which acts as home plate for the base runner).
- VII. The base runner is only allowed to touch the safety bag.
- VIII. All plays at the plate are force-out plays.

If the catcher catches the ball with his foot on home plate before the base runner steps on the safety bag, the runner is out.
- IX. There will be a commit line half way between third base and home plate.
- X. If the base runner touches or crosses the commit line, the base runner has to continue running to the safety bag. (Crossing the commit line is defined as the base runner contacting the ground past the commit line with any part of the body.)
- XI. Because all plays at home are force plays, the runner cannot be tagged or thrown at after they cross this line.

4. GROUND RULES

- I. Will be discussed to all teams prior to the start of each game.

5. REFEREE FEES

- I. Referee Fee - \$10 (Per Team)

6. GAME PLAY RULES

- I. Every player in attendance is eligible to be put into the batting line-up before the game.
A team must set their line-up before each game using the provided scorebooks and must continue that order until the conclusion of the game. Scorebooks must be made available upon request. If a player is injured during the game and cannot continue to bat, his or her turn at bat will be considered an out unless a substitute is available. A batting order will not be changed during the game, and if a team bats out of order that batter is ruled out.
- II. The three mandatory women must bat in the top nine of the lineup.
- III. Seven innings equals a normal game.
- IV. All Games will be played with 9 Defensive Positions.
- V. A pitcher must face one complete batter before changing positions defensively.
- VI. Three outs per inning for each team.
- VII. Four balls to a walk, three strikes to an out, a foul ball is a strike even when the kicker has two strikes.
- VIII. Base runners cannot leave the bag until contact has been made with the ball.
- IX. The Infield fly rule is in effect for all games. Runners can advance at their own risk.

7. EXTRA INNINGS

- I. The 8th Inning will start out with runners on 2nd and 3rd base. These runners will be the two batters before the current batter. i.e. if the third batter in the line-up is up, the first batter in the line-up will go to third base and the second batter in the line-up will go to second. There will only be one inning played. If a winner is not reached, a tie will be recorded.

8. INFIELD ARCH

- I. A line will be painted from the first base line to the third base line (connecting to each foul line twenty feet from home plate). This area will be designated as the "Restricted Zone." All kicks must clear the Restricted Zone. If a kick does not clear the area, or a fielder makes contact with the ball in

the area, play will be stopped and the pitch will result in a FOUL. If this is the third strike, the batter will be deemed OUT.

9. OUTFIELD CONES

- I. Two cones, placed in the outfield approximately 100 feet from home plate, will signify the restricted outfield area. When a female batter is at the plate, all three outfielders must remain behind the cones until the ball is kicked. All infielders must remain on the infield dirt until the ball is kicked.

10. PITCHING AND FIELDING

- I. The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching strip when releasing the ball
- II. There is an imaginary line from first to third base. No fielder can cross this line until the ball is kicked. Pitchers can if their natural momentum makes them. This will be the umpire's digression. After the ball is kicked, players are allowed to go wherever they want.
- III. The catcher must be on or behind the safety bag until the ball is kicked.
- IV. Balls must be pitched by hand. All pitched balls must be pitched with a "slow roll". If an umpire decides the ball is rolled to fast, he/she will call "illegal" and the pitch will be deemed a ball.

11. KICKING

- I. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
- II. All kicks must occur behind the cones. A kick made in front of the cones will be deemed a foul ball.
- III. Bunting is allowed only if the kick clears the Restricted Bunting Area (see restricted bunting area).

12. RUNNERS

- I. Runners must stay within the base line.
- II. Fielders must stay out of the base line.
- III. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked is out.
- IV. A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
- V. All ties will go to the runner. Runners may overrun first base, and may only be tagged out if actively attempting to advance to second base.
- VI. Base Running on Overthrows;

- a. an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;
 - b. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;
 - c. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- VII. Running past another runner is not allowed. The passing runner is out.
- VIII. Runners must use the safety bag at home plate. Any runner using the home plate will automatically be deemed out.
- IX. A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base.

13. STRIKES

- I. A count of three (3) strikes is an out.
- II. A strike is:
 - a. a pitch that is not kicked and, that crosses between the cones of the strike zone.
 - b. a attempted kick missed by the kicker inside or outside of the strike zone.
- III. All foul balls count as strikes, even when the kicker has two strikes.
- IV. A ball kicked before crossing the strike zone line.

14. BALLS

- I. A count of four (4) balls advances the kicker to first base.
- II. A ball is:
 - a. a pitch outside of the strike zone.
 - b. a pitched ball that does not touch the ground at least twice or roll before reaching the strike zone line.
 - c. a pitched ball, prior to reaching the kicker, that exceeds the height of the kickers knee immediately after passing through the strike zone;

15. FOULS

- I. A foul ball is:
 - a. a kicked ball landing in foul territory;

- b. a kicked ball touched in foul territory;
- c. a kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base;
- d. a kick made on or above the knee;
- e. a kicked ball touched more than once or stopped in the kicking box by the kicker;
- f. a kicked ball that makes contact with the cones designating the strike area

16. FAIR BALLS

- I. A fair ball is:
 - a. a kicked ball landing and remaining in fair territory;
 - b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd baseline.

17. OUTS

- I. A count of three (3) outs by a team completes the team's half of the inning.
- II. An out is:
 - a. a count of three (3) strikes;
 - b. any kicked ball (fair or foul) that is caught by a fielder;
 - c. a ball tag on a base to which a runner is forced to run, before the runner arrives at the base;
 - d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play;
 - e. a kicker that intentionally hits the ball with their hand or arm;
 - f. a ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught;
 - g. a runner off of his/her base when the ball is kicked;
 - h. a runner physically assisted by a team member during play;
 - i. any kicker that does not kick in the proper kicking line up;
 - j. a runner that passes another runner;
 - k. any runner touched by a ball thrown or kicked from a fielder (ball must be released by the thrower – hand tagging not allowed).

18. UMPIRE TIME OUT RULE

- I. Once the pitcher has the ball in control and retains possession on the mound, or the umpire deems the play over by calling “TIME,” the play ends. Runners must return to the base which was nearest at the time when play ended.

19. INTERFERENCE

- I. Interference is:
 - a. when any non fielder or non permanent touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
 - b. when any runner on or off base intentionally touches a ball. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance.
 - c. when any kicker intentionally hits the ball with their hand or arm. This interference causes the play to end, the kicker to be out, and any other runners shall return to the base from which they came.

20. FORFEIT POLICY

- I. If a team receives a win for a forfeit, they will win by a score of 10-0

21. MERCY RULE

- I. There will be a 15 run mercy rule after 5 complete innings. The game will be deemed complete if one team is leading the other after 5 innings by 15 or more runs.