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PLAYING FIELD AND EQUIPMENT

1. THE PLAYING FIELD

1.01 The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a softball field (see typical field layout):

- a. the kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner;
- b. the distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches or about 28 paces. The distance between any base and home plate shall be measured from the back corner of each;
- c. the pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1st-3rd base diagonal;
- d. when available, cones are placed: at the outside corner of first, second, and third base, and not touching the base; on the foul lines 30 feet or about 10 paces behind first and third base; and on the sidelines 10' from home plate;
- e. the kicking box is a rectangle with the front of the box aligned with the front of home plate ~~and the back of the box aligned with the sideline cones behind home plate.~~ Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The area directly forward the kicking box is fair territory. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box.
- f. the foul lines are fair territory.

1.02 All participants must respect and obey all rules and regulations pertaining to the field used for games.

1.03 Optional Extra Base: When available, an additional base may be set up adjacent to First Base to provide more room for the runner. If an Extra Base is used:

- a. The Extra Base is only available for runners traveling from home plate;
- b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe;
- c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out.
- d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out;
- e. No additional base may be used at any other base;
- f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base.
- g. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base.

2. EQUIPMENT

2.01 While participating, players must properly wear the official athletic clothing designated for their use.

2.02 Athletic shoes are required. Metal cleats are not allowed.

2.03 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.

OFFICIALS

3. REFEREES

3.01 Games will be ~~self~~-refereed with the interest of fairness and fun being followed at all times.

3.02 Team captains are assigned as umpires, and may bring two additional players to help officiate. If captains are not available for their assigned game to umpire, they are asked to find a suitable replacement at least 24 hours in advance.

PARTICIPANTS

4. TEAMS

4.01 Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.

4.02 While fielding, each team must field at least eight (8) and no more than eleven (11) players, which must include one pitcher and one catcher at any time during the game.

- a) If a team does not have 6 players at game time, they forfeit. Up to two players from other teams may sub-in to get to the minimum of 8 players.

b) All players on the field must be a fully registered member, or pay a \$10 "Drop-in" rate prior to taking the field. All players must have a waiver signed before taking the field. Any team with an unregistered player on the field will forfeit that game.

4.03 For a given game, each team shall have one Captain who is responsible for the team.

4.04 Players must begin play in the approximation of their field position.

5. BASE COACHES

5.01 Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

5.02 Base coaches may not physically assist runners while the ball is in play.

GAME PLAY

6. REGULATION GAMES

6.01 Regulation games last seven (7) innings. Games will be timed to one hour and at the end of the hour, the current inning will be completed and the game will end.

a. **During tournament ONLY:** In the event of a tie score at the end of seven innings shall continue in sudden death fashion until the next team scores and then the game shall end.

b. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.

c. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.

7. PITCHING, CATCHING AND FIELDING

7.01 Balls must be pitched ~~under-handed. There are no restrictions on pitching style.~~

7.02 The pitcher must release the ball prior to crossing the plate on the pitcher's mound.

7.03 The pitcher may not run more than halfway to home plate (crash the plate) before the ball is kicked.

8. KICKING

8.01 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.

8.02 All kicks must occur:

a. at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.

b. within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.

9. RUNNING AND SCORING

9.01 Runners must stay within the baseline:

a. Runners may choose their path from one base to the next, and may follow a natural running arc;

b. Runners are free to change course to avoid interference with a fielder making a play;

9.02 Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked.

9.03 Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding.

Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, the runner is out.

9.04 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.

9.05 All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.

9.06 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. one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance;

d. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

9.07 Running past another runner is not allowed. The passing runner is out.

9.08 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. At the end of a game the team with the most runs wins.

9.09 When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.

10. STRIKES

10.01 A count of three (3) strikes is an out. 10.02 A strike is:

a. a pitch that is not kicked and is not called a ball that enters any part of the strike zone;

b. an attempted kick missed by the kicker inside or outside of the strike zone.

10.02 Foul balls never count as strikes.

11. BALLS

11.01 A count of four (4) balls advances the kicker to first base.

11.02 A ball is:

- a. a pitch outside of the strike zone where a kick is not;
- b. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;
- c. A pitched ball that is at the kicker's knee or above. ~~exceeds one foot in height from the bottom of the ball as it enters the kicking box~~
- d. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker;
- e. a pitched ball that is higher than one foot at the plate.

12. FAIRS AND FOULS

12.01 A count of four (4) fouls is an out. Foul balls never count as strikes.

12.02 A foul ball is:

- a. a kicked ball first touching the ground in foul territory (Diagram 3G, 3H, 3I);
- b. a kicked ball first touching a fielder wholly in foul territory, while the ball is over foul territory
- c. a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal (Diagram 3I, 3K);
- d. a kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal, and touching a fielder wholly in foul territory;
- e. a kick made on or above the knee;
- f. a kicked ball touched more than once or stopped in the kicking box by the kicker;
- g. a kicked ball first kicked outside of the kicking box ((see Diagram 3L, 3M);
- h. a kicked ball first touching a permanent object, such as a batting cage or fence.

12.03 A fair ball is:

- a. a kicked ball landing and remaining in fair territory (see Diagram 3C, 3D, 3E);
- b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal (see Diagram 3A, 3B, 3F).
- c. a kicked ball first touching a player in fair territory;
- d. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory;
- e. a kicked ball that touches a runner before touching the ground in foul territory;
- f. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.

13. OUTS

13.01 A count of three (3) outs by a team completes the team's half of the inning.

13.02 An out is:

- a. a count of three (3) strikes or four (4) fouls;
- b. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground;
- c. a force out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging 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 tag of a base by any part of a fielder's body, while the fielder has control of the ball before the runner originating at that base can tag-up as required due to a caught ball;
- f. a runner that passes another runner;
- g. a runner who misses a base;
- h. a runner who fails to properly tag up on a caught ball;
- i. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner.

14. BALL IN PLAY

14.01 Once the pitcher has the ball in control and retains possession on the mound, the play ends.

Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

14.02 During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

15. INJURY AND SUBSTITUTIONS

15.01 In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.

15.02 If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no "automatic out" when the removed player's spot in the order is reached.

15.03 Injured players who do not kick shall not play in the game.

15.04 Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted.