

# Summer Kickball Rules Summary

10-May-22

*All rules not mentioned in the summary will be governed by the WKA.*

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## Equipment

- All kickballs and field equipment will be provided by the Summer Sports Department.
- No jewelry, hats, bandanas, earring, bracelets, etc. Casts must be covered with padded material.
- Players must wear athletic-type shoes with non-marking soles that cover the foot completely. Sandals, boots, and open-toe shoes are not allowed. The officials and supervisors on duty have the authority to disallow any shoe that they believe could endanger the person wearing the shoe or his opponents.

## Competition Format

- The tournament will be a double elimination tournament.
- Each summer team can have 1 team sign up.

## Team Composition

- Games are 9-vs-9 and must have a minimum of 7 players to start a game. Game time is forfeit time.
- There must be at least 3 women on the field during play at all times.
  - Exception – If both team captains agree to play even though a team has fewer women
- 10 possible players in offensive lineup, the 10th person in the lineup will be the extra hitter (EH)
- 4 innings to complete a game

## Game Format

- Games consist of a 30-minute or 4-inning limit. Any inning that is started before the 30-minute time limit will be completed. An inning begins when the last out is made in the bottom half of the preceding inning. No inning will begin after 30 minutes.
- There will be NO time outs. However, play may be stopped by an official for injuries.
- At the end of each half inning, each team must verify with the plate umpire the runs scored.
- **Mercy rule:** The mercy rule will take effect if the run differential is:
  - 20+ runs after 2 complete innings (1½ if the home team is ahead)
  - 15+ runs after 3 complete innings (2½ if the home team is ahead)
  - 10+ runs after 4 complete innings (3½ if the home team is ahead)

## Game Procedures

### Substitutions

- Each player is permitted unlimited re-entries per game (starters and substitutes)
  - Must re-enter into his original spot in the batting order
- A courtesy runner may be used once per inning provided the runner is the player who made the last out. Any player who is injured while in the field requires normal substitution procedures.

- An automatic out will be awarded if:
  - A player who is listed in the batting order is unable to bat (substitute not available)
  - A player has been ejected from the game and it is his turn “at bat.” No substitute will be permitted to take an ejected batter’s place.

### Pitching and Kicking

- The kickball (during the pitch) must not exceed 1’ on the ground
- The pitch must be pitched within the batter’s box, and the kicker must kick the ball within the batter’s box
- The strike zone is within the white lines of both batter’s box and 1’ above the home plate
- The fair territory extends from the first and third base line
- If the ball lands in foul territory and comes back into fair territory before exceeding past the third or first base, the kick will be considered fair
- If the kicker at bat kicks two fouls, the kicker is out
- Anytime the ball is touched by a kicker at bat from knee to the foot is considered a kick

### Fielding

- A ball caught in the air is considered an out
- A player tagged or hit by a ball is considered out. (Unless hit in the face, noticing that the runner doesn’t purposely put his face in the way of the ball)
- A ball caught after hitting the ground in fair play must be thrown to first for the batter to be called out
- If there are already runners on base, force outs and tag outs are equivalent to that of baseball and softball
- The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball
- The catcher must be positioned within or directly behind the kicking box
- The catcher may not make contact with the kicker at any time or position themselves closely enough to hinder the kicker or to restrict his kicking motion.

### Infield Fly

- Occurs when **all** of the following conditions are met:
  - A fair fly ball (not including a line drive) that can be caught by an infielder with ordinary effort
  - Less than 2 outs
  - Runners on 1<sup>st</sup> and 2<sup>nd</sup> or runners on 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>
- When **all three** conditions are met, the umpire will declare an “*infield fly*” and rule the batter out immediately, whether or not the fly ball is caught.
- Base runners:
  - Must tag up if the fly ball is caught
  - May advance if the fly ball is dropped but are not required to run and may not be forced out at the next base

## Base Running

- Distance between bases = 65 feet
- **No** stealing. Runners may leave the base when the pitch is contacted by the bat. If the runner is off the base before the batter contacts the ball, the umpire will declare a “no pitch” on the batter and an “out” on the runner.
- Players are **not** required to slide but may do so at their own risk.
- In the case of a possible double play, the base runner must get out of the way of the thrown ball, or both he and the batter/base runner may be called out.
- A runner who leaves the base path to avoid a tag will be called “out.”
- An immediate dead ball will be called when a batted ball that has not passed a defensive player other than the pitcher strikes any runner who is not in contact with a base and who is in fair territory. The runner contacted by the batted ball while not in contact with a base is out and the batter is awarded 1<sup>st</sup> base.
- Any runner who is physically assisted by a coach or anyone except another base runner will be declared out. The ball is dead, and runners must return to the last base they touched.

## Commitment Line

- Two lines come off 3<sup>rd</sup> base. One is the foul line, and the other is the commitment line.
  - Foul Line = used to determine foul balls
  - Commitment Line = angled from 3<sup>rd</sup> base to the safety home plate
- Once a player steps on or crosses the commitment line between 3<sup>rd</sup> base and home plate (20 feet from 3<sup>rd</sup> base), he must:
  - Continue to the safety home plate
  - Not return to 3<sup>rd</sup> base. If he returns and touches 3<sup>rd</sup> base, he is out.  
Exception: required tag-up on a caught fly ball
  - Use the safety home plate
- All plays at home plate are forced outs. On a play at home plate, a runner will be called out if he:
  - Touches or crosses the commitment line after the catcher has possession of the ball and the catcher is in contact with home plate (i.e.: force play)
  - Touches home plate (location for batting), or makes intentional contact with the catcher
- Once the runner touches the commitment line, no play is allowed on the runner by way of tagging the runner or touching the safety base. All plays are made at the regular home plate by the catcher or other defensive player.

## Obstruction

- A defensive player cannot stand in the base path or obstruct the path of the base runner unless he is making a play on the ball. In the event of obstruction, the umpire will award the obstructed runner and each runner affected by the obstruction the bases they would have, in his opinion, reached had there been no obstruction.