



Abbreviated Kickball Rules©

January 12, 2024

Fundamental Rules

DETAILS TO BE FOUND IN REFERENCE HANDBOOK UNDER MARKED SECTION NUMBER*

General

Weather (1.4): We play in light rain, but cancel for lightning or heavy rain.

Game Schedule (5.1): Max 60min long. At 40 mins there is a warning for 1 final inning.

Warm ups (5.3 & 7.3): Each team gets a 5min warm up, and each new pitcher gets 2 pitches.

Injuries (8.6 & 6.1e): All play and game time stops. Retiring players are not automatic outs.

Mercy Rules (5.3): 8 runs per inning & 20 run lead. Additional runs count on an active play.

Game ending run (5.4): Games end if/when a home team takes the lead in their final at bat.

Tie games(5.5): Games can end in a tie during regular season.

Players

Conduct (1.0): Act like an adult. Bad behavior will not be tolerated.

Substitutions (3.9): Must sign waiver, pay fees, and cannot be a registered player on any (local) team. Cannot wear team jerseys.

Late players (6.1d): Can be added, up until the team runs through the kicking order.

Challenges (8): One per game. Only the captains may challenge.

Kicking

Strike Zone (7.4): Between square orange markers, bouncing less than 6" at the plate.

Planted Foot (6.2c): Must be inside the box when you kick the ball.

Trapped Balls (6.2d): Are not legal kicks.

Double Kick (6.2e): Inside the box = Foul --- outside the box = Out.

The Count (6.3): 3 Strikes = Out, 4 Fouls = Out, 2 Strikes followed by a Foul = Out.

Walks (6.3c): 4 Balls = Walk.

Two Base Walk (6.3e): 4 balls with No Strikes and No Fouls. (0,0,4).

Bouncing (7.4c): A ball that lands in the strike zone on its second or more bounce is a strike.

Running

Sliding (6.9g): Only permitted at 2nd, 3rd, and home.

Lead off & Stealing (6.9): Prohibited.

Ball goes out of bounds / Interference (6.9.1): Runners limited to 2 bases.

Safety Base (6.5): Must be used when running to first.

Tagging up (6.9c): Runners must tag up on a caught fly before advancing.

Hits above shoulders (5.9): Do not count as outs, if player is in a normal stance.

Close calls (5.9k): "Too close to call", ties go to the runner. (Safe?, Blocked?, Foul?)

Replacement Runners (6.4): Permitted once kicker reaches 1st base safely. Only 2x per game.

Field Positions

Pitcher's planted foot (7.3): Must be on or behind strip at the release of the ball.

Mound (7.5): Play stops when the pitcher has the ball within the pitcher's mound (12' radius).

Catcher (7.6): Behind a line extending out from the strike zone, approximately 6 ft., and not blocking the kicker.

Advancing (7.7): No player can advance ahead of a pitched ball.

Base Blocking (7.1d & 6.5 e): Prohibited. Runner is safe. Runner may bypass a base to avoid collision and still be safe.

Safety Base (6.5 f): First baseman cannot touch safety base. If so, runner is safe.

**In case of any contradictory statements, the Rule Reference Handbook takes precedence.*

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