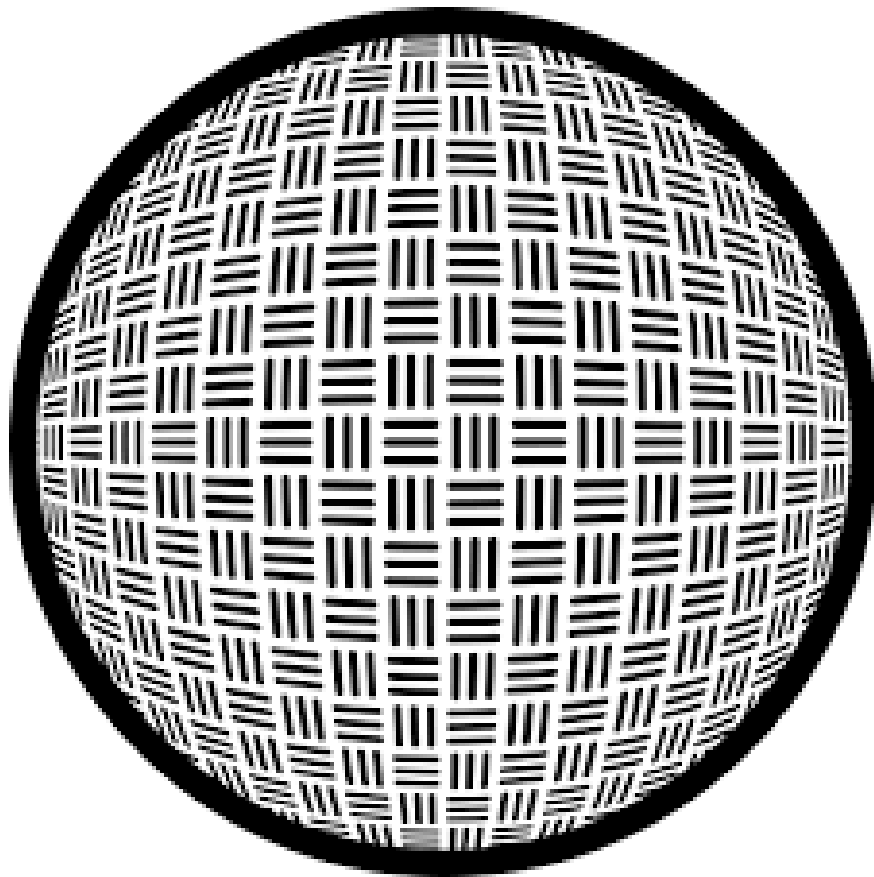


Kickball Rules



Facility: Alumni

Roster Management: A game is played with 10 players with an unlimited number of players allowed in the batting lineup. If there is a team playing with 8 or less players the batting team will provide a catcher, (play at the plate the pitcher will need to cover).

Minimum Players: There needs to be at least 7 players to start the game.

Equipment: We will provide the bases and the ball. Participants must be wearing athletic clothing. NO JEWELRY is allowed whatsoever. Must be wearing closed toed shoes. No metal spikes however cleats are acceptable.

Game Duration: There will be 7 innings with no new innings after 40 minutes of play. If a team has not arrived 5 minutes after their scheduled start time then the game will be a forfeit.

Mercy Rule: 10 runs after five innings or 15 runs after 4 innings

Game Rules

Substitution: Captain or coach must notify the umpire in order to substitute. During a dead ball any player may be removed from the game. A player who arrives late may be added to the end of the batting order or can replace a starter.

Pitching: No bouncy pitches. No fast rolling pitches. Have to start on the rubber base we provided.

No Pitch: No pitch is declared when a pitcher pitches during a suspension of play/ball slips from pitcher's hand and doesn't go near the plate. When that happens the play is dead and runners can't advance.

Batting Rules: The player gets 3 total chances to kick the ball. Bunting is an automatic out. Pitch doesn't count if it was not near the plate or was too fast/bouncy.

Foul Ball: A ball that is kicked and either Lands outside of the playing surface or A ball that is kicked and comes to rest in foul territory but has not yet passed first or third base.

Fair Ball: A ball that is kicked by the batter either Comes to rest in the playing area, rolls over or touches first or third base, or Touches a player or umpire in fair territory

Game Play: If a ball is thrown out of play by the defensive team play is stopped and the runners advance 2 bases. If the ball is overthrown from the outfield and goes out of play the runners are awarded the base they are headed to plus an additional base.

Base Runners:

Below are instances when a base runner is out:

- They are tagged or hit by the ball below the neck
 - Hit in to the head or neck runner is safe
 - Warn the fielder
- Force out
- Runs outside of the base path to avoid a tag
- Interferes with a fielder attempting to make a play on the ball
- Gets hit by a fair ball while standing off the base
- Attempts to steal a base

Below are instances when a base runner is safe:

- Runs outside the base path to avoid the ball or interfering with the fielder
- Touches the player on standing on a base

Obstruction: Occurs when a defensive player intentionally hinders or prevents a runner from achieving a base. That runner is then awarded the base they are headed to.

Interference: Is an act by a player that interferes with a fielder's opportunity to make a play on the ball. This includes physical contact, visual, and verbal distractions. That runner will then be deemed out.

Plays at Home Plate: The runner must make an attempt to avoid contact with the catcher. The catcher is able to step on home plate to force an out.

Infield Fly Rule: Is when a fair ball is popped up and an infielder can catch the ball with normal effort and there are less than 2 outs and runners on 1st and 2nd or bases loaded. It will result in an automatic out.

