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# RULE BOOK

# NEW SIMPLIFIED KICKBALL RULES

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In an effort to make the game play more social in nature, faster in play, and easier to understand by players and volunteer referees alike; most of the rules previously used have been revised for 2019.

## GENERAL RULES

- Each game is 45 minutes long (no set number of completed innings)
- 3 outs per half-inning
- Failure to show up (forfeit) will result in an automatic 0-10 loss

## PITCHING RULES

- Pitcher must release pitch behind the pitching strip
- Pitched ball must bounce 3 full times before reaching home plate to be considered a strike
- Pitched ball cannot cross home plate any higher than 1 foot off the ground to be considered a strike
- Pitched ball crossing any part of home plate is considered a strike (no expanded strike zone area as in years past)
- Any combination of 4 called "balls" will result in a walk
- Any combination of 4 pitched strikes and/or foul kicks will result in an out

## KICKING RULES

- Kicker must be standing on or behind home plate when contacting the ball to be considered a valid kick
- Any contact from below the waist of the kicker is considered a valid kick (contact with hips, knees, shins is allowed)
- Double kicks are allowed (example: a ball makes contact with a knee then is kicked by foot)
- Kicked ball must fully cross diagonal line from 1st to 3rd base and be in fair territory to be considered a fair ball
- A kicked ball that is in front of and/or partially located on diagonal line from 1st to 3rd base is considered a foul ball

## BASE RUNNING RULES

- No leadoff running
- No stealing bases
- Base runners can advance on fly balls caught in fair territory once ball is securely caught by defense

## DEFENSE RULES

- Up to 10 players may play on defense
- Minimum of 4 players on defense must be female
- Defense (except for the Catcher position) cannot cross diagonal line from 1st to 3rd base until ball is kicked
- If defense touches a kicked ball, in the air or on the ground, before it fully crosses the diagonal line from 1st to 3rd base; that kick is then considered fair and "in play"
- Play is dead if kicked ball stops in fair territory and is touched by someone not participating in the game
- Play is dead if pitcher fully controls ball and stands on pitching strip
- Play is dead for overthrows at 1st and 3rd base if ball is touched by someone not participating in the game

## INTENTIONAL STALLING RULES

- Intentional stalling is not allowed
- 1st intentional stalling violation is a warning (offense or defense)
- Any additional intentional stalling violation will result in an automatic out (if violation on kicker) or 2 awarded bases to kicker and each base runner (if violation on defense)
- Intentional stalling is enforced at the subjective determination of the referee(s)

## MERCY RULE

- If after 30 minutes of play with a team losing by 15 or more runs; the losing team can request the Mercy Rule and the score will freeze as of that request
- It is the responsibility of the losing team to request the Mercy Rule
- Teams can continue to play for the remainder of time but the score will freeze as of the Mercy Rule request

## PLAYOFF SEEDING

- 1st priority will be given to total number of wins (the more, the better)
- 2nd priority will be given to total run differential (the higher, the better)
- 3rd priority will be given to total number of runs scored (the more, the better)
- 4th priority will be given to total number of runs allowed (the less, the better)