

Love Helps, inc.
Kickball Tournament Rules

July 9, 2018

UNIFORMS

Matching or numbered uniforms are not required, although helpful for umpires and scorekeepers.

NUMBER OF PLAYERS

Teams will have ten players maximum on the field and at least 3 females & 3 males.

START/FINISH GAME

Each team must have a minimum of nine players to start and finish a game, with a minimum of three females. Teams may start games with as few as 8 players and still be eligible for an official game. If a team plays with 8, they will take an automatic out in the 9th spot. If a team plays with 9, they will NOT take an automatic out. Teams may NOT pick up players from other teams.

FEMALES

Teams may start with as few as two females however, the missing female's spot in the kicking order will be an out. If a team starts with three females and one female is injured, that team must take an automatic out and play with one less fielder unless they have a replacement.

GRACE PERIOD

Game time is forfeit time unless a team has not finished their previous game in which case they will be given a 5-minute grace period to change fields at the conclusion of their previous game. A team that is awarded a forfeit will receive ten runs.

RUN RULE

20 runs after 3 innings
15 runs after 4 innings
10 runs after 5 innings

HOME TEAM

Home team will be determined by a coin flip with the umpire or other official prior to the game. Home team is responsible for keeping the scoresheet.

EQUIPMENT

All games will be played with a yellow Mikasa Official Kickball (8.5-inch ball) provided by Love Helps, inc. Metal cleats, bats or baseball gloves are not permitted.

GAME LENGTH

Game length is 7 innings or 45 minutes of game time. A game will be considered regulation after 4 innings or 20 minutes are complete in the case of inclement weather.

BATTING ORDER

Teams must have at least 2 women within the first 6 players in their batting order. Teams may kick all players present if desired.

BASE COACHES

Members of the kicking team must coach first and third base. The base coaches are to assist in retrieving foul balls and may switch with other team members to remain in the proper batting order.

PITCHING

A pitcher may start their pitch outside of the half-circle, but must release the ball from inside of the half-circle when rolling their pitch. The ball must bounce a minimum of two times prior to arriving at the plate, or roll prior to entering the batter area (front part of home plate). All pitches must be thrown underhand in a “friendly form.” Meaning the pitcher throws the ball with the intention of the kicker getting a good kick in. No significant speed, no excessive bouncing, etc. Any pitch that does not meet this requirement will be called a ball.

NO BUNTING

Bunting is not permitted. If the kicker attempts a bunt, the defense may play the ball to try and get an out. If the defense does not get an out, the play will be called a strike and the kicker will return to the plate.

CATCHER

The catcher must remain behind the batter-runner until contact is made.

STRIKE ZONE

The strike zone extends to 1 foot on either side of home plate to the inside of the kickball and 1 foot high to the bottom of the kickball as the ball crosses the home plate area.

STRIKES & FOUL BALLS

Three strikes per out. A strike is a kickball pitched within the strike zone that is not kicked by the kicker, or an attempted kick missed by the kicker, inside or outside of the strike zone. If a player fouls off the 3rd strike (courtesy foul), s/he will be given one more opportunity to kick the ball in play. If the ball is kicked foul again, the player is ruled out. Double kicks & traps are considered foul balls as well as balls that bounce foul off a kicker's leg, even if there was no attempt to kick the ball. On a foul tip directly behind home plate, the ball must travel above the kicker's head and be caught by the catcher to be ruled an out.

BALLS

Four balls will advance the kicker.

You may not walk a male to get to a female. If walked, the male will advance to second base and the female has the option of kicking or advancing to first base.

STARTING COUNT FOR KICKER

Every kicker will start with a 1-ball, 1-strike count to speed play.

INFIELDER

A defensive player positioned within the infield at the time the pitcher begins his/her wind up.

OUTFIELDER

A defensive player positioned in the outfield (grass) at the time the pitcher begins his/her wind up.

DEFENSIVE POSITIONS

When playing with 10 players a team must have a minimum of 4 outfielders.

When playing with 9 players a team must have a minimum of 3 outfielders.

Players positioned in the outfield may enter the infield to play a live ball once the batter-runner has made contact with the ball.

DIAGONAL ATTACK LINE

The diagonal attack line is defined as the line stretching diagonally from 1st to 3rd base.

Female Batter - No one may cross the Attack Line prior to the batter making contact with the ball.

Male Batter - Players may cross the attack line once the ball leaves the pitcher's hand.

KICKING

The ball must be kicked with the Foot or Leg at or below the knee.

The ball must be kicked at or behind home plate. A strike will be charged if the ball is kicked in front of home plate and the batter/runner was not put out. The strike will not be called until the umpire declares the ball dead.

RUNNING

Runner must stay within the base line. Fielders must stay out of the base line. If a fielder is making an attempt on the kicked ball they have the right to the baseline. A runner interfering with a fielder making a play on the ball will be called out. Fielders not making a play on the ball, in the way of any runner in the baseline will cause the runner to be safe at the base they are running to (umpire's discretion).

COURTESY RUNNERS

Teams may designate one courtesy runner (of the same gender) per inning.

BASERUNNER

Leading off of a base is not permitted. A runner off the base when the ball is kicked is out (appeal only). No hitting above the shoulders. If the runner is hit above the shoulders they will be safe and advance one additional base at the end of the play. If the runner intentionally uses their head to block the ball (umpire's judgment) the runner is out. If the runner ducks or slides and in the process is hit in the head, it does NOT count as a head hit.

INFIELD FLY RULE

With less than two outs and runners on first and second or first, second and third, a ball kicked in the air with the defense (infielder) being able to make a reasonable play on the ball, an "Infield Fly Rule" call will be made. The batter will be deemed out and runners may advance at their own risk.

HOME RUNS

"Over-the-fence" (& net at Cedar Hill Park) are allowed but highly unlikely.

OUTS

Three outs by a team will complete the team's half of the inning.

An out is:

- * Three strikes or foul on 3rd strike (twice)
- * Runner touched by the ball at any time while not on base.
- * Fielder touches the base in which a runner is forced to run with ball IN HAND.
- * A runner off the base when the ball is kicked.

BALL IN PLAY

When the pitcher has the ball in control on the mound and the offense's momentum towards the next base has been stalled, the play ends (to be declared by the umpire). If the runner intentionally touches or stops the ball, the play ends.

SACRIFICE FLY

The runner may advance on a sacrifice fly AS SOON AS CONTACT IS MADE BY THE FIELDER on the kickball (by the umpire's judgment). The fielder does NOT have to have possession of the ball for the runner to advance.

EXTRA INNINGS

Extra innings will start with 1-out and a runner (the last kicker of the previous inning) on 2nd base.

TIE BREAKERS

In case of a tie in the standings, the following method/order will be used to break the tie:

- 1) Head to Head
- 2) Run differential (10 run max per game)
- 3) Coin Toss