

Kickball rules

Pitching

The ball must roll on the ground when crossing over the plate.

The strike zone is 1 foot inside and outside of home plate.

Kicking

The ball must be kicked with the foot or leg.

No bunting is allowed (contacting the ball without fully extending the leg). A bunt is called an out.

Strikes

If a kicker gets 3 strikes, she is out.

A **strike** is:

- a pitch inside the strike zone that isn't kicked.
- an attempted kick that's missed. It doesn't matter whether it was inside or outside the strike zone.
- a foul ball.

Balls

A kicker gets a free trip to first base after 3 balls.

A **ball** is called when:

- a pitch is outside the strike zone, and the kicker doesn't try to kick it.
- a pitch bounces across home plate.
- any fielder, including the pitcher, advances toward home plate before the ball is kicked.

Runner

- Runners have to stay in the baselines.
- Sliding into the base or running into fielders is not allowed. The runner is out if he runs into the fielder. The runner is safe if the fielder initiated the contact.

- Fielders must stay out of the baseline. Unless they are making an active play for the ball, if they interfere with a runner, the runner is safe at the base they are running toward.
- No runners may lead off or steal. They can only run after the ball is kicked.
- Runners have to tag up after a fly ball is caught before they can advance to the next base.
- Runners may overrun 1st base, if they overrun any other base, they may be tagged out by a defender with the ball.
- If the ball is overthrown, the runner may advance only one base.
- If a runner overtakes and passes a runner on the bases ahead of him, he is out.
- When the pitcher has control of the ball and is standing on the mound, all of the runners must stop advancing.

Duration

A game lasts 6 innings. Each inning is divided into a top and bottom half with each team having a turn to kick. Visiting and home teams are determined for each match by coin toss. The visiting team kicks the first half (or top) of each inning, and the home team kicks the second half (or bottom) of the inning. A half inning is completed when the kicking team gets 3 outs or scores three runs.

If the game is tied at the end of 6 innings, teams continue to play complete innings until one team is ahead.

Scoring

A team scores a point every time a player rounds all of the bases and crosses home plate.

No more than three runs may be scored by a team in any one inning. Once a team scores three runs, their turn at bat ends and sides switch.

Outs

A **batter** is out if:

- he kicks the ball, and it's caught in the air (even if it's in foul territory).
- he gets 3 strikes, 3 fouls, or 2 strikes + a foul.
- he bunts the ball (doesn't take a full swing of the leg in an attempt to kick the ball a short distance).

A **runner** is out if:

- she is hit by a kicked ball while off base.
- a fielder tags her with the ball while she's not on a base.
- he runs out of the baseline.
- she is tagged by a fielder before reaching the base she is forced to run to or if a fielder with a ball touches the base before she gets there.

- he fails to tag up on a fly ball and the ball beats him back to the base he was on.
- she runs past a runner in front of her.
- he runs into a fielder who is trying to make a play on the ball.

In-game Donation Rules

- A kicking team may buy up to two runs per game. A run must be used during the inning it is purchased. Each run requires a team donation of \$5 for each member aged 16 or over. A fielding team may keep a purchased run from being used by donating 2X the purchase price.
- \$10 donation: a fielding team may donate \$10 and require a runner to run the bases carrying a glass of water for one at-bat. If water is spilled, the runner is out.
- \$20 donation: A kicking team may donate \$20 and receive a double base hit for use that inning. Only one double base hit may be used in this way per inning.