



**Budweiser Sports League  
Kickball  
GENERAL RULES AND REGULATIONS  
Updated – 04/12/10**

For those who have never played kickball, or have forgotten the beautiful act of kicking a little red ball on a grass field, kickball is actually very similar to softball and baseball. The object is to advance more runners across home plate than the opposing team.

**Playing Field and Equipment**

Similar to baseball and softball, the kickball infield consists of home plate and three bases; first, second and third. However, instead of a pitcher's mound there will be a pitcher's circle, measuring 10 feet in diameter. The distance between the bases will be 60 feet. The pitcher's circle will be 42 feet from home plate. The strike zone lines will be measured by the officials and will be in place before each game. Bases and ball will be provided by Bud Sports. Participants may wear cleats as long as they are plastic and not metal.

All participants must respect and obey all rules and regulations pertaining to the respective field used for play during the game.

**Officials**

There are no referees for the 2010 spring season, but there will be an official watching three games at a time making sure the game keeps moving and is completed on time. Teams will referee their own games by consensus. If teams

cannot come to a consensus on a call they may ask the official if he or she saw the play. If the official did not see the play the kicker will kick again and the play will be done over.

## **Participants**

All participants must meet the following requirements:

1. Must be 21 years of age or older
2. Must sign an online waiver stating you are playing at your own risk
3. Must not play kickball professionally
4. Must be able to have fun and relive childhood memories.
5. Whining, name calling & bad sportsmanship is prohibited

## **Teams**

Each Team must register at least 12 players on the roster, though it is recommended that each team hold a roster of 20 to 25 players.

1. No team may place more men than women in the field, thus no more than five men can play at once if you have ten on the field. If there are either 8 or 9 players then no more than 4 men can be on the field.
2. Each team must have at least 3 men kicking in a game in order to maintain the male-female alternating kicking order. If a team cannot field at least three men (with five women) or at least four women (with four men), that team will forfeit the game.
3. All players playing the field must be in the kicking order. Any players that are not playing the field can still be in the kicking order and must remain so during the course of the whole game. If you have kicked at least once you must stay in that same kicking order unless you are injured.
4. Each team must have a designated captain for each game. The captain will be responsible for the team during play.
5. The home team will record the runs, outs, etc. for the game.

## **Game Play**

1. Regulation games last 7 full innings or 55 minutes, whichever comes first. If a game is tied after 7 full innings both teams have the option to continue to determine a winner as long as there is time to do so.
2. A game that is called off after 3 full innings of play due to inclement weather or other reason shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. If a regulation game that is called off after three full innings ends in a tie it will be marked as such.
3. There will be a 10 run rule in effect per team per inning. When a team scores 10 runs in an inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team. The 10 run rule per inning counts for every inning, including the last inning. If the home team is down 11 runs in the last inning and comes back and scores 10 runs the game is over after the 10th run and they still lose the game.

4. A team failing to field at least 8 players within ten minutes after the scheduled game time will forfeit the game.

### **Ball in Play**

1. No player may leave the base until the ball is kicked. Failure to abide by this rule results in an out.
2. When the pitcher or another player has control of the ball within the pitcher's circle the play ends.
3. If a runner is hit by a kicked ball it is a dead ball and the runner will be called out. Other runners and the kicker can not advance bases. The kicker will be allowed first base. Unless the ball is touched by a defensive player first
4. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. If the ball is kicked and it hits a runner the runner is not out. The ball has to be thrown.
5. There is no infield fly rule.

### **Pitching**

1. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
2. If the bottom of the ball is 12 inches or higher as it crosses the plate it will be considered a ball.
3. If a pitched ball touches any part of the white lines that indicate the strike zone, the pitch will be considered a strike. Even if the ball barely touches the outside of the line it is a strike.
4. The pitcher must stay within the pitcher's circle until the ball is kicked. Failure to do so results in a ball.

### **Kicking**

1. The order of the kicking shall be alternating male and female players.
2. All players listed on the team's roster and present during the game may kick, even if they have not played in the field.
3. All kicks must occur at or behind home plate. If the kicker crosses the line to kick the ball the kicker is out.
4. Bunting is allowed provided that the ball travels in front of the plate in playable territory. If a ball is kicked and does not land in playable territory is a strike.

### **Base Running**

1. Neither leading off base nor stealing a base is allowed.
2. Sliding is allowed.

3. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders as they are running or sliding to a base will be safe. If a player intentionally throws at the head of another player they will be warned. If the incident occurs a second time by any member of the same team that player will be kicked out of the game and when he or she comes to kick it will be an out.
4. If the runner intentionally uses their head to block the ball the runner is out.
5. One extra base is awarded on an overthrow. A ball is considered an overthrow if it goes at least 30 feet out of the field of play.

### **Strikes**

A count of 3 strikes is an out. A strike constitutes:

1. A pitch within the strike zone either not kicked, or missed by the kicker.
2. If a pitched ball touches any part of the white lines that indicate the strike zone, the pitch will be considered a strike. Even if the ball barely touches the outside of the line it is kickable.
3. A foul ball is considered a strike. There will be no courtesy foul given. If you have 2 strikes and you kick the ball foul then you are out.

### **Balls**

A count of 4 balls advances the kicker to first base. A ball is:

1. A pitch outside the strike zone
2. If the pitch falls short of the plate.
3. A bouncing ball that is higher than 12 inches.
4. A pitcher leaving the pitchers circle before the ball is kicked.

### **Designated Runner**

If a player is injured or ill they may have a designated runner. Each team will be allowed one designated runner per inning.

### **Tie-Breaking Procedure (to determine playoff seedings)**

Head to Head (if applicable)

Runs Against

Runs Scored

Coin Toss