



## INDOOR KICKBALL RULES

### FIELD:

- The kickball diamond has approximate sides of 55 feet each.
- The distance from home plate to second base, and from first base to third base is approx 84 feet
- The center of the pitching area is in the center of the diamond, at approximately 42 feet. It is directly aligned with the first base/third base diagonal. There will be a box behind the pitcher's strip that designates the 'area of control'. This box will measure approx 9 feet wide by 9 feet deep.
- The strike zone extends to 1 foot on either side of home plate, and 1 foot high. There will be a box around the plate (1 foot on all sides) which marks the strike zone. If any part of the ball falls within the the zone or hits the line, then it is a strike.

### TEAMS:

- Game play shall consist of a maximum of 10 players on the field and a minimum of 8 players. One of the players must be catcher. There is no maximum to the number of players on your team roster.
- All players can kick.
- The kicking order cannot change but you can change the fielders.

### REGULATION GAMES:

- Games will last for 50 minutes or 7 innings, whichever comes first.
- Unlike baseball, there are no extra innings; the game can end in a tie.

- Any team that is not ready to take the field within 5 minutes after the scheduled kick off time shall forfeit the match.
- There is a limit of nine runs per inning except for the last inning.
- If a team leads by 12 runs or more after 5 innings the game will be declared over.

## **PITCHING/CATCHING:**

- No bouncing of the ball to the kicker higher than one foot (as measured from the bottom of the ball). If the ball is bouncing higher than 1 foot off the ground when it reaches the plate then it is a ball; however, the kicker does have the option of kicking it if he/she wishes.
- If the pitch touches the line around the plate, it is a strike.
- The pitcher must stay inside the pitching area on the mound until the ball is kicked. If the pitcher crosses outside the pitching area, an illegal pitch will be called. The kicker does have the option of kicking it if he/she so chooses, and takes the result of that play.
- No fielder may advance forward from the 1st - 3rd base diagonal until the ball is kicked, however anyone can field a bunt.
- If a pitcher or fielder makes an out by illegally advancing beyond the 1st - 3rd base diagonal, the runner will be declared safe.
- The catcher must be positioned at least 3 feet from the kicker and behind the plate until the ball is kicked. The catcher cannot interfere with the kicker.
- The count begins at 1 ball, 1 strike.
- Pitching must be underhand only.

## **KICKER:**

- All kicks must be made by foot.
- All kicks must be taken at or behind the home plate or a strike will be called.
- If the ball is kicked in front of home plate and the kick is caught 'out' by a fielder (or a force out occurs), the kicker is out.
- Males must kick the ball past the 1st - 3rd baseline. The ball must stay beyond the line to be fair.
- Any kick that does not reach this line will be considered a foul.

- If the ball is fielded before it reaches this line, it is in play and considered fair.
- Kickers may not stop the ball with their foot and then kick it.

## **RUNNING:**

- Runners must stay within the base line.
- Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.
- Fielders trying to make an out on base may have their foot on the base (except for first), but must lean out of the baseline.
- If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the official.
- There will be an extra first base placed next to first base. The extra base is for the fielder to tag and an out will be called when the fielder tags this base and not the regular base. The fielder may not interfere in any way with the runner tagging first base.
- It is the responsibility of the runner to avoid a collision. Ties go to the runner. Pursuant to the ASA Rule, when a defensive player has the ball and the runner remains upright and crashes into the defensive player, it is considered a "crash". If the act is determined to be flagrant, the offender shall be ejected.
- Neither leading off base, nor stealing a base is allowed.
- A runner leading off the base before the ball is kicked is out.
- Hitting a runner with the ball above the shoulder level is not allowed and the runner is safe and advances one (1) base except for the following situations:
- If the runner intentionally uses their head the runner is out.
- If the runner is ducking, diving or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this it is an out. It is the umpire's judgment.
- If the runner intentionally hits or kicks the ball out of bounds after being tagged out, the ball is dead and all runners must return to their original bases.
- When a runner is hit with the ball above the shoulder level, other runners on base may advance on a force.
- The runner may leave base as soon as the ball is touched by a member of the

fielding team. (See softball rules for further clarification, if needed.)

- All ties will go to the runner.
- On an overthrow, all players advance as far as they can get, even if the ball is out of bounds.
- Certain fields may have out of bounds areas. Please consult the Field Leader for details.
- When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.

### **FOULS:**

- A foul counts as a strike even on the third strike.

A foul is:

1. a kick landing out of bounds.
2. A kick landing in bounds, but traveling out of bounds on its own before
3. reaching first or third base (any ball touching a fielder in fair territory is automatically in play).
4. A kick that does not meet the minimum kick requirement (1st - 3rd base diagonal).

### **OUTS:**

- A count of three (3) outs by a team completes the team's half of the inning.

An out is:

1. Count of three (3) strikes.
  2. A runner touched by the ball at ANY time while not on base.
  3. A runner who is on the same base with another runner and is tagged with the ball.
  4. Any kicked ball (fair or foul) that is caught.
  5. A ball tag on a base to which a runner is forced to run.
  6. A runner leading off base before a ball is kicked.
- Hitting the base with the ball does NOT count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run.

**PLAY BALL:**

- Once the pitcher has the ball in control and is inside the area of control, the play is over. Play will resume once the next pitch is thrown.

**OTHER RULES:**

- Foul language is not allowed.
- Coaches are responsible for controlling their team.
- Coaches are responsible for keeping track of the batting order, inning and score in their scorebooks. If there is a dispute over the batting order, inning or score, the books will be used to make the final decision.
- If a rule is not otherwise stated here standard softball rules hold.
- If a male kicker is intentionally walked to get to a female kicker, the male kicker advances to second base.
- The female kicker must kick unless there are two outs, and then she has the choice to kick or take first base.
- There is NO Infield Fly Rule.