

KICKBALL

Things to know

*Most of the Rules for Kickball are identical to the game play of ASA Softball.
Here are some of the notable differences!*

- **Pitching**

- Pitcher shall have at least 1 foot in contact w/ plate upon release of pitch
- Pitcher may not “charge the ball” and must remain within 8 foot circle until the ball is contacted. An infraction of this will result in all runners being safe at the next available base.
- The strike zone is the entire width and length of the batters box
- A pitch that qualifies as a “strike” shall cross the “front-line” of the strike zone **and** cross the “back-line” of the strike zone (see diagram below).
- A Pitch will be deemed a ball or a strike by the umpire.
- “Bouncies”
 - The ball **must** touch the ground at least once before reaching the batters box
 - The ball must **not** exceed one foot in height from the bottom of the ball *at any time* from the last bounce prior to reaching the batters box, on.

- **Batting (Kicking)**

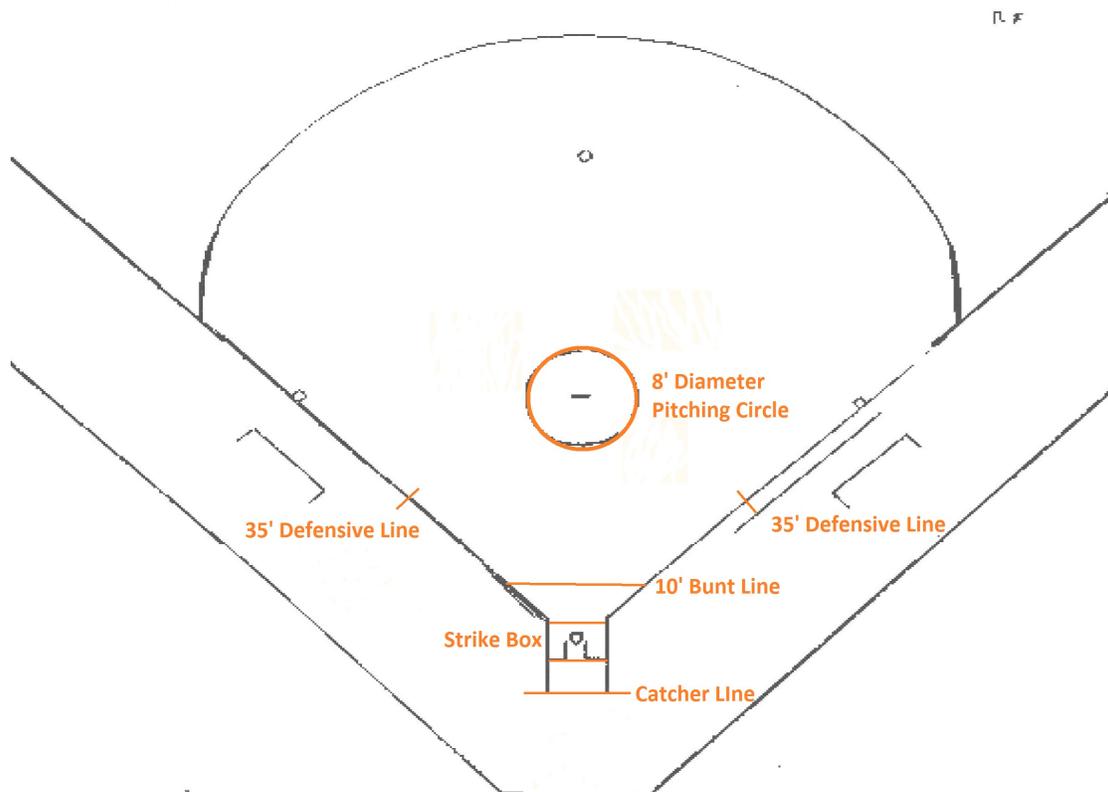
- All kicks must be made by the foot or leg *below the knee!*
- All kicks must take place in the batters box; the player may start outside the box but contact with the ball must happen within the batters box.
- Thursday League: No bunting allowed and use 10 ft line from base for play.
- Wednesday League: Bunting allowed, but is not contingent on a bunting line.
- Runners use the safety base at 1st base.
- Runners may slide into a base or “give themselves up”. There is a strict “no-collision” policy between runners and fielders. It is the runners responsibility to avoid malicious contact, and an avoidable collision will be subject to review/suspension.
- There is a 2 strike (1 to waste), 3 ball count.
- Runners may not advance until after kicker makes contact.

- **A Different Kind of “Out”**

- Base Runners may not come in contact with a ball in play at any time. If an “in-play” ball makes contact with them they will be deemed out. The exception is on the overrunning of a base.
 - This means that you **may** throw a fielded ball at the base runners in order to obtain an out. If the ball strikes the opposing player before they reach their base they will be deemed out. **HOWEVER:**
 - A ball thrown at a base runner must strike them beneath the shoulders. Contact with the head will result in additional base.
 - A thrown ball that strikes a base runner while they are on a base or after they have crossed first base and have made no attempt to advance shall award that runner a free extra base.
 - Malicious contact not relative to play will result in an additional base.

- **Co-Ed Rules**

- You may bat up to 16 people per game with free substitution. All substitutions must be logged with the official score keeper prior to game start.
 - All batting orders must have an alternating male to female order. An out will be issued in between same gender slots. If more females are present, two females can bat back-to-back without an out in between. Exception: End and beginning of batting order.
- The defense, in every inning, shall consist of an equal number of men to women *or* more women than men. If this is not allowed by the roster members present, there must be a greater number of women than men playing the infield positions.
- The designated outfielders must play no closer to home plate than the line where the grass meets the dirt. There are 6 infielders and 4 outfielders in a regular game.
- Courtesy runners may be offered only in the event of injury and must be the same gender as the runner they are replacing. It will be the last out of that gender that was made.
- A male batter who is walked on three consecutive balls with no strikes thrown during his time at bat shall be awarded two bases for the walk, but the next female must hit. Any other pitch count constitutes a regular walk.



8' pitching circle – Player cannot leave circle until ball is kicked

35' Defensive Line – Defensive player must be behind line before kicker contacts ball

10' Bunt Line – Wednesday League: disregard line.

Thursday League: ball must pass to be legal to kick.

Strike Box – behind plate and in ball must come into contact with box in order to be a strike.

Catcher Line – Catcher must be behind catcher's line on contact