

2018 Kickball Rules (adapted from the University of Iowa)

Team Composition

1. A team can begin with as few as six players, but the maximum number of players in the field is 8. Teams can choose to bat up to 10 players or bat the 8 field players. Based on each team size, teams must be comprised of the following gender combinations:
 - 10 players - 5 males and 5 females
 - 9 players - 5 males and 4 females, 4 males and 5 females
 - 8 players - 4 males and 4 females
 - 7 players - 4 males and 3 females, 3 males and 4 females
 - 6 players - 3 males and 3 females
2. If a team is playing with an uneven number of each gender, the players of the outnumbered gender will advance one spot in the batting order each time through the order.
 - Example - Batting order for a team with 5 males and 4 females: Male 1, Female 1, Male 2, Female 2, Male 3, Female 3, Male 4, Female 4, Male 5, Female 1, Male 1, Female 2 etc.

Game Time and Length

1. All matches will start at their designated times.
2. The game shall consist of seven innings or a 40-minute time limit, whichever may occur first. No new inning will start after the 40-minute time limit.
3. If a team is ahead by 15 runs after the fourth inning or 10 runs at after the fifth the game shall end.

Ground Rules

1. A coin toss will determine the home and away teams.
2. Teams will be allowed to kick fewer than what it started with without taking an out if an injury occurs to a player in the line-up during the game.
3. Any eight players from the line-up can play in the field each inning.
4. A game that is tied at the end of seven innings or 30 minutes will continue into the next inning, and each half inning thereafter, with the offensive team placing the player that was last scheduled to bat in the previous inning on second base. The inning will begin with zero outs. Each half inning will continue as such until a winner is declared.
- 5. Teams will pitch to their own kickers.**
 - There are no strikes or walks.
 - The kicker gets a maximum of two pitches to kick a fair ball.
6. Additional field markings include:

- Kick Line – 5 feet from the apex of home plate (measured down each foul line with a line connecting the two 5ft. points)
 - Bunt Line – 35 feet from the apex of home plate (measured down each foul line with a line connecting the two 5ft. points)
 - Fielding/Pitching Line – the imaginary line that connects first and third base
 - A field diagram is available at the bottom of this webpage.
7. All kickers must be behind the Kick Line when contacting the ball.
 8. An out for a kicker can be made in the following ways:
 - After two pitches – pitches that are not kicked also count as pitches.
 - If the pitcher **intentionally** contacts a kicked ball. In this instance, all runners will return to the base(s) last occupied. If the pitcher is contacted by a kicked ball in any other way, the ball will become dead, runners will return to their bases last occupied, and the pitcher will re-pitch to the kicker. The unintentional dead ball contact will not count as a pitch to the kicker.
 - Fly balls caught in fair or foul territory.
 - Ground balls fielded to a base for a force-out.
 - The kicker contacts the ball beyond the Kick Line.
 - If a legally kicked ball does not cross the Bunt Line.
 - The kicker fouls the second pitch
 - Tagging the runner out or throwing the ball at the runner and hitting him/her between bases (if, in the attempt to get the runner out, a thrown ball hits the ground before striking the runner, NO out will be made).
 - The ball can be thrown at the runner as long as the throw is **below the shoulders**. A ball that hits a runner's head will be deemed dead and the runner will be awarded one base from the last legally touched base. (Exception: a player who is not in regular standing/running position and is hit in the face/head will be ruled out. Ex: bending down to avoid getting hit)
 9. A runner may not lead-off or steal. He or she must remain on the base until the ball is contacted by the kicker. PENALTY: The ball becomes dead, the pitch does not count, and the runner is out.
 10. Pinch/courtesy runners are only allowed in cases of injury. The pinch/courtesy may be anyone on the team roster but must match the gender of the player needing a substitute.
 11. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball. If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first (unless involved in the collision), and all runners return to the previously occupied base(s) unless forced to the next base.
 12. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball, *or is holding the ball*. In the event the defense obstructs a runner, the runner, and any other runners

affected by the obstruction, will be awarded the bases he/she would have reached had there been no obstruction.

13. A kicked ball that strikes an advancing runner is considered dead and the struck runner is out. The kicker will receive first base, and other runners may only advance if forced.
14. Defensive players must stay behind the Fielding Line until the ball is kicked. If a defensive player begins the play in front of the Fielding Line and contacts a kicked ball in fair territory, the kicker will receive first base, and all runners on base will advance to the next base.
15. **No sliding or diving to a base.** If this occurs, the runner is automatically out. No sliding or diving is allowed in order to tag a runner. If this occurs, the runner is awarded one base from the last base touched.
16. Play stops when the ball is controlled in the infield by a defensive player.

Field Diagram

