



Kick For A Cause 2022

Official Rules

Field:

- The kickball diamond is a square with equal sides of 60 feet.
- The distance from home plate to second base, and from first base to third base is 84 feet 10 1/4 inches.
- The center of the pitching area is in the center of the diamond, 43 feet from home plate and aligned with the first base/third base diagonal. The area behind the pitcher's strip that designates the 'area of control' and is in the umpire's judgement to call time.
- * There will be no balls or strikes. There will be no more than 2 pitches total thrown (only if first one is a foul)

TEAMS:

- * Teams shall consist of a maximum of 10 players on the field and a minimum of 8 players. One of the players must be catcher. No more than 12 players per roster.
- All players can kick.
- The kicking order cannot change but you can change the fielders.
- Only players who are paid tournament members may play in a game.
- All players must be at least 16 years of age. All players must have signed the official Kick For A Cause waiver form and roster.
- The official kicking order must be provided to the umpire before the start of the game.
- The umpire will keep an official scorecard.

REGULATION GAMES:

- * Games will last for 5 innings or when the game has reached 30 minutes.
- * Games cannot end in a tie. Game will be played out with a runner being placed on second base. Runner will be last out from last inning
- Coin toss at beginning of game between coaches will determine who is home and who is visitors.
- Any team that is not ready to take the field within 5 minutes after the scheduled kick off time shall forfeit the match, unless they can't get to their field in time because of a delay on another field for a double header. Then the umpire must check with the Facility Coordinator on the status of the team first before a forfeit is called.
- *There is a limit of 7 runs per inning except for the last inning.
 - Last inning an unlimited number of runs can be scored.
- * No mercy rule.

- **PITCHING/CATCHING:**

- You pitch to your own team. One pitch. Anyone can pitch. Kicker gets one foul ball, and second kick must be in play. If it isn't the kicker is out.
- The offensive pitcher cannot interfere with a play. It is the offensive pitcher's responsibility to avoid any defensive play and if they don't the kicker will be automatically out. If they touch the ball either on the ground or in the air the kicker is out.
- The defensive pitcher doesn't have to be confined to the pitching area. They can play anywhere in the field as long as they are behind the 1st-3rd base lines. If they decide to stay at the pitcher area, the defensive 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 the 1st – 3rd base diagonal until the ball is kicked, however anyone can field a bunt. There will be a chalk line identifying this line.
- 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.
- Pitching must be underhand only.
- *No walks.

KICKER:

- All kicks must be made by foot.
- All kicks must be taken at or behind the chalk line. The chalk line will be an upside-down U going from outside of one kickers box to another. (See Figurine)
- If ball is kicked in front of home plate it will be called "illegal" and will count as a "foul ball". Next kick has to be fair or kicker is out.
- 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 (past the chalk line). The ball must stay beyond the line to be fair.
- Any kick that does not reach this line will be considered a foul.
 - Females can bunt a ball and it doesn't have to reach the line to be fair.
- 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. Please save yourself and your opponents from injury by paying attention. Ties go to the runner.... There's no need to take out the baseman.
 - 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 the head to block the ball, and is so called by the official, in which case 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 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.
 - If the act is determined to be flagrant, the offender shall be ejected.
- **NO HEAD HUNTING**
- When a runner is hit with the ball above the shoulder level, other runners on base may be advanced only on a force.

- The runner may leave base as soon as the ball is touched by a member of the kicking team.
- All ties will go to the runner.
- When a dead ball is called all players advance to the next base.
- 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 is:
 - Kick landing out of bounds.
 - A kick landing in bounds but traveling out of bounds on its own before reaching first or third base (any ball touching a fielder in fair territory is automatically in play).
 - 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:
 - A runner touched by the ball at ANY time while not on base.
 - A runner who is on the same base with another runner and is tagged with the ball.
 - Any kicked ball (fair or foul) that is caught.
 - A ball tag on a base to which a runner is forced to run.
 - 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.
- * The outfield can kick the ball at any time to get it to the infield.
- Umpires have final say and it is up to their discretion to eject you from the tournament.

OTHER RULES:

- All games will be officiated by volunteer Umpires.
- Foul language is not allowed.
- No alcohol on the field or dugout. Any team that brings alcohol to the field will lose their drinking privileges and will be suspended.
- 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, we use the books to make the final decision.

- If a rule is not otherwise stated here standard softball rules hold.
- There is NO Infield Fly Rule.
- The official game umpires have the final ruling; however, league commissioners or coaches may be consulted concerning the official rules. Umpires may make judgment calls, where appropriate.
- Some fields will have out of bounds areas. The umpire will declare these areas before the start of each game. If the ball enters one of these areas, the ball is dead, and play will stop. Extra bases may be awarded depending on the particular field. Check with your field leader for details.
- There is no rules or limits as to how many males or females may be on a team or play on the field.

ADJUSTED RULES:

- **If there is a * next to a rule it was altered from the Standard City of Sparks rules for this tournament.**

REMOVED RULES:

- The strike zone extends to 1 foot on either side of home plate, and 1 foot high. There will not be a box around the plate (1 foot on all sides) which marks the strike zone, so balls and strikes will be up to the judgment of the umpire. If any part of the ball falls within the zone, then it is a strike.
- 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 goes within the zone of one foot on either side of the plate, it is a strike.
- The count begins at 1 ball, 1 strike.
- A foul counts as a strike even on the third strike.