



## Youth Kickball

### Rules + regulations

#### Rosters – ALL Leagues (except HS League)

- League play/age groups could vary, dependent on players registered.
- Team must have minimum of 6 players to field a team. **All players play.**
- Any amount greater than 9 must play behind the curved line in the outfield.  
*\*This is for Gage Accessible Diamond. If games played elsewhere, official discretion will be used.*

#### Equipment – ALL Leagues

**Game balls:** Provided at game location – 10” rubber playground-style ball.

**Team shirts:** Provided by SCPR.

#### GAME PLAY – All Leagues

**Time limit:** 9 inning games – *NO new inning shall begin after 50 minutes.*

**Run limit:** Each team is limited to a maximum of 5 runs per inning if 3 outs have not yet been recorded.  
*No mercy rules in place. Play full game/time. Score will be stopped/considered final once lead hits 15, but game will continue.*

#### SCORES/STANDINGS – All Leagues

Scores + standings will be kept. HOME coach should post scores online after each game.

#### IN GAME RULES – All Leagues

**Coaches:** One coach permitted (not required) in each box (3B/1B) + coach who will pitch on mound.

**Defense:** Following positions must be filled: Catcher, 1B, 2B, 3B. Remaining players: Pitcher, SS, Outfield.

**Kicking:** Each Kicker will receive a maximum of four pitches. If they have not put the ball in play by the fourth pitch, they are out. Extra pitches *are not given* if fourth pitch is a foul ball. Kicker must have part of one foot remaining in/on batter’s box when striking the ball, otherwise play is dead and foul is called.

a. No bunting. A bunt is viewed as *intentional* by umpire discretion and will be called foul.

**Lineups:** Lineups will be made by coaches prior to game. Late arrivals may be added to bottom of lineup.

**Pitching:** Coach will pitch to kickers for own team; youth “pitcher” on defensive team plays the field.

**Base running:** No leadoffs/stealing. Runner must remain on base until ball has been kicked.

a. TIME will be called when play has ceased and runners are not advancing – *umpire judgement.*

b. Ball will be dead once controlled inside baselines by an infielder. If runner is past halfway to the next base, he/she is granted that base. Otherwise, they will return to the previous base.

c. One base limit on an overthrow. *One extra base per play, not per overthrow.*

#### IN GAME RULES – All Leagues

**The following are ways to record an out during a game of Kickball**

- Strikeout: Any combination of swings/misses or rolled pitches over the plate without a swing.
- Caught ball: If a kicked ball is caught in the air by any player without the ball first hitting the ground or other obstruction.
- Tag/thrown ball either in the air or on the bounce with appropriate force (judgment call).
- Four pitch maximum.

# HS Kickball League

## Rules + regulations

### Rosters

- Team must have minimum of 6 players present to field a team.
- Teams will have a maximum of 12 players available in each game.
- All available players will kick in the lineup.
- May play up to 10 in the field at one time.
- Defensive players may rotate from inning-to-inning and is up to the individual teams to decide.

### Game Play

- Game balls provided by SCPR
- NO BUNTING – Any kick ruled by umpire to be a bunt will be called a strike
- 9 innings – *NO new inning after 50 minutes*
- Time starts at scheduled game time
- Run rule applies – 15 after 3, 12 after 4, 10 after 5
- Innings consist of 3 outs – *no run limit*

### Scores and standings

Scores + standings will be kept. HOME coach should post scores online after each game.

### In-game rules

#### Pitching / Catching / Fielding

- Teams will pitch to opposing kickers
- Pitches must be underhand
- Strike zone will be batter's box to batter's box
- Pitches that exceed one foot in height from bottom of ball during last bounce before reaching the plate *will be called a ball.*
- Pitchers must remain at mound until ball is kicked.
- If using catcher, must field behind the kicker and may not cross home plate until ball is kicked
- May not interfere with kicker or ball will be called
- Tag/thrown ball either in the air or on the bounce with appropriate force (judgment call).

#### Kicking

- Kicker must have part of one foot remaining in/on batter's box when striking the ball, otherwise play is dead and foul is called.

#### Base running

- No leadoffs / stealing. Runner must remain on base until ball has been kicked.

Updated August 20, 2020