



## 2010 Updates and Revisions to KICKBALL: Official Rules of the Game

This document outlines the updates and revisions to Kickball: Official Rules of the Game revision 1/2010. Changes are listed in blue under the text of the former rule, and additions are in bold blue type. Happy kicking!

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### Former Rule:

1.01a. the kickball diamond is a square with equal sides of 60 feet or about 20 paces;

### 2/2010 Revision:

1.01a. the kickball diamond is a square with equal sides of 60 feet or about 20 paces **with a base at each corner;**

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### Former Rule:

1.06 - Optional Extra Base – The option of using this field setup must be made by the division board of directors each season via formal vote and approval at a scheduled meeting prior to the third week of games played. Once use is approved, this extra base must be used for all games of that division season and division tournament games. If the extra base is used:

- a. The Extra Base is only available for runners traveling from home plate (see Rule 10.06).
- b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe.
- c. Runners not attempting to advance to second base and touching the First Base will be out.
- d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out.
- e. If no fielder is on first base, and/or the runner is attempting to advance to second base, the runner may touch the First Base.
- f. No additional base may be used at any other base.

### 2/2010 Revision:

1.06 - Optional Extra Base – The option of using this field setup must be made by the division board of directors each season via formal vote and approval at a scheduled meeting prior to the third week of games played. Once use is approved, this extra base must be used for all games of that division season and division tournament games. If the extra base is used:

- a. The Extra Base is only available for runners traveling from home plate (see Rule 10.06);
- b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe;
- c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out, except under the exception in Rules 1.06f and 1.06g;**
- d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out;
- e. No additional base may be used at any other base;
- f. The runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base (see Rule 14.02o);**
- g. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base. A runner (see Rule 1.06a) using or touching First Base in any other circumstance is out.**

**Former Rule:**

5.02 Each Team:

- a. should have at least eight (8) female and eight (8) male players, to avoid potential forfeits;
- b. must field at least eight (8) and no more than eleven (11) players, and the 11th player must play the position of catcher;
- c. must field a minimum of four (4) players of each sex (see Rule 7.04);
- d. may only field one pitcher and one catcher at any time during the game (see Rule 8.07).
- e. may have additional players placed on their team by the league, and have no more than twenty-six (26) players.

**2/2010 Revision:**

5.02 Each Team:

- a. must field at least eight (8) and no more than eleven (11) players, and the 11th player must play the position of catcher;
- b. must field a minimum of four (4) players of each sex (see Rule 7.04);
- c. may only field one pitcher and one catcher at any time during the game (see Rule 8.03);
- d. may have additional players placed on their team by the league, and have no more than twenty-six (26) players.

*Former 5.02a omitted, section renumbered.*

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**Former Rule:**

5.03 Each team shall have one Captain and one Co-Captain who are jointly responsible for the team. The Team Captains must ensure that:

- a. all team members present must kick in the written scorebook order, but do not have to field.

**2/2010 Revision:**

5.03 Each team shall have one Captain and one Co-Captain who are jointly responsible for the team. The Team Captains must ensure that:

- a. all **players participating in the game** must kick in the written scorebook **kicking** order, but do not have to field;
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**Former Rule:**

5.05 Exchange of Kicking Order:

- a. the team Captains or assigned team members will exchange their team written scorebook kicking orders prior to the start of the game;
- b. any eligible player that shows up to a game after that game has begun must be added to the end of the written scorebook kicking order;
- c. refusal to provide the written scorebook kicking order when requested by the opposing team or any referee will result in a forfeit of that game;
- d. a claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts: 1) that the written scorebook kicking order was exchanged in accordance with 5.05a; 2) that the claim is made on the field no later than 15 minutes after completion of the game.

**2/2010 Revision:**

5.05 Exchange of Kicking Order:

- a. the team Captains or assigned team members will exchange their team written scorebook kicking orders prior to the start of the game;
- b. any eligible player **arriving after the start of the game** must be added to the end of the team's written scorebook kicking order. **Players may not be added to the game after the team has been once through the kicking order;**
- c. refusal to provide the written scorebook kicking order when requested by the opposing team or any Referee will result in a forfeit of that game;
- d. a claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts: 1) that the written scorebook kicking order was exchanged in accordance with 5.05a; **2) that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker (see Rule 14.02i).**

**Former Rule:**

7.01b. At the discretion of the division board, a single time limit may be set for all of the division's regular season games. Such a time limit may not be shorter than 45 minutes and cannot exceed 90 minutes. A game that finishes by being called off due to a time limit remains a regulation game (see Rule 7.02 and 7.03).

**2/2010 Revision:**

7.01b. At the discretion of the division board **and/or the league coordinator**, a single time limit may be set for all regular season games. Such a time limit may not be shorter than 45 minutes and cannot exceed 90 minutes. A game that finishes by being called off due to a time limit remains a regulation game (see Rules 7.02 and 7.03).

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**Former Rule:**

7.05 A team playing a non-registered person, an improperly registered person, or a person not registered on that team, division, and season, will forfeit that game (see Rule 4.01c). This team will also lose the right to play in any division tournament or World Kickball Championship;

**2/2010 Revision:**

7.05 A team playing a non-registered person, an improperly registered person, or a person not registered on that team, division, and season, will forfeit that game (see Rule 4.01c). This team will also lose the right to play in any **post season tournament**, division tournament or World Kickball Championship;

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**Former Rule:**

**8. PITCHING AND CATCHING**

8.01 Bouncies are allowed (See Rule 12.02).

8.02 The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching strip when releasing the ball (see Rules 1.01d and 15.01). A team's first infraction of this rule will result in a Pitcher Position Warning to the team that caused the infraction. The second and each subsequent Pitcher Position infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.

8.03 No player may field forward the 1st-3rd base diagonal other than the catcher until the ball is kicked, and no player may advance forward the 1st-3rd base diagonal until the ball is kicked. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip until the ball is kicked. A team's first infraction of this rule will result in a Fielder Encroachment Warning to the team that caused the infraction. The second and each subsequent Fielder Encroachment infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.

8.04 The catcher must field behind the kicker, within or directly behind the kicking box, and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. A team's first infraction of this rule will result in a Catcher Encroachment Warning to the team that caused the infraction. The second and each subsequent Catcher Encroachment infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.

8.05 Balls must be pitched by hand. There are no restrictions on pitching style.

8.06 Backstop assistant. A captain may choose to enlist a team member as a backstop assistant to retrieve balls no longer in play. This assistant does not count as a catcher or fielder (see Rule 5.02d), must be behind the kicking box and sufficiently back from the catcher, and may not be involved in any play.

**2/2010 Revision:**

**8. PITCHING, CATCHING AND FIELDING**

8.01 **Balls must be pitched by hand. There are no restrictions on pitching style.** Bouncies are allowed (see Rule 12.02).

8.02 **Fielder Positioning. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction will result in the kicker being awarded first base regardless of the outcome of the kick.**

**Proper Field Position is:**

**a. All fielders besides the catcher must start play and remain behind the 1st-3rd base diagonal until the ball is kicked.**

**b. The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching strip when releasing the ball (see Rules 1.01c and 1.01d). No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip until the ball is kicked.**

**c. The catcher must field behind the kicker, within or directly behind the kicking box, and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.**

**8.03 Backstop assistant.** A captain may choose to enlist a team member as a backstop assistant to retrieve balls no longer in play. This assistant does not count as a catcher or fielder (see Rule 5.02c), must be behind the kicking box and sufficiently back from the catcher, and may not be involved in any play.

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**Former Rule:**

10.01 Runners must stay within the base line.

**2/2010 Revision:**

10.01 Runners must stay within the baseline. **Any runner outside the baseline is out (see Rule 14.02k):**

**a. Runners may choose their path from one base to the next, and may follow a natural running arc;**

**b. Runners are free to change course to avoid interference with a fielder making a play;**

**c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.**

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**Former Rule:**

10.02 Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running

**2/2010 Revision:**

10.02 **Obstruction.** Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. **Runners may choose to advance beyond this base while the ball is still in play.**

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**Former Rule:**

None

**2/2010 Revision:**

**10.10 When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play (see Rule 1.01b).**

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**Former Rule:**

12.02 A ball is:

a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted (see Rule 1.02);

b. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;

c. a pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box;

d. a pitched ball, prior to reaching the kicker, that exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone;

e. a pitched ball that is higher than one foot at the plate.

**2/2010 Revision:**

12.02 A ball is:

a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted (see Rule 1.02);

b. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;

- c. a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box;
  - d. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker;
  - e. a pitched ball that is higher than one foot at the plate.
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**Former Rule:**

13.03 A fair ball is:

- a. a kicked ball landing and remaining in fair territory (see Rule 1.04) (see Diagram 3A, 3B, 3C);
- b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1<sup>st</sup>-3<sup>rd</sup> baseline (see Diagram 3C).

13.04 All fair and foul balls are in play unless specifically mentioned in section 15.

**2/2010 Revision:**

13.03 A fair ball is:

- a. a kicked ball landing and remaining in fair territory (see Rule 1.04) (see Diagram **3C, 3D, 3E**);
- b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1<sup>st</sup>-3<sup>rd</sup> **base diagonal** (see Diagram **3A, 3B, 3F**).

*Rule 13.04 Omitted*

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**Former Rule:**

14.02 An out is:

- a. a count of three (3) strikes or four (4) fouls;
- b. any kicked ball (fair or foul) that is caught by a fielder;
- c. a ball tag on a base to which a runner is forced to run, before the runner arrives at the base;
- d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play (see Rule 15.02b);
- e. a kicker that intentionally hits the ball with their hand or arm (see Rule 15.02c);
- f. a ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught (see Rule 10.05);
- g. a runner off of his/her base when the ball is kicked;
- h. a runner physically assisted by a team member during play (see Rule 6.02)
- i. any kicker that does not kick in the proper kicking line up (see Rule 5.05).
- j. a runner that passes another runner (see Rule 10.08).

**2/2010 Revision:**

14.02 An out is:

- a. a count of three (3) strikes or four (4) fouls;
- b. any kicked ball (fair or foul) that is caught by a fielder;
- c. a ball tag on a base to which a runner is forced to run, before the runner arrives at the base;
- d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play (see Rule 15.02b);
- e. a kicker that intentionally hits the ball with their hand or arm (see Rule 15.02c);
- f. a ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught (see Rule 10.05);
- g. a runner off base when the ball is kicked (see Rule 10.03);
- h. a runner physically assisted by a team member during play (see Rule 6.02);
- i. any kicker that does not kick in the proper kicking line up (see Rule 5.05d);
- j. a runner that passes another runner (see Rule 10.08);
- k. a runner outside of the baseline (see Rule 10.01);**
- l. a runner who misses a base, as called by a Referee upon the conclusion of the play;**
- m. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;**
- n. A runner tagged by the ball while on a base they are forced to vacate by the kicker becoming a runner;**
- o. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use - see Rule 1.06).**