

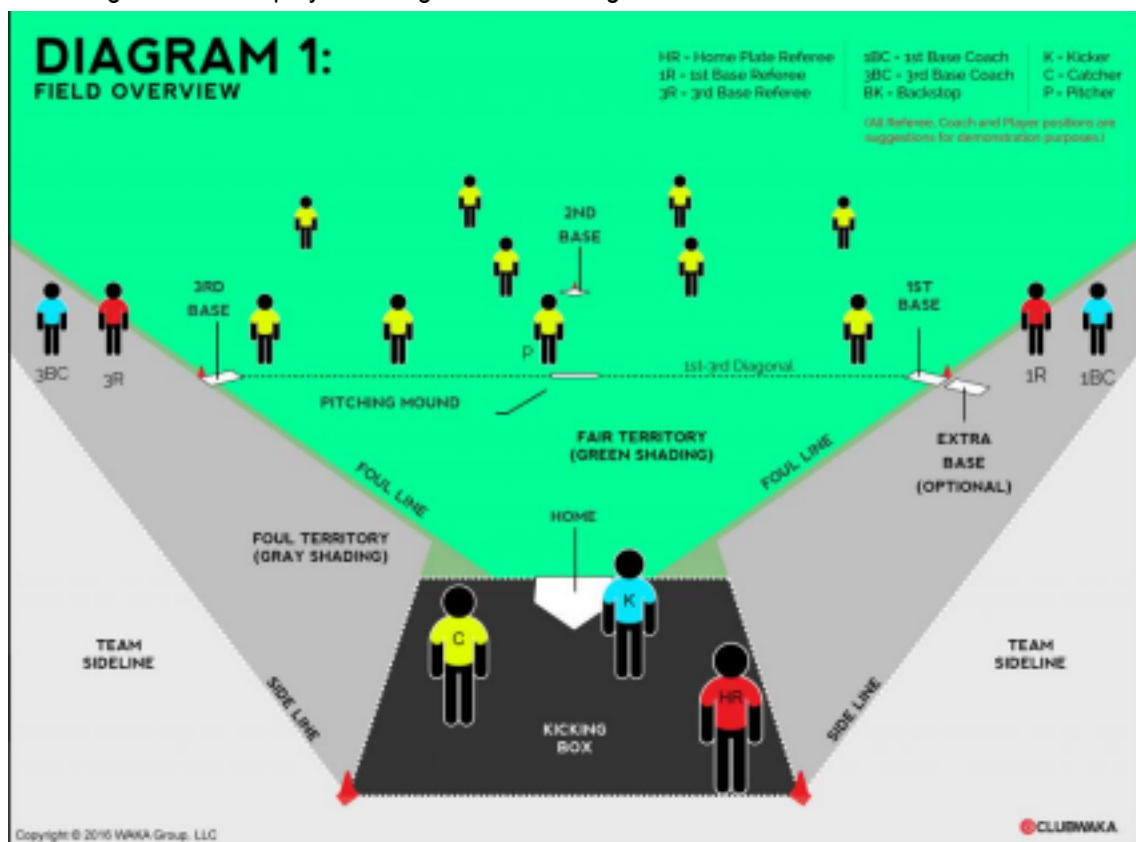


These are adapted from the published World Adult Kickball Association rules. These can be found at www.kickball.com.

Playing Field, Equipment, and Participants

1. Playing Field

- a. All games will be played on regulation little league fields with 60ft bases.



2. Equipment

- a. While participating, players must properly wear the official athletic clothing designated for their use.
- b. Athletic shoes are required. Metal cleats are not allowed.
- c. Balls will be provided for game play
- d. All attire is an extension of the player

3. Referees

- a. We are trying to find volunteer referees. Teams not playing will have at least one player representative available to umpire as needed for all game times.

4. PLAYER ELIGIBILITY

- a. All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.
- b. 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 kicking order was exchanged in accordance with Rule 4.a;
 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.
- c. 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). A player removed from the kicking order for ejection, injury, illness, or any reason (per Rule 16.02) does not constitute an improper kicking order.

5. TEAMS

- a. Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.
- b. While fielding, each team must field at least eight (8) and no more than eleven (11) players, which must include one pitcher and one catcher at any time during the game.
- c. For a given game, each team shall have one Captain and one Co-Captain (collectively "the Captains") who are jointly responsible for the team. The Captains may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Other players besides the Captains that dispute calls with the Referees are subject to ejection from the game.

6. BASE COACHES

- a. Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.
- b. Base coaches may not physically assist runners while the ball is in play (see Rule 14.02h).

7. Regulation Games

- a. Games last seven (7) innings or no more than 50 minutes.
 - i. In the event of a tie score at the end of 50 minutes, progressive international tie breaker rules will apply (i.e., runners on 2nd and 3rd with 1 out).

8. Pitching, Catching and Fielding

- a. All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal;

9. For Pitchers:

- i. The pitcher must start the act of pitching with at least one foot within the pitching mound (see Rule 1.01d);
 - ii. Balls must be pitched by hand. There are no restrictions on pitching style.
- c. For Catchers:
 - i. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
 - ii. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
 - iii. The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.

9. Kicking

- a. All kicks must be made by foot or leg, below hip level. Any ball touched by the foot or leg below hip level is a kick.
- b. All kicks must occur:
 - i. at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate
 - ii. within the kicking box . The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.

10. Running and Scoring

- a. Runners must stay within the baseline. Any runner outside the baseline is out
 - i. Runners may choose their path from one base to the next, and may follow a natural running arc;
 - ii. Runners are free to change course to avoid interference with a fielder making a play; iii. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- b. Obstruction. Fielders may be within the baseline when doing so is necessary to make an active play on the ball, but must otherwise stay 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.
- c. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base before the ball is kicked is out (see Rule 14.02g).
- d. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
- e. A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out (see Rule 14.02f).
- f. All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.
- g. Running past another runner is not allowed. The passing runner is out.
- h. A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out

before touching first base. At the end of a game the team with the most runs wins.

- i. 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

11. Strikes

- a. A count of three (3) strikes is an out.
- b. A Strike is:
 - i. a pitch that is not kicked and that enters any part of the strike zone
 - ii. an attempted kick missed by the kicker inside or outside of the strike zone
 - iii. The strike zone will be an area 1 foot wider than home plate on both sides and behind it.
- c. Foul balls do not count as strikes

12. Balls

- a. A count of four (4) balls advances the kicker to first base, with the exception of four-pitch walks . b. During a single plate appearance, if a kicker is walked on exactly four pitches, without being pitched any strikes or any resulting foul balls, the kicker will be awarded a walk of two bases. Base runners shall only advance as far as they are forced by the kicker proceeding through 1st base to 2nd base.
- c. A ball is:
 - i. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted
 - ii. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;
 - iii. 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;
 - iv. a pitched ball that is higher than one foot at the plate.

13. Foul Balls

- a. A count of three (3) fouls is an out. Foul balls never count as strikes.
- b. 13.02 A foul ball is:
 - i. a kicked ball first touching the ground in foul territory
 - ii. a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory;
 - iii. a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing 1st or 3rd base
 - iv. a kicked ball landing in fair territory, then entering foul territory before crossing 1st or 3rd base, and touching a fielder or Referee wholly in foul territory
 - v. a ball put into play with any part of the kicker's body at or above the kicker's hip level
 - vi. a kicked ball touched more than once or stopped in the kicking box by the kicker;
 - vii. a kicked ball first kicked outside of the kicking box
 - viii. a kicked ball first touching a permanent object, such as a batting cage or fence.
 - ix. a kicked ball first touching a fielder in front of the kicker's box prior to the ball crossing into fair territory

14. Outs

- a. A count of three (3) outs by a team completes the team's half of the inning.
- b. An out is:
 - i. a count of three (3) strikes or three (3) fouls;

- ii. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground;
- iii. a Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base;
- iv. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play;
- v. a kicker or runner that interferes with the ball
- vi. a tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball;
- vii. a runner off base when the ball is kicked
- viii. a runner physically assisted by a team member during play
- ix. any kicker that does not kick in the proper kicking line up
- x. a runner that passes another runner
- xi. a runner outside of the baseline
- xii. a runner who misses a base, as called by a Referee upon the conclusion of the play;
- xiii. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;

15. Ball in Play

- a. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
- b. Interference is:
 - i. when any non-fielder or non-permanent object except a Referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed;
 - ii. when any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance
 - iii. when any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came

16. Injury and Substitution

- a. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.
- b. If a player is ejected, injured, becomes ill and cannot continue, or leaves the game for any reason, the written kicking order will continue in the same formation, less the removed player. A player removed from the kicking order for ejection, injury, illness, or any reason does not constitute an

improper kicking order and there is no “automatic out” when the removed player’s spot in the order is reached.

- c. Injured players who do not kick shall not play in the game.
- d. Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.
- e. The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.

17. Other

- a. The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner noting that both youth and adults will be playing for a charitable event. If necessary, ITAT will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules