

Kickball for Kids Rules

Kickball for Kids Gives Back

Definition: Kickball consists of two teams, bases, and a kickball. Played like baseball the object is to score more runs than the opposing team. Each team consists of 10 fielders. Play continues for 5 innings or 1 hour, whichever comes first. The umpire is always right, don't even try to argue... you'll just look silly.

THE PLAYING FIELD

All play will take place on the softball fields.

The kicking box is a rectangle with the front of the box aligned with the front of home plate.

The area directly in front of the kicking box is fair territory. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box.

The strike zone extends one (1) foot on either side of home plate and one (1) foot high.

EQUIPMENT

No metal cleats are allowed (seriously, this is for fun).

Only kick balls provided by the fundraiser will be used for tournament play.

GAME PLAY

Games will last 5 innings or one hour whichever comes first. In the event of a tie, additional innings will determine the tiebreaker as time allows.

Base coaches are allowed.

All kickers begin with a one strike, one out count.

Pitching

A pitched ball must touch the ground prior to crossing home plate.

This is a family show, play nice with little ones who need a slower pitch.

The pitcher must stay within the pitcher mound until the ball is kicked.

Kicking

All kicks must be made by foot or leg, below the knee. Any ball touched by the before mentioned extremities is considered a kick.

All kicks must occur at or behind home plate and within the kicking box.

Running and scoring

Fielders must stay out of the base line.

Neither leading off nor stealing is allowed. A runner may advance only after the ball is kicked.

Hitting a runner's neck or head with the ball is not only rude, but also not allowed.

Tag-ups are only required before advancement on a caught ball. After a kicked ball is touched or caught, runners are forced to tag their originating base before running to the next base.

A runner may advance only one base on an overthrown ball.