

Virginia Beach Field House Kickball Rules

1. FIELD:

- a. The center of the pitching area is in the center of the diamond, at approximately 42 feet. It is directly aligned with the first base/third base diagonal.
- b. The strike zone extends to 1 foot on either side of home plate (which will be marked), and 1 foot high measured from the bottom of the ball. If any part of the ball falls within this zone, then it is a strike.

2. TEAMS:

- a. Game play shall consist of a maximum of seven (7) players on the field and a minimum of (five) 5 guys. One of the players must be the catcher. There is no maximum to the number of players allowed on a team roster. Failure to field 5 players will result in a forfeit.
- b. In the event that time has expired during the game the home team will complete the inning.
- c. Kickball is a social sport designed for all players involved to participate and have fun. All players can kick, the kicking order cannot change with the following exception; a player shows up late for the game he/she SHALL be placed at the bottom of the lineup and WILL be allowed to participate.
- d. If a player is injured during play and cannot continue this WILL NOT result in an automatic out. However, if a player is ejected or has to leave the game for any reason other than an injury this WILL result in an automatic out when it is their turn to kick.
- e. The kicking order must be set before the game begins; a player who kicks out of turn will be declared out (Except as in rule 2c).
- f. Teams may only have 5 guys on the field at a time.
- g. There will be a "ghost-out" for every girl who is missing from the lineup (at least two).

3. REGULATION GAMES:

- a. Games will last for 50 minutes or 7 innings, whichever comes first. (NOTE) If the home team is losing at the conclusion of the 50 minute time limit or the top of the 7th inning the inning will continue.
- b. Unlike baseball, there are no extra innings; the game can end in a tie. Any team that is not ready to take the field within 5 minutes after the scheduled kick off time shall forfeit the match.

- c. There is a limit of five (5) runs per inning except for the last inning.
- d. Teams can score unlimited runs in the 7th inning ONLY. Note: If time has expired and the game has not reached the 7th inning the current inning will be considered the last inning which will allow teams to score unlimited runs.
- e. Forfeits will be recorded as a 10-0 score.

4. PITCHING/CATCHING:

- a. 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 (determined by the umpire) then it is a ball; however, the kicker does have the option of kicking if he/she wishes.
- b. The 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 if he/she so chooses, and takes the result of that play.
- c. All defensive players MUST stay behind the RED attack line until the ball is kicked.
- d. The catcher must be positioned at least 3 feet from the kicker and behind the plate until the ball is kicked.
- e. The catcher cannot interfere with the kicker.
- f. The count begins at 1 ball, 1 strike.
- g. Pitching must be underhand only.

5. KICKER:

- a. All kicks must be made by foot.
- b. All kickers must kick the ball at or behind the home plate or a strike will be called.
- c. All balls kicked in front of the plate shall be considered a foul ball strike, however, if this is the kicker's third strike then he/she will be called out.
- d. Males must kick the ball past the designated RED line and Females must kick the ball past the designated YELLOW or WHITE line on the field.
- e. The ball must stay inside the 1st-3rd baseline to be considered a fair ball, if outside these lines it is considered a foul unless kicked in the air and caught for an out.
- f. Any balls picked up before the designated RED, WHITE, or YELLOW line is considered a live ball if the official judges that the ball would have traveled past the line. EXCEPTION: If

a male kicks the ball in the air and the ball falls short of the RED line it is considered a foul ball unless caught by the defense then, it will be considered an OUT.

g. Kickers may not stop the ball with their foot and then kick it.

h. All double kicks are considered foul balls.

6. FIELDING

a. No fielder may advance forward from the 1st - 3rd base diagonal RED attack line until the ball is kicked, however anyone can field a bunt after the ball is kicked. If a pitcher or fielder makes an out by illegally advancing beyond the 1st - 3rd base RED attack line, the runner will be declared safe.

b. All kicked balls are considered live balls. If a ball is kicked in foul territory and is caught, this is an out. If the ball is misplayed or dropped in foul territory, this will be considered a foul ball. If a male kicks the ball in the air before the RED line and the ball is played by the fielder, if caught it is an out. However, if the ball is dropped this will be considered a FOUL ball.

c. If a ball is kicked into the dugout or enters the dugout in any way whether mishandled by a player it will be ruled as a ground rule double. ALL players will be awarded two (2) bases.

d. If the ball is kicked and it gets caught in the nets this will also be declared a ground rule double. SAME rule applies in 6(c).

e. If the ball is kicked and gets lodged on top of the net and the glass this will also be declared a ground rule double SAME rule applies in 6(c).

7. RUNNING:

a. Runners must stay within the baseline. Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.

b. 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.

c. 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.

d. It is the responsibility of the runner to avoid a collision. Ties go to the runner. Pursuant to the ASA Rule, 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.

e. A runner leading off the base before the ball is kicked 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:

1. If the runner intentionally uses their head the runner is out.
2. If the runner is ducking, diving or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this it is an out. It is the umpire's judgment.

f. 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.

g. On an overthrow, all players advance as far as they can get, even if the ball is out of bounds.

h. 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.

8. FOULS:

a. A foul counts as a strike even on the third strike.

b. A foul is:

1. A kick landing out of bounds.
2. 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).
3. A kick that does not meet the minimum kick requirement (1st - 3rd base diagonal).

9. OUTS:

a. A count of three (3) outs by a team completes the team's half of the inning.

b. An out is:

1. Count of three (3) strikes.
2. A runner touched by the ball at ANY time while not on base.
3. A runner who is on the same base with another runner and is tagged with the ball.
4. Any kicked ball (fair or foul) that is caught.

5. A ball tag on a base to which a runner is forced to run.
 6. A runner leading off base before a ball is kicked.
- c. 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.
 - d. 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.

10. OTHER RULES:

- a. Foul language is not allowed.
- b. All players are responsible for controlling their team and teammates.
- c. Teams are responsible for keeping track of the batting orders.
- d. If a rule is not otherwise stated, the referee will make the decision based on his or her judgment. If a male kicker is intentionally walked to get to a female kicker, the male kicker advances to second base. However, the female kicker is still required to kick.
- f. There is NO Infield Fly Rule and the defense CANNOT intentionally drop the ball in an attempt to make extra outs (judged by the official). If this occurs the defense will only be awarded the outs that would have occurred during normal play.
- g. There are NO subs allowed in the playoffs. However, teams can use any player as a substitution provided they pay the required substitution FEE. This rule is enforced by FIELD HOUSE personnel ONLY. The official has NO authority over any situation that involves pay unless directed by Field House administration.
- h. Registration fees must be paid by the 4th week to be on the roster and be eligible for playoffs.

Rules modified from Kickball League of Hampton Roads