

INTERNATIONAL KICKBALL FEDERATION®

The Official Sanctioning Body of Kickball®



2014 OFFICIAL RULES

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RULE 1 – THE GAME AND FIELD

Section 1: Objective of Game

Article 1: Kickball is a game played between two (2) teams with eight to ten (8 - 10) players per team playing defense on the field.

- a. One team shall be the home team and shall start the game in the field (defense).
- b. One team shall be the visiting team and shall start the game by kicking (offense).

Article 2: The object of each team is to score more runs than the opposing team.

Article 3: The winner of the game shall be the team which has scored the greater number of runs at the conclusion of a complete game.

Article 4: Teams score runs by kicking a pitched ball and advancing runners around the bases.

Article 5: Each player to successfully reach home base within the guidelines of these rules will count as one (1) run toward that teams total for the game.

Section 2: Length of game

Article 1: All games shall be 6 innings or 55 minutes whichever comes first.

Article 2: No new inning shall be started 50 minutes after the scheduled start time.

Article 3: If a new inning is started prior to 50 minutes the inning shall continue until the inning is completed even if that inning goes beyond 55 minutes.

Article 4: Upon the completion of the sixth (6th) inning if the game is tied extra innings may be played only if the game has not reached the 50 minute mark.

Article 5: Any regular season game that is tied at the end of six (6) innings or 55 minutes shall be recorded as a tie in the standings.

Article 6: During single elimination tournament play any game that is tied after 55 minutes or six (6) innings, shall play extra innings using "Kansas City Play."

Section 3: The Field (See Diagram 1)

Article 1: The infield shall be a 60 foot square.

Article 2: When the location of home base is determined measure 84 feet 10 ¼ inches to establish second base. From home base measure 60 feet toward first base; from second base, measure 60 feet toward first base, the intersection of these lines establishes first base. From home base measure 60 feet toward third base; from second base, measure 60 feet toward third base, the intersection of these lines establishes third base. The distance between first base and third base is 84 feet 10 ¼ inches.

Article 3: All measurements from home base shall be taken from the point where the first and third base foul lines intersect.

Article 4: The outfield shall be the area between two foul lines formed by extending two sides of the square.

a. The foul lines, if drawn on the field, shall be no less than 2 inches and no more than 8 inches wide.

Article 5: The infield and outfield, including the foul lines, and properly placed bases and cones, shall be fair territory and all other areas shall be foul territory.

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Section 4: Kicker's Box (See Diagram 2)

Article 1: The kicker's box shall be a 10 foot square with the front of the kicker's box aligned with the 17 inch side of home base.

a. Home base shall be part of the kicker's box.

Article 2: Lines may be drawn on the field to indicate the kicker's box. The kicker's box lines, if drawn on the field, shall be no less than 2 inches and no more than 8 inches wide.

a. Cones may be placed, but shall not be required, at the four corners of the kicker's box with two cones at the back and two cones at the front to indicate the four corners of the kicker's box.

Section 5: Pitching Mound and Plate

Article 1: The pitching mound shall be an eight (8) foot circle with the pitcher's plate in the center of the pitching mound.

a. Lines may be drawn on the field to indicate the pitching mound. The pitching mound lines, if drawn on the field, shall be no less than 2 inches and no more than 8 inches wide.

Article 2: The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches.

a. The pitcher's plate shall be placed so that the distance between the back of home base and the front edge of the pitcher's plate is 42 feet 5 1/8 inches.

Section 6: Bases (See Diagrams 3 & 4)

Article 1: Home base shall be a five-side slab of white rubber. It shall be a 17 inch square with two of the corners removed. One edge shall be 17 inches long with the two adjacent sides 8½ inches long and the remaining two sides 12 inches long and set at an angle to form a point.

a. It shall be placed on the ground with the point of the base placed at the intersection of the foul lines extending from home base to first base and to third base. The 17 inch side shall face the pitcher's strip and the two 12 inch sides shall line up with the first and third base foul lines.

Article 2: First base shall be marked by a white canvas bag or rubber base. First base shall consist of two 15 inch square bags or bases placed side by side and shall be no less than ½ inch and no more than 5 inches thick.

a. One of the 15 inch square bags or bases may be of a different color to distinguish it as the safety base.

b. First base shall be placed inside the first base foul line and the safety base shall be placed outside the first base foul line.

c. The safety base should be used, but shall not be required.

d. A cone may be placed on the back outside corner of first base and the back inside corner of the safety base, but shall not be required.

Article 3: Second and third bases shall be marked by white canvas bags or rubber bases. Second and third base shall each be 15 inch square and shall be no less than ½ inch and no more than 5 inches thick.

a. Second base shall be placed so that one 15 inch side faces first base and one 15 inch side faces third base.

b. Third base shall be placed inside the third base foul line

c. A cone may be placed on the back corner of second base and the back outside corner of third base, but shall not be required.

Section 7: Defensive Line

Article 1: The defensive line shall be 42 feet 5 1/8 inches from the back of home base.

a. A line may be drawn on the field to indicate the defensive line. The defensive line, if drawn on the field, shall be no less than 2 inches and no more than 8 inches wide.

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RULE 2 – EQUIPMENT

Section 1: The Game Ball

Article 1: The ball shall be spherical in shape and constructed by 2 ply rubber.

Article 2: The circumference of the ball shall be 8.5 inches, 10 inches or 13 inches.

Article 3: The ball shall be inflated to the proper air pressure as indicated on the ball.

Article 4: The manufacturer's logo shall be permitted to appear on the game ball.

Article 5: The league or tournament logo shall be permitted to appear on the game ball a maximum of 1 time.

Section 2: Field Cones

Article 1: Cones or half domes may be used to mark the field.

Article 2: Cones or half domes shall be constructed out of vinyl or rubber and shall be soft, collapsible and no more than 9 inches in height.

Article 3: Cones or half domes shall be a color that can easily be identified from a distance.

Section 3: Team and Player Uniforms

Article 1: All team members participating in game play shall wear shirts that are similar in color and style.

Article 2: All team members participating in game play may, but are not required to wear team pants or shorts that are similar in color and style.

Article 3: All players participating in the game shall not wear any uniform (shirt, shorts, pants), which in the judgment of the the Umpire Crew Chief, is offensive or inappropriate.

Article 4: All player uniforms and attire shall be an extension of the player.

Section 4: Player Equipment

Article 1: Athletic shoes shall be worn by all players while participating in game play.

a. Metal spikes or metal cleats shall not be worn by players while participating in game play.

Article 2: Athletic gloves of any kind shall not be worn by players while participating in game play.

a. Athletic gloves include, but are not limited to, goalie, batting, receiver, golf, cycling, running, paint ball, cricket or weight lifting gloves.

Article 3: All players participating in game play shall wear a team uniform.

Article 4: All players participating in the game shall not wear any equipment, which in the judgment of the the Umpire Crew Chief, is dangerous, inappropriate or confusing to other players.

a. Hard guards, casts, or braces etc shall not be worn (exception - ankle or knee braces may be worn provided that all hinges are covered).

Article 5: All player equipment shall be an extension of the player.

RULE 3 – GAME OFFICIALS, LEAGUE AND TOURNAMENT SUPERVISORS AND THEIR DUTIES

Section 1: Game Officials

Article 1: Each game shall be officiated by at least one umpire. Each game may have up to three umpires.

Article 2: The official standing behind home plate shall be the Umpire Crew Chief. All other umpires shall be Field Umpires.

Article 3: If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to perform his duties.

Section 2: Umpires Authority

Article 1: The umpires shall conduct the game in accordance with the official rules and interpretations of the International Kickball Federation.

Article 2: No umpire has the authority to set aside any official rules or approved interpretations.

Article 3: If different decisions are made on a play, the Umpire Crew Chief shall call together all the umpires to discuss the play to determine a final ruling. The Umpire Crew Chief shall make the final decision and play shall proceed from that point.

Section 3: Elastic Power

Article 1: Each umpire has the authority to rule on any point not specifically covered in these rules.

Section 4: Umpire Crew Chief's Duties

Article 1: The Umpire Crew Chief shall stand behind the catcher. His duties shall be to:

- a. Take full charge of, and be responsible for, the proper conduct of the game;
- b. Call and count balls and strike;
- c. Call and declare fair balls and foul balls except those commonly called by Field Umpires;
- d. Make all decisions as they relate to the kicker;
- e. Make all decisions except those commonly reserved for the Field Umpires;
- f. Determine when a game shall be forfeited or suspended;
- g. Announce and impose time limits and length of game restrictions;
- h. Announce any special ground rules, at his discretion;
- i. Judge the legality of the ball provided for game play and select a replacement ball, if needed, for use during game play;
- j. Judge the legality of player equipment and team uniforms and require players and teams in violation to remove illegal equipment or uniforms in order to participate in game play;
- k. Approve each teams kicking order at the start of the game;

Section 5: Field Umpire Duties

Article 1: A field umpire may take any position on the playing field he thinks is best suited to make impending decisions on the bases while not interfering with game play. His duties shall be to:

- a. Make all decisions on the bases except those specifically reserved to the Umpire Crew Chief;
- b. Assist the Umpire Crew Chief in calling interference, defensive line infractions, illegal kicking infractions and fair and foul balls.

Section 6: Umpires Duties Related to Conduct

Article 1: The umpires shall:

- a. Remove from the game coaches, players, substitutes and team followers that engage in unsporting behavior or improper game conduct.

Section 7: League and Tournament Supervisor

Article 1: Each league or tournament shall have a supervisor. His duties shall be to:

- a. Designate suitable and safe playing fields for game play;

- b. Designate the Umpire Crew Chief and Field Umpires for game play;
- c. Designate gender, age and team size requirements for the league or tournament, including for Kansas City Play. These requirements must be set prior to the start of the season or tournament and may not be altered during the season or tournament;
- d. Designate the size of the ball to be used for the league or tournament. This decision must be set prior to the start of the season or tournament and may not be altered during the season or tournament;
- e. Determine and enforce disciplinary action for coaches, players, substitutes and team followers that engage in unsporting behavior or improper game conduct;
- f. Designate if a safety base shall be used during game play;
- g. Designate if competitive, moderate or friendly rules shall be used for games. This decision must be set prior to the start of the season or tournament and may not be altered during the season or tournament; (See Chart 1)
 - 1. Moderate- The Supervisor may mix the use of competitive and friendly rules, which will become the moderate rules for the season or tournament. This decision must be set prior to the start of the season or tournament and may not be altered during the season or tournament;
- h. Designate if cones and/or lines shall be used to mark the foul lines, kicker's box, pitching mound and defensive line;
- i. Designate home and visiting teams for each game.
- j. Make all decisions about the league or tournament except those specifically reserved for umpires;
- k. Determine and designate if, when and from what point a suspended game shall be replayed;
- l. Determine if a completed game shall be declared a forfeit;

Article 2: Supervisors may designate an alternate person to perform his duties.

Article 3: The Supervisor may restrict the right of any player to participate in any game at any time for any reason.

RULE 4 – DEFINITION OF TERMS

Section 1: Appeal

Article 1: An appeal is the act of a fielder claiming a violation of the rules by the offensive team to an umpire.

Article 2: An appeal must be made prior to a pitch being made to the kicker or it is too late to appeal a play.

Section 2: Ball

Article 1: A ball is any legal pitch outside the strike zone or any illegal pitch.

Section 3: Base

Article 1: A base is one of the 4 points a runner must touch in order to score a run.

Section 4: Baseline

Article 1: The baseline is a straight line from the runner to the base he is attempting to reach and is only established when a ball tag attempt occurs.

Section 5: Bench

Article 1: The bench is the seating area for team members not actively engaged in play on the playing field.

- a. The bench shall be stationed in foul territory along the first or third base line.
- b. The home team and visiting team shall not occupy the same bench.

c. Prior to the start of the game, the home team shall select which bench it will occupy and they shall occupy that bench for the entire game.

Section 6: Bunt

Article 1: A bunt is a kicked ball not swung at, but intentionally met with the foot or leg and tapped slowly within the infield.

Section 7: Catch

Article 1: A catch is the act of a fielder securing control of a legally or illegally kicked ball in flight (fly ball) prior to the ball hitting the ground or object.

a. The fielder shall hold the ball long enough to prove he has complete control of the ball and that his release of the ball is voluntary and intentional.

b. If the fielder drops the ball while in the act of throwing the ball after a catch the ball shall be ruled to have been caught.

Article 2: A catch cannot be made if a fly ball touches an umpire, coach or team follower.

Article 3: A catch cannot be made if a fly ball touches an object, including but not limited to fences, trees and bleachers.

Article 4. An out cannot be made if there is defensive interference by the catcher.

Section 8: Catcher

Article 1: The catcher is the fielder who takes his position behind home base.

Section 9: Coaches

Article 1: A head coach is a team member who shall be responsible for all team members and team followers.

Article 2: An assistant coach is a team member who shall assist the head coach with his duties.

Article 3: A base coach is a team member who is stationed in foul territory near first or third base and directs the kicker and the runners.

Section 10: Complete Game

Article 1: A complete game shall be a game when:

a. The home team has more runs at the end of the top of the 6th inning. The home team shall not kick during the bottom of the 6th inning or;

b. The home team scores the "go ahead" run during the bottom of the 6th inning. The game shall end immediately upon the scoring of the "go ahead" run or;

c. The home team has fewer runs than the visiting team and has recorded three (3) outs in the bottom of the 6th inning;

Article 2: If three (3) full innings of a game cannot be played the game may be suspended.

Section 11: Count

Article 1: A count shall be the recording of balls, strikes and fouls during a single at kick. The count shall reset for every new at kick.

Article 2: A substitute kicker shall assume the count of the kicker he is replacing.

Section 12: Dead Ball

Article 1: A dead ball is a ball that is out of play.

Section 13: Defense

Article 1: The defense is the team, or any player of the team, in the field during game play.

Section 14: Defensive Line

Article 1: The defensive line is a line that extends from the first base to third base with the pitcher's plate in the middle.

Section 15: Delay of the Game

Article 1: Delay of game is when the offensive or defensive team purposely and intentionally slows the pace of game play.

Section 16: Fair Ball

Article 1: A fair ball is a legally kicked ball that:

- a. Settles on the ground in fair territory between home and first base or between home and third base;
- b. Is touching first or third base or any foul line by any portion of the ball;
- c. Flies past first or third base and first falls on fair territory beyond first or third base;
- d. Touches an umpire or player that is touching fair territory;
- e. While over fair territory, passes out of the playing field;

Article 2: A fair fly ball shall be judged according to the relative position of the ball and the foul line and not as to whether the fielder is on fair or foul territory at the time the ball is touched.

Section 17: Fair Territory

Article 1: Fair territory is that part of the playing field within, and including the first base and third base lines.

Section 18: Fielder

Article 1: A fielder is any player on defense.

Section 19: Fighting

Article 1: Fighting is considered to be unsporting behavior and improper game conduct.

Article 2: Fighting is a confrontation involving one or more coaches, players, substitutes and/or team followers wherein the head, a fist, hand, arm, foot, knee or leg is used to combatively strike another individual.

Article 3: During a confrontation, if an individual attempts to strike another individual with any action as defined in article 2, whether contact is made is irrelevant. The perpetrator shall be deemed to have been involved in a fight.

Article 4: During a confrontation, if an individual uses unsporting behavior or improper game conduct which, in the opinion of the umpires, provokes another individual to retaliate by fighting, it shall be ruled that both individuals have been involved in a fight.

Section 20: Fly Ball

Article 1: A fly ball is a kicked ball that goes in the air.

Section 21: Force

Article 1: A force is when a runner legally loses his right to occupy a base and therefore must advance to the next base by reason of the kicker becoming a runner.

Article 2: A force is when a kicker has legally kicked the ball and therefore must advance to first base.

Section 22: Forfeit

Article 1: A forfeit is a game declared ended by the Umpire Crew Chief in favor of the offended team for a violation of the rules.

a. The result of a forfeited game shall be a score of six (6) to zero (0) in favor of the offended team.

b. The result of a game in which both teams have to forfeit (mutual game forfeit) shall be a score of six (6) to six (6).

Section 23: Foul Ball

Article 1: A foul ball is a legally kicked ball that:

a. Settles on the ground in foul territory between home and first base, or between home and third base;

b. Flies past first or third base and first falls on foul territory beyond first or third base;

c. While on or over foul territory, touches an umpire, player or any object foreign to the natural ground which is fully in foul territory;

d. Pops or deflates due to the force of the kick;

Article 2: A foul fly ball shall be judged according to the relative position of the ball and the foul line and not as to whether the fielder is on foul or fair territory at the time the ball is touched.

Article 3: A foul ball is an illegally kicked ball.

Section 24: Foul Territory

Article 1: Foul territory is that part of the playing field outside the first and third base lines extended.

Article 2: The safety base shall be considered to be in foul territory.

Section 25: Ground Ball

Article 1: A ground ball is a kicked ball that rolls or bounces on the ground.

Section 26: Infield

Article 1: The infield is the portion of the field in fair territory that includes areas anywhere near or within the lines of the base paths.

Section 27: Inning

Article 1: An inning is the portion of the game when the teams alternate between defense and offense.

Article 2: Each teams at kick is a half inning and each half inning consists of three (3) outs.

Section 28: Intentional Walk

Article 1: An intentional walk is when the pitcher has no intention of allowing a kicker to have the opportunity to kick the ball during a single at kick.

Section 29: Interference

Article 1: Defensive interference is an act by any fielder which:

a. Hinders or prevents a kicker from kicking the ball;

b. While not in possession of the ball or in the act of making a play on the ball hinders or prevents a runner from safely advancing to any base;

Article 2: Offensive interference is an act by a kicker, runner or team member of the team at kick:

a. Which obstructs, impedes, hinders or confuses any fielder from making a play;

b. Who intentionally touches a live ball.

Article 3: Kicker interference is an act by a kicker which:

- a. Initiates or causes defensive interference;
- b. Initiates or causes off-sides;

Article 4: Fan interference is an act by someone, who is not a team member, which obstructs, impedes, hinders or confuses any fielder, runner or kicker. (See Rule 8.2.4)

Section 30: Kansas City Play

Article 1: Kansas City Play is a method of play to be used during extra innings to determine a winner.

Section 31: Kick

Article 1: A kick is the act of a kicker deliberately attempting to make contact with a pitched ball using his foot or leg.

Section 32: Kicker

Article 1: A kicker is the offensive player who takes his position in the kicker's box.

Section 33: Live Ball

Article 1: A live ball is a ball in play.

Section 34: Off-Sides

Article 1: Off-sides is the act of:

- a. Any fielder, excluding the catcher, with their forward foot completely in front of the the defensive line before the ball is kicked or before the ball is deemed no longer kickable;
- b. A pitcher that makes a pitch without at least one foot or the throwing arm on or directly behind any portion of the pitcher's plate;
- c. The catcher causing defensive interference;
- d. The catcher being in front of the kicker before the ball is kicked or before the ball is deemed no longer kickable;

Section 35: Offense

Article 1: The offense is the team, or any player of the team, at kick.

Section 36: Out

Article 1: An out is one of the three required retirements of an offensive player during the offensive's time at kick during a half inning.

Section 37: Overthrow

Article 1: An overthrow is a throw towards a runner or an attempt by the defense towards a base where a force exists, and the ball travels into foul territory.

Section 38: Pitch

Article 1: A pitch is the act of throwing, rolling or tossing the ball toward an awaiting kicker at home base.

Section 39: Pitcher

Article 1: A pitcher is the designated player who shall pitch the ball during a teams half inning in the field.

Section 40: Pitching Mound

Article 1: The pitching mound is an eight (8) foot circle with the pitcher's plate in the center of the circle.

Section 41: Player

Article 1: A player is a team member from either the defensive or offensive team.

Section 42: Quick Pitch

Article 1: A quick pitch is a pitch that is obviously intended for a kicker that is not prepared to kick.

Section 43: Run

Article 1: A run is the awarding of one point for each offensive player who safely advances from kicker to runner and touches first, second, third and home base in that order.

Section 44: Runner

Article 1: A runner is an offensive player who is advancing toward, returning or touching any base.

Section 45: Safe

Article 1: Safe is declaration by an umpire that a runner is entitled to the base he was trying to reach.

Section 46: Strike

Article 1: A strike is any part of a legally pitched ball that enters any part of the strike zone and is not kicked by the kicker.

a. The ball shall not bounce more than one (1) foot high, as measured from the bottom of the ball, at any time during the bounce that carries the ball to or through the strike zone and prior to reaching the kicker.

Article 2: A strike is a legally pitched ball that is attempted to be kicked by the kicker and is missed.

Article 3: Fouls balls shall not count as strikes.

Section 47: Strike Zone

Article 1: The strike zone is the area a pitched ball must pass through for a pitch to be called a strike.

Section 48: Suspended Game

Article 1: A suspended game is a game that is called off due to unplayable game conditions and does not meet the requirements of a complete game.

a. A suspended game may be replayed.

Article 2: If a game is suspended in the middle of an inning due to unplayable game conditions and at least three (3) full innings have been completed, the winner of the game will be determined by reverting back to the score at the end of the last full inning.

Section 49: Tag

Article 1: A ball tag is the action of a live ball touching a runner not safely on a base.

Article 2: A base tag is the action of a fielder touching a base with any part of his body or touching a base with the ball while securely in control of the ball.

a. A fielder shall be "securely in control of the ball" when the ball can only be moved at the will of the fielder.

Section 50: Tag Up

Article 1: A tag up is the act of a runner returning to a base as legally required.

Section 51: Team Member

Article 1: A team member is any coach or player which are a part of the same team.

Section 52: Throw

Article 1: A throw is the act of propelling the ball with any part of the body to a given objective and is different than a pitch or a kick.

Section 53: Timeout

Article 1: A timeout is the suspension of play during which the ball is dead.

Section 54: Unplayable Ball

Article 1: An unplayable ball is a live ball that cannot be freely fielded by a fielder due to being obstructed by, including but not limited to, backstops, fences, stands, vehicles, spectators, or other obstructions.

Section 55: Unsporting Behavior / Improper Game Conduct

Article 1: Unsporting Behavior is behavior or actions that is unbecoming to a fair, ethical and honorable individual.

a. Coaches, players, substitutes and team followers that engage in unsporting behavior or improper game conduct may be immediately removed from the game and are subject to disciplinary action by the League or Tournament Supervisor.

b. Kickers or runners that engage in unsporting behavior or improper game conduct may be called out and/or be immediately removed from the game and are subject to disciplinary action by the League or Tournament Supervisor.

Article 2: Unsporting behavior or improper game conduct shall include, but is not limited to:

- a. Disrespectfully addressing an umpire;
- b. Contacting an umpire;
- c. Gesturing in such a manner as to indicate resentment of an umpire;
- d. Using profanity or vulgarity;
- e. Taunting, baiting, ridiculing, pointing a finger at or making obscene gestures toward another coach, player, substitute or team follower;
- f. Inciting undesirable crowd reactions;
- g. Fighting;
- h. Spitting at or toward another coach, player, substitute, team follower or umpire;

Section 56: Walk

Article 1: A walk shall be the free awarding of first base to kicker.

RULE 5 - TEAMS AND SUBSTITUTES

Section 1: Teams

Article 1: Each team shall:

- a. Consist of at least eight (8) and no more than ten (10) fielders;
- b. Consist of only one (1) pitcher and one (1) catcher at all times while on defense;
- c. Meet the age and gender requirements set by the League or Tournament Supervisor;
- d. Meet the team size requirements set by the League or Tournament Supervisor;

Section 2: Coaches

Article 1: Each team shall have only one (1) head coach. His duties shall be to:

- a. Create the teams kicking order;
- b. Provide the teams kicking order to the Umpire Crew Chief and opposing team's Head Coach prior to the start of the game;

- c. Provide any changes or additions to the teams kicking order to the Umpire Crew Chief opposing team's Head Coach;
- d. Ensure the proper kicking order is followed;
- e. Ensure the proper number of fielders are on defense;
- f. Ensure team members and followers do not engage in unsporting behavior or improper game conduct;
- g. Keep track of and/or designate a team member to keep track of the game score;
- h. Request a rules clarification from game umpires;
- i. Designate base coaches while on offense;
- j. Appoint an assistant coach to act as head coach if he is not present during game play;

Article 2: Each team may have up to two (2) assistant coaches.

a. One (1) assistant coach shall be responsible for the head coach's duties if the head coach is not present.

Article 3: Base coaches shall not assist a runner by altering their speed or direction, accidentally or intentionally, during a live ball.

Section 3: Substitutes

Article 1: A catcher may be replaced with any player listed in the team's kicking order. The substitute shall be of the same gender.

a. Teams may replace the catcher only once per inning except in the case of injury.

Article 2: A fielder (excluding the catcher and pitcher) may only be replaced due to injury or illness during an inning. The substitute shall be of the same gender.

a. A fielder (including the catcher and pitcher) that is replaced due to injury or illness shall not return to the game unless given permission by the League or Tournament Supervisor.

b. Upon the player's return to the game, he shall be inserted into his original kicking order position.

Article 3: A kicker may be replaced with another kicker only in the event of illness or injury and only if there is another player present not already in the kicking order.

a. If there is not another player present not already in the kicking order, the kicking order shall continue less the replaced player. An out shall not be recorded in the place of the missing kicker.

b. If a kicker is injured during an at kick, the substitute kicker shall continue in the injured player's position.

c. Once a kicker is replaced that player shall not be allowed to return to the game at all.

Article 4: A pitcher may be replaced during a team's half inning with any player listed in the team's kicking order.

a. Teams may replace the pitcher only once per inning except in the case of injury.

Article 5: A runner may be replaced with another player listed in the team's kicking order once the runner has safely reached base. The substitute shall be the last kicker of the same gender who was put out.

a. Competitive Only - Once a runner is replaced or changed during a game the replaced player shall not be permitted to return to the game.

b. Friendly Only - Teams may only replace a runner twice during a game. Upon the second replacement of a specific runner the replaced player shall not be permitted to return to the game.

RULE 6 – KICKING, RUNNING AND SCORING

Section 1: Kicking

Article 1: A runner becomes a runner when he legally kicks a ball that becomes fair .

Article 2: All kicks, in order to be legal, shall:

- a. Occur while the entire plant foot is within the kicker's box;
- b. Be made with any part of the leg below the waist;

Article 3: An illegal kick shall be a:

- a. Ball touched more than once by the kicker (double kick);
- b. Kick above the waist;
- c. Ball intentionally touched by any body part other than the leg;

1. Once a pitch has been declared a ball or strike by the Umpire Crew Chief and the ball is clearly no longer kickable, it shall not be an illegal kick if the kicker touches the ball in an attempt to return the ball to the pitcher or give the ball to the catcher.

- d. Kick made with any part of the plant foot outside of the kicker's box;
- e. Ball stopped or trapped by the kicker;

Article 4: It shall be considered a kick if the kicker, while attempting to get out of the way of a pitched ball, is hit by the ball.

Article 5: A kicker shall not cause a delay of the game.

Article 6: Friendly Only - A kicker shall not bunt.

Section 2: Kicking Order

Article 1: The kicking order may contain more than 10 players.

- a. Not all players in the kicking order are required to be fielders.

Article 2: The head coach shall provide the kicking order to the Umpire Crew Chief prior to the start of the game.

Article 3: Once a team has completed the kicking order one time, no new kickers may be added to the kicking order.

Article 4: Once the kicking order is approved by the Umpire Crew Chief, any kicker added to the kicking order, within the prescribed time frame outlined in the article 3, must be added to the end of the kicking order.

a. The Head Coach must inform the Umpire Crew Chief and opposing team's Head Coach of the added kicker prior to the player becoming a kicker for the first time.

Article 5: Teams shall be required to follow the kicking order submitted to and approved by the Umpire Crew Chief.

a. The declaration of a team not following the proper kicker order must be made to the Umpire Crew Chief who will determine if such an infraction exists.

b. The claim must be made on the field after the first pitch to the accused improper kicker and before the first pitch to the subsequent kicker.

c. Any play resulting from an improper kicker shall be nullified. The game shall proceed with the improper kicker being declared out and runners returning to their original bases.

d. If the 3rd out is a result of an improper kicker kicking, the offending teams next at kick shall proceed with the proper kicker.

Section 3: Running

Article 1: A runner shall not be off base prior to the ball being legally kicked and shall not steal.

a. Competitive Only - If a runner steps off base prior to the ball being legally kicked and the result of the play is the third out, the next kicker in the kicking order shall lead off the next inning.

b. Friendly Only - If a runner steps off base prior to the ball being legally kicked and the result of the play is the third out, the kicker at kick during the infraction shall lead off the next inning.

Article 2: A runner shall not pass another runner.

Article 3: A runner shall not run more than three (3) feet from his baseline to avoid a ball tag of any kind unless he is doing so to avoid interference with a fielder fielding a kicked ball. (See Rule 7.6.1.k)

a. The base line belongs to the runner and the fielder should be there only when he is fielding a ball or when he already has the ball in his control.

Article 4: A runner shall be required to tag up on a legally kicked fly ball which is caught by a fielder.

a. A runner who is tagging up may advance once the ball is initially touched by a fielder.

Article 5: A runner shall not advance during an illegal kick.

Article 6: During an overthrow runners may advance a maximum on one (1) base beyond the base they were running towards or standing on when the overthrow occurred.

a. A thrown ball that deflects off a runner shall not be an overthrow.

b. If a defensive player throws the ball at or makes an attempt to get a runner out that is advancing due to an overthrow, then there shall be no restrictions on the number of bases runners may advance, unless the result of the throw is another overthrow.

Article 7: A runner shall maintain contact with a bases original location if a base is dislodged.

Article 8: A runner shall only be allowed to overrun first base and home base.

a. A runner that overruns first base and makes a deliberate action toward or attempt to reach second base may be tagged out. This is not a force situation and the fielder must make a ball tag.

Article 9: Two runners may not occupy the same base.

a. The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may only be put out by a ball tag.

Article 10: A runner who is not in forward motion with the intent of advancing to the next base when the pitcher has control of the ball on the pitcher's mound must return to the last legally touched base.

Article 11: Once a runner is out he shall become a team member.

Article 12: A runner shall not cause a delay of the game.

Article 13: A runner shall not physically be assisted by a team member during a live ball.

a. Competitive Only - If a runner is physically assisted by a team member prior to the ball being legally kicked and the result of the play is the third out, the next kicker in the kicking order shall lead off the next inning.

b. Friendly Only - If a runner is physically assisted by a team member prior to the ball being legally kicked and the result of the play is the third out, the kicker at kick during the infraction shall lead off the next inning.

Article 14: Two runners may not occupy the same base at the same time while the ball is live. If two runners are touching the same base at the same time, the lead runner is entitled to the base and the following runner shall be out when tagged.

Section 4: Safety Base

Article 1: A runner shall not step or stand on the wrong base.

Article 2: The safety base shall only be used for a kicker that becomes a runner and only while advancing to first base.

Article 3: A runner shall be required to and may only touch the safety base when they overrun first base.

Article 4: After safely reaching first base a runner shall not use the safety base for any reason.

Article 5: A kicker that becomes a runner shall only be allowed to touch first base if they are attempting to advance to second base.

Section 5: Scoring

Article 1: In order to score a run, a runner shall be required touch all the bases in the proper order.

Article 2: A run shall score if the runner touches home base prior to the third out being made in a non-force situation.

Article 3: A run shall not score if the third out is a result of a force situation.

RULE 7 – CATCHING, FIELDING AND PITCHING

Section 1: Catching

Article 1: Before the ball is kicked or before the ball is deemed no longer kickable, the catcher shall be positioned behind the kicker and shall not be off-sides.

Article 2: The catcher shall not position himself in any way to cause defensive interference.

Section 2: Fielding

Article 1: A team must field at least eight (8) and no more than ten (10) players while on defense.

a. Friendly Only - A team must field at least eight (8) and no more than eleven (11) players while on defense.

Article 2: A team must have, and may only have, one (1) player play the position of catcher and one (1) player play the position of pitcher while on defense.

Article 3: All fielders, excluding the catcher, shall begin each play in the field in fair territory and behind the defensive line and shall not be off-sides.

Article 5: No fielder shall cause a delay of the game.

Article 6: Any player not present prior to the completion of the kicking order one time and that has not been added to the kicking order within the prescribe time frame shall not be allowed to field.

Section 3: Pitching

Article 1: The pitcher shall begin the act of pitching completely within the portion of the pitching mound that is behind the pitcher's plate.

Article 2: An illegal pitch shall be:

- a. A pitch that is not made by hand;
- b. A quick pitch;

c. A pitcher that does not begin the act of pitching completely within the portion of the pitching mound that is behind the pitcher's plate.

Article 3: The pitcher shall not be off-sides.

Section 4: Balls

Article 1: A ball shall be:

- a. An illegally pitched ball;
- b. A legally pitched ball outside the strike zone that a kicker does not attempt to kick;
- c. Competitive Only - a legally pitched ball that does not touch the ground at least twice prior to reaching the strike zone;
- d. Friendly Only - a legally pitched ball that does not not roll at least half way on the ground after leaving the pitchers hand and prior to reaching the strike zone;

Article 2: A kicker shall walk to first base on a count of four (4) balls.

- a. All forced runners shall also advance.
- b. Competitive Only - Intentional walks are allowed. The pitcher must declare an intentional walk upon which the kicker will automatically advance to first base with all forced runners advancing. The pitcher does not have to pitch four (4) balls.
- c. Friendly Only - Intentional walks are not allowed.

Section 5: Strike Zone (See Diagram 5)

Article 1: The strike zone shall be:

- a. One (1) foot to all sides of home base;
- b. One (1) foot in height over the entirety of home base;
- c. One (1) foot in height until the pitched ball reaches a kicker in the kicking box;

Section 6: Outs

Article 1: An out shall be:

- a. A legally or illegally kicked fly ball which is caught by a fielder;
 1. Exception - A ball that pops or deflates due to the force of the kick may not be caught for an out.
- b. A kicker that receives three (3) strikes during a single at kick;
- c. A kicker that receives:
 1. Competitive Only - Three (3) fouls during a single at kick;
 2. Friendly Only - Four (4) fouls during a single at kick;
- d. A kicker that does not kick in the proper kicking order;
- e. A kicker, after legally kicking the ball, who while running from home base to first base runs back toward home base;
- f. A kicker or runner who engages in unsporting behavior or improper game conduct;
- g. A runner not on base that is touched by a live ball;
 1. Exception - A live ball thrown, kicked or deflected by the defense that strikes a runner off base in the head that is not sliding or ducking, shall not to be out and the ball shall be rendered dead immediately.
- h. A base tag on a base a runner is forced to;
- i. A runner off base prior to the ball being legally kicked or a runner that steals;
- j. A runner that passes another runner;
- k. A runner outside the baseline;
- l. A runner who is deemed to have missed a base after an appeal;
- m. A runner who is deemed to have failed to properly tag up after an appeal;
- n. A runner who steps on or is standing an improper base;
- o. A runner physically assisted by a team member during a live ball;
- p. A runner or kicker who commits offensive interference;
- q. A runner who causes a delay of the game;
- r. A ball tag on a runner occupying an incorrect base;

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s. An incorrect runner placed on second base during Kansas City Play that has advanced, but has not yet scored a run;

t. Failure to provide the Umpire Crew Chief and opposing teams Head Coach information about an added kicker.

1. The out shall be recorded when the added player becomes a kicker for the first time and before the kicker becomes a runner. If the out is not recorded during the prescribed time-frame, the game shall proceed as if no infraction of the rules occurred.

u. A team member who commits offensive interference;

v. Friendly Only - A kicker who bunts;

Article 2: A count of three (3) outs shall conclude a team's half inning.

Section 7: Kansas City Play

Article 1: The first (1st) kicker of the inning shall start on second base.

Article 2: Only eight (8) players shall play defense.

a. One of those players must play catcher.

b. Four (4) players must be male and four (4) player must be female unless gender requirements have been altered by the League or Tournament supervisor.

Article 3: All other game play shall be conducted in accordance with these rules.

Article 4: If the incorrect runner is placed on second base, this error may be corrected as soon as it is noticed.

a. There is no penalty if the runner has not advanced.

b. If the runner has advanced he shall be out when the error is noticed. Once an incorrect runner has scored a run he can no longer be called out.

RULE 8: LIVE BALL, DEAD BALL AND TIMEOUT

Section 1: Live Ball

Article 1: The ball shall become live when:

a. All players are ready, the pitcher takes his place on the pitcher's mound with the ball and the umpire calls "play" or indicates play is ready to be resumed.

Article 2: A player that makes an attempt to get a runner off base out after the ball is dead, shall render the ball live again.

Article 3: After the umpire calls "Play" or indicates play is ready to be resumed, the ball is alive and in play and remains alive and in play until the ball becomes dead.

Article 4: The Umpire Crew Chief may declare the ball live in a delay of the game situation.

Section 2: Dead Ball

Article 1: The ball shall become dead and all runners must return to their original base, but need not touch the intervening bases when the umpire declares:

a. An illegal kick;

b. Offensive interference;

c. A foul ball that does not result in an out;

d. A ball that pops or deflates due to the force of the kick;

e. Friendly Only - A bunt;

Article 2: The ball shall become dead and all runners shall return to the last base that was legally touched, unless forced to advance, when:

a. The pitcher has control of the ball on the pitching mound;

- b. The umpire has granted a timeout;
- c. The umpire declares offensive interference by a team member or player other than the kicker;

Article 3: The ball shall become dead and all runners may proceed to the base they were headed, or are entitled to, if not already on a base when:

- a. The umpire declares defensive interference;
- b. The umpire declares the ball unplayable;
- c. A runner who is not sliding or ducking is hit in the neck or head with a live ball thrown, deflected or kicked by the defense;

Article 4: It shall be a delayed dead ball when off-sides of any kind occurs.

Article 5: The ball shall become dead immediately when fan interference occurs.

- a. Upon fan interference the game shall be resumed from the point prior to the fan interference.

Article 6: It shall be a delayed dead ball when the catcher commits defensive interference.

Article 7: A runner may not be put out during a dead ball.

Article 8: A kicker may be put out during a dead ball.

Article 9: After the ball is dead, play shall be resumed when all players are ready, the pitcher takes his place on the pitcher's mound with the ball and the umpire calls "play" or indicates play is ready to be resumed.

Section 3: Timeout

Article 1: A timeout may be requested by any player or coach.

Article 2: The ball shall not become dead until the umpire grants a team's request for a timeout by calling "time".

Article 3: A timeout shall only be granted by the umpire when:

- a. The pitcher has control of the ball on the pitching mound and all runners have ceased forward motion with the intent of advancing to the next base;
- b. There is no pitch in progress;
- c. The pitcher has not begun the pitching motion;
- d. There is no game action occurring;

RULE 9 – PENALTIES

Section 1: Bunting

Article 1: Friendly Only - If in the judgment of the Umpire Crew Chief a kicker bunts, the Umpire Crew Chief shall rule the ball dead and call the kicker out. All runners shall return to their original base.

Section 2: Defensive Interference

Article 1: Upon defensive interference, if no kick occurs the kicker shall be awarded first base and all forced runners shall advance.

Article 2: Upon defensive interference, if the ball is kicked, the kicker shall have the option of being awarded first base, with all forced runners advancing, or taking the outcome of the kick.

Article 3: The team captain or kicker shall inform the Umpire Crew Chief of their decision as it relates to the penalty of a defensive interference infraction.

Section 3: Delay of the Game

Article 1: In the judgment of an umpire when:

- a. A kicker causes a delay of the game, the Umpire Crew Chief shall allow the pitcher to pitch.
- b. A runner causes a delay of game, he shall be called out.
- c. A fielder causes a delay of game, the Umpire Crew Chief may begin awarding balls to the kickers count or may award the kicker first base.

Section 4: Forfeits

Article 1: A team shall forfeit a game when:

- a. The head coach fails to supply the team's kicking order to the Umpire Crew Chief and opposing team's head coach prior to the start of the game when requested.
- b. A team fails to field at least 8 players on defense.
- c. A team fails to meet the gender and/or age requirements set by the League or Tournament Supervisor.
- d. A team fails to have all team members participating in the game wearing shirts that are similar in color and style.
- e. A team allows a player to field that is not in the kicking order.

Article 2: A forfeit shall only be declared by the Umpire Crew Chief if an infraction is declared prior to the completion of the game. After the completion of a game only the League or Tournament Supervisor may declare a forfeit.

Section 5: Intentional Walks

Article 1: Friendly Only - If in the judgment of the Umpire Crew Chief a kicker is intentionally walked, the Umpire Crew Chief shall allow the next kicker to decide if he would like to kick or automatically be awarded first base. All forced runners shall advance.

Section 6: Off-Sides

Article 1: Upon the first off-sides infraction of any kind by a team during the game, a warning shall be given to that team and a ball shall be awarded to the kickers count.

- a. If the ball is kicked, the kicker shall have the option of being awarded first base, with all forced runners advancing, or taking the outcome of the kick.

Article 2: Upon each subsequent off-sides infraction of any kind by the same team during the game, the kicker shall have the option of being awarded a ball to the count or being awarded first base with all forced runners advancing.

- a. If the ball is kicked, the kicker shall have the option of being awarded first base, with all forced runners advancing, or taking the outcome of the kick.

Article 3: The team captain or kicker shall inform the Umpire Crew Chief of their decision as it relates to the penalty of an off-sides infraction.

Section 7: Uniforms and Equipment

Article 1: Any player participating in the game that is in violation of any uniform or equipment rules shall not be allowed to participate in the game until in compliance.

DIAGRAMS

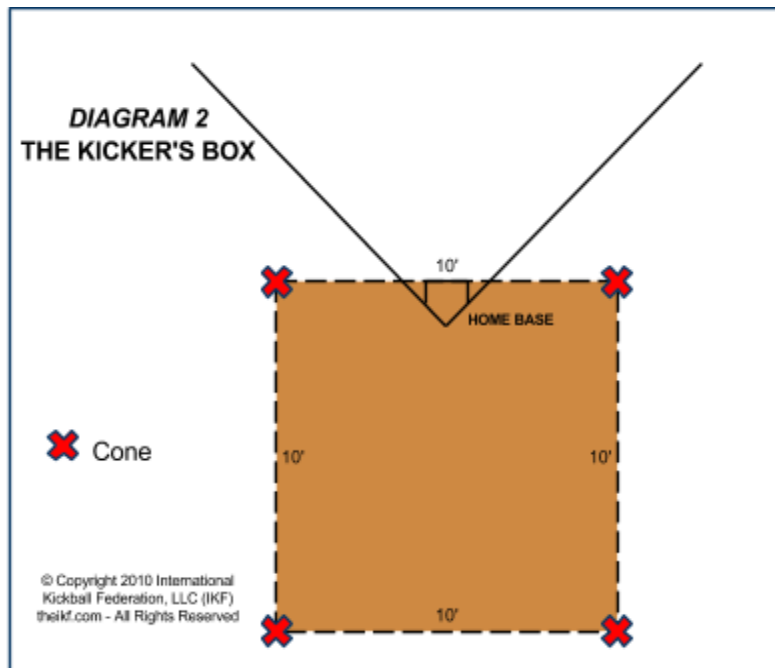
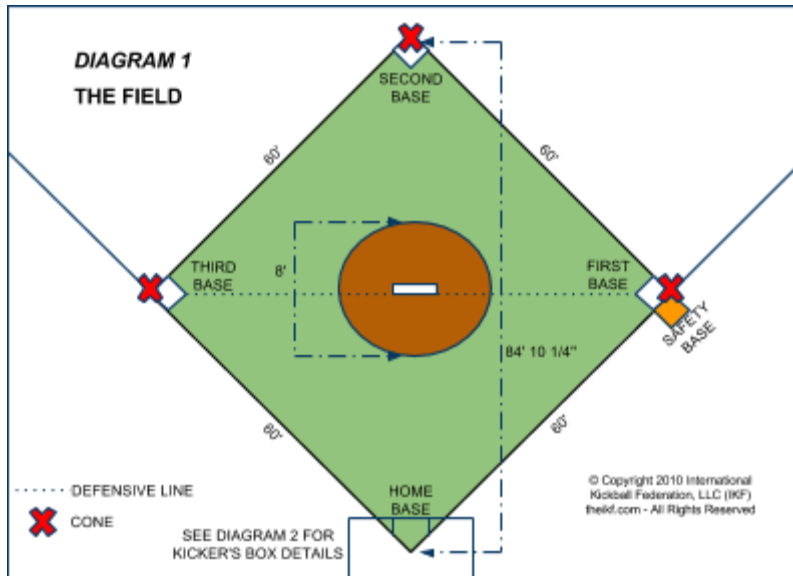
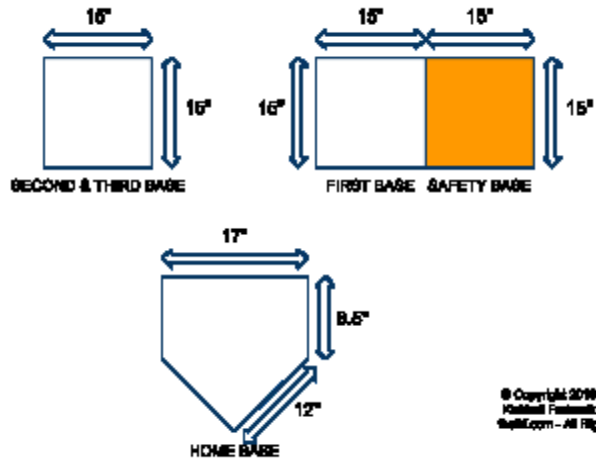
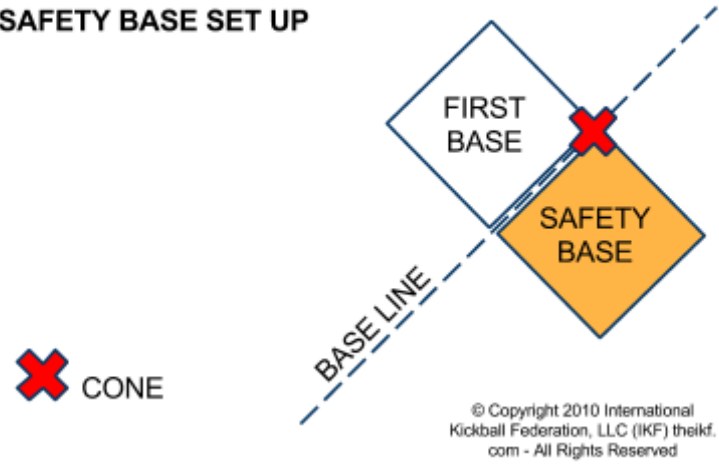


DIAGRAM 3
BASE DIMENSIONS



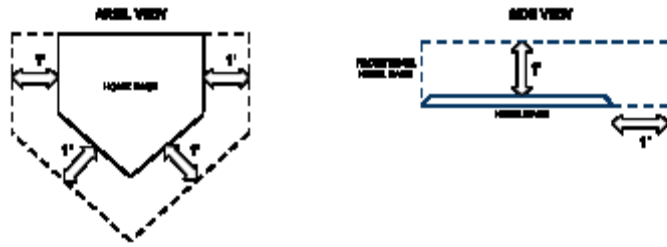
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DIAGRAM 4
SAFETY BASE SET UP



CONE

**DIAGRAM 5
STRIKE ZONE**



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CHART 1

Competitive vs. Friendly Rules Differences

<u>RULE</u>	<u>COMPETITIVE</u>	<u>FRIENDLY</u>
Runner Substitutions (Rule 5.3.5)	Once a runner is replaced or changed during a game that player shall not return to the game.	Teams may only replace a runner twice during a game. Upon the second replacement of a specific runner that player shall not return to the game.
Bunting (Rule 6.1.6 & 9.5.1)	No Rule/restrictions	A kicker shall not bunt. If in the judgment of the Umpire Crew Chief a kicker bunts, the Umpire Crew Chief shall rule the ball dead and call the kicker out. All runners shall return to their original base.
Runner Off Base Prior to Kick (Rule 6.3.1)	If a runner steps off base prior to the ball being legally kicked and the result of the play is the third out, the next kicker in the kicking order shall lead off the next inning.	If a runner steps off base prior to the ball being legally kicked and the result of the play is the third out the kicker at kick during the infraction shall lead off the next inning.
Runner Physically Assisted by Team Member (Rule 6.3.13)	If a runner is physically assisted by a team member prior to the ball being legally kicked and the result of the play is the third out, the next kicker in the kicking order shall lead off the next inning.	If a runner is physically assisted by a team member prior to the ball being legally kicked and the result of the play is the third out, the kicker at kick during the infraction shall lead off the next inning.
Fielding - Number of Players (Rule 7.2.1)	A team must field at least eight (8) and no more than ten (10) players while on defense.	Friendly Only - A team must field at least eight (8) and no more than eleven (11) players while on defense.
Pitching - Number of Bounces (Rule 7.4.1)	A ball shall be: a legally pitched ball that does not touch the ground at twice prior to reaching the strike zone is a ball.	A ball shall be: a legally pitched ball that does not roll at least half way on the ground after leaving the pitchers hand and prior to reaching the strike zone;
Foul Out (Rule 7.6.1c)	An out shall be: A kicker that receives: Three (3) fouls during a single at kick;	An out shall be: A kicker that receives: Four (4) fouls during a single at kick;
Intentional Walks (Rules 7.4.2 & 9.2.1)	Intentional walks are allowed. The pitcher must declare an intentional walk upon which the kicker will automatically advance to first base with all forced runners advancing. The pitcher does not have to pitch four (4) balls.	Intentional walks are not allowed. If in the judgement of the Umpire Crew Chief a kicker is intentionally walked, the Umpire Crew Chief shall allow the next kicker to decide if he would like to kick or automatically be awarded first base.