



The Premier Sport and Social Club for Adults  
Houston, Katy & The Woodlands

## Kickin It for K9's

### KICKBALL TOURNAMENT RULES

Reference #33

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1. All kickers will get 3 legal rolls. A legal roll must be **OF MODERATE SPEED (any rolled ball of excess speed will be a re-rolled)** between the inside lines of the kicker's boxes. Any roll that is not deemed legal will be re-rolled. No excessive "Bouncies": any rolled ball that bounces 12" from the ground between the pitching plate and home plate). **ONLY WOMEN WILL BE ALLOWED TO BUNT.** If any male bunts the play the play is dead, which will result in an out for the MALE Kicker, any base runners must return to last base occupied.
2. A kicker with two strikes must put the 3rd roll into play or be called out.
3. During the 2<sup>nd</sup> and 4<sup>th</sup> innings, runners will change directions and run from home to 3<sup>rd</sup>, 2<sup>nd</sup>, 1<sup>st</sup>.
4. To get an out, a defensive player may attempt to throw the ball at the base runner. **Should the ball make contact with the runner, for any reason while the runner is not on the base the runner is out.** Any contact above the shoulders will result in an automatic homerun. If the runner successfully catches the ball, they may then kick the ball into any part of the playing field (no kicking the ball over the foul lines or fences should this occur the player that caught & kicked the ball is OUT). **This rule does not apply to runners running from home to 1st base after the initial kick, it will only apply after they have reached 1st base safely and are in the process of running subsequent bases.**
5. All games are six innings or 55 minutes (warm up time included). The last inning will start 10-15 minutes to the hour. The Umpire will enforce this rule and will make the call at the top of the final inning. **Note:** Due to differing circumstances in each and every game, some games will finish short of the hour while others might run past the hour. Please respect your Umpire's call in this matter. He must keep all games on time in fairness to teams playing later hours due to facility permit restrictions. **If the game is tied after six innings or when the last inning is completed the ITB (International Tie Breaker) Rule will be in effect. The last Kicker from the previous inning will begin on second base, and the Kicker will receive ONE LEGAL ROLL TO PUT INTO PLAY. An OUT WILL BE CALLED should the ball be kicked foul, or the Kicker does not kick a legal roll. During pool play, 1 extra inning will be played. Game will be marked as a tie if same score.**
6. 9 players (at least 3 females) in the field at all times (**THERE MUST BE AT LEAST 1 FEMALE IN THE OUTFIELD & 1 FEMALE IN THE INFIELD**). **The CATCHER IS NOT CONSIDERED AS A FIELDER when applying this rule.** SM rules will allow a team to play with a minimum of 8 players (at least 2 females). If only 2 women are present at game time, they must kick twice within the first 10 kickers. **An OUT will only be called should ALL WOMEN BE ON BASE WHEN**



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**A WOMAN SHOULD BE KICKING.** If a team has less than the minimum required number of players, it is up to the opponent and/or Umpire or SM Staff member as to what is allowable.

7. Teams may kick more than 9 players; however, these teams must continue to kick with the same guy, girl, guy, girl rotation, unless their opponent allows otherwise (i.e. in the case of only 8 players). In situations where additional players wish to kick, the line-up must continue to reflect the guy, girl, guy, girl rotation, even if some women need to kick twice in the rotation.

8. Inning Run Limit Rule: Unlimited runs may be scored each inning. Game mercy rule: 10 runs up after 5 complete innings.

9. No leadoffs or stealing. Runners can leave the base once the ball crosses the plane of the plate or is hit kicked by the kicker. If a runner leaves early, the ball is dead, and the runner is declared out. If this is the 3<sup>rd</sup> out of the inning, the kicker will be first up in the next inning.

10. The Umpire will closely watch base runner to defensive player contact. Any excessive contact or collision will result in an out and/or ejection. This includes contact with the catcher. Sliding is allowed. Any sliding into a base to break up a double play, or any intentional (in the eyes of the umpire) interference with the defensive player, the runner and kicker/runner will be called out.

11. **NO METAL SPIKES ARE ALLOWED.** Any equipment in question should be brought to the attention of the umpire. The umpire or SM Staff member will make all final decisions with regard to equipment discrepancies.

12. There can not be more than 6 players on the infield at any one time. Once contact with the ball has been made the outfielders may cross the line. If an outfielder crosses the line before contact has been made, then the female may be awarded 1<sup>st</sup> base. **When a female is kicking any infielder (including but not limited to the pitcher) MUST REMAIN BEHIND AN IMAGINARY LINE that runs (diagonally thru the infield) from 1<sup>st</sup> base to 3<sup>rd</sup> base. The Penalty for this rule infraction will be a dead ball and the Kicker is awarded 1<sup>st</sup> base and all subsequent runners will be awarded the next base if forced.**

13. Tournament rosters must be turned in before your second game. (Players will only be added after the second game for the purposes of a substitution due to an injury or other extreme circumstance as deemed acceptable by the SM Staff).

14. Waivers and Rosters will be used as acceptable player-team identification during playoffs. All participants must present ID's during the playoff tournament in the event of a roster check. All roster check requests must be made before the first pitch.

15. HAVE FUN!!