

Rules

Basics

1. Each game will be 5 innings or 45 minutes in length, whichever comes first. In cases where games must be shortened due to rain or other externalities, 4 innings must still be played to constitute an official game. No new innings shall be started after the 40 minute mark is reached, and games that reach 45 minutes in length will quickly complete the current inning. If after 45 minutes the game is still tied, the game will be recorded as a tie.
2. Teams should consist of 8-12 players. Since the pitcher is a member of the offensive team, there can be a maximum of 9 players on the field at a time, 8 of which are members of the defensive team.
3. Requirements include 4 bases, 1 ball, and an open field or baseball/softball diamond.
4. Players **MUST** wear closed-toe shoes.

Pitching and Kicking

1. Each team gets to kick in each inning.
2. Once 3 outs have been recorded against a team, their "at kick" is over.
3. Once both teams have kicked, the inning is over.
4. No bunting is allowed.
5. The captains of the two teams will call safe or out. Disagreements that cannot be settled will be solved through rock paper scissors. There will be no ball or strike count, but the kicker gets 3 pitches. They will be out if they hit foul on the third pitch.
6. The pitcher pitches to his own team. Each kicker gets three pitches to hit one. If a third pitch is needed and the kicker fouls it or misses it, the kicker is out. The pitcher tossing the ball to their teammates does not field the kicked ball. If the pitcher touches the ball at all, **EVEN BY ACCIDENT**, the kicker is out. **IF A PITCHER SWITCHES BALLS, HIS TEAM FORFEITS THE GAME.**
7. The pitcher shall take a position with a foot firmly on the ground and in contact with, but not off the side of, the pitcher's plate.
8. The ball must be delivered at a moderate speed underhand below the hip, and must bounce at least twice or roll before the ball reaches home plate. An improper roll still counts as one of the kickers 3 balls.

Game Play

1. If the ball never hits the ground once kicked and is caught by a fielder, the kicker is out regardless of whether the ball is in fair or foul territory.
2. Forced outs can be made by the defense if a fielder has control of the ball and touches a base that a runner must run to (and cannot run back to the prior base since another runner is behind them) before the runner reaches the base.
3. Any runner not on a base can be hit with the kickball by a fielder. If the runner is hit while not on a base, the runner is out unless the runner is hit in the neck or head.

Scoring

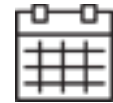
1. Each time a runner tags home base after going around and tagging each base, a score will be recorded.
2. The team with the higher score at the end of the game wins.
3. Tied scores will be reported as tied.



Kickball

Players
8-12 people

Captain
One Awesome Person



Sign-up Deadline
September 15th
Regular Season
Octo 2nd – Nov.
19th
Playoffs
Nov. 27th – Dec
10th



Duration
45 Minutes

Games
6

Scores

Your Score

Opponent's Score

Week #1

Week #2

Week #3

Week #4

Week #5

Week #6

Attention: Each captain must report the score of each game as soon as possible. Upload the final scores in the Captains Corner of the Staff Sports Program Website before midnight on the following Saturday.