



Kicks for Kids Tournament Rules

Captain's Notes

Game Play

- Each team consists of a minimum of 10 players and a maximum of 15.
- Home/away teams are determined by seeding order, the away team kicks first.
- Games will last 5 innings or 35 minutes, no new innings are to start after the time cap has been called, in the event of a tie a kickoff will ensue (rounds 1 – 3), or extra innings will be added (rounds 4 +) until 7 innings have been reached, when a kickoff will ensue.
- The 10 run rule is in affect after completing 4 innings.
- While playing defense, teams must have no less than 1 male/female players on the field.
- Play Safely – stay in control of yourself, no bare feet, sandals, open toe shoes or metal cleats.

Captains Responsibilities

- Have your team at the correct field, on time, ready to play.
- Maintain order and control of your team.
- Ensure proper etiquette and demeanor is kept.
- Make sure your team understands the rules.
- Keep the score of the game and report final scores to the umpires and to the scoring tent.
- Monitor the batting order. All players bat, batting out of order or players listed not in attendance will result in automatic outs.
- Help to keep game play moving smoothly.

Sportsmanship

- Umpires have complete authority, what they say goes. Don't argue.
- Tournament organizers reserve the right to eject any player and/or team at any time for unsportsmanlike conduct.
- Most importantly, Play hard and have fun!

Player's Notes

Kickball is played in the same fashion as softball or baseball with the following rule clarifications in effect.

Pitching

- There is no restriction on how to pitch as long as it is done underhanded and the pitcher remains behind the pitching line until after the ball is kicked.
- Pitches are not to be bounced. Any ball that bounces more than one foot high will not be accepted and a redo will be called.
- No players other than the catcher may be in front of the pitcher prior to the ball being kicked.

Kicking

- All kicks must occur at or behind home plate and with in the kickers box.
 - 1st violation – redo and warning.
 - 2nd violation – strike.
- Bunting is allowed.
- 2 strikes and you are out.
- A strike is:
 - A pitch that is missed by the kicker.
 - A kick made in front of home plate after being warned.
 - Two fouls – yes you can foul out!

Base Running

- No lead offs or steals.
- A runner is out if:
 - The ball they kick is caught.
 - The base they are running to is tagged prior to them getting to the base and all the bases behind the runner are occupied (force out).
 - A kickball strikes the runner while in the act of running the bases.
 - A thrown ball strikes the runner below the head.
 - A thrown ball strikes the runner in the head while attempting to avoid the ball by ducking, diving, or sliding.
 - The runner does not tag up.
 - Runners may not advance to another base once the pitcher has the ball within the pitchers' circle.