



Raymore Parks & Recreation Kickball Rules and Information

Sportsmanship: Raymore Parks and Recreation is dedicated to provide a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the RPR staff may result in ejection from the tournament. Tournament will have at least 1 paid supervisor. Abuse of supervisor, referees, opposing players and other RPR staff will not be tolerated. RPR will not tolerate fighting! Fighting will be an automatic ejection from the tournament. Any behavior deemed unacceptable by RPR staff may result in ejection from the league. **ABSOLUTELY NO GLASS ALLOWED.**

Field of Play

1. In general, baseball rules apply to RPR kickball rules.
2. Bases will be approximately sixty (60) feet apart.
3. The pitching rubber is forty (40) feet from home plate.
4. The defensive diamond/encroachment line, in which no defensive player may enter until a ball is kicked, is a straight line from 1st base to 3rd base crossing the pitcher's rubber.

Teams

1. A maximum of ten (10) players can be on the field for the fielding team. (3 must be girls)
2. Teams must have at least eight (8) players, with a minimum of 2 females, to begin.
3. A team that has ten (10) players but is missing the required gender minimum must play short defensively for each missing player.
4. If a team does not have the minimum number of player at game time, they will have 5 minutes to have the minimum or they will be forced to forfeit, unless the opposing team agrees to play.
5. If a team does not field the required number of players for their game and the opponent and the opposing team agrees to play, the team that is short will be charged an out at the end of their line-up for every player under the requirement.
6. While fielding, each team must field at least eight (8) and no more than ten (10) players, which must include one pitcher and one catcher at any time during the game.
7. The batting order must be guy-girl-guy-girl-etc.
8. Rosters must be turned in before the first game.

Game Duration:

1. All games are seven innings or one hour.
2. If after 7 innings or 60 minutes and the game is tied the game will head into extra innings.
3. In extra innings the teams will come up to kick with a runner on second and ZERO outs. Each team will have an opportunity.
 - a. The last kicker to get out in the previous inning will start on 2nd base in Extra Innings.

4. Batters will begin with a 1-1 count.

Pitching and Catching

1. A "Strike" is considered when:
 - a. The ball fails to move forward of home plate by one foot or the kick occurs in front of home plate.
 - b. A pitch within the strike zone either gets missed or not kicked by the kicker.
2. A "Ball" is considered when:
 - a. The ball bounces higher than one foot at the plate or out of the strike zone (as determined by the umpire)
 - b. When the pitcher passes the pitching strip or before the ball is kicked by the opponent.
 - c. 4 Balls will advance the runner to 1st base.
 - d. Any ball rolled by the pitcher that bounces its way to home plate.
3. A "Foul" is considered when:
 - a. A kicked ball lands out of bounds.
 - b. A kicked ball lands in bounds, but travels out of bounds on its own before reaching 1st or 3rd base.
4. An "Out" is considered when:
 - a. A runner is off of his/her base when the ball is kicked or tagged by the ball when off base.
 - b. If the runner intentionally uses their head/shoulders to block the ball and called by the referee.
 - c. 3 Strikes are made or 4 fouls are called.
 - d. A kick that occurred in front of home plate that was caught by the fielding team.
 - e. Any kicked ball that is caught or a ball tag on base to which a runner is forced to run.

Batting/Kicking

1. Foul balls are considered strikes and batters can strike out on foul ball on the third strike.
2. Any ball kicked twice will be called as a double-kick and considered a foul ball
3. Attempting to kick the ball and missing is considered a strike. Three (3) strikes will result in an out.

Base Running

1. Runners must wait until the pitch is kicked before leaving the base (no stealing). Warning then out.
2. Runners must stay within a natural base path or they will be called out.
3. Fielders impeding with the runners' path results in being awarded the base unless its attempt on the ball or play.
4. Runners intentionally knocking the ball out of a field's hands will result in the runner being called out.
5. Runners intentionally running through a fielder/catcher will result in an out. Slide if the play is close.
6. Any ball thrown inside the field of play shall be considered live and base runners may advance at will.
7. Should the played ball be thrown outside of the field of play, the Referee shall indicate base runners may proceed to the next base and stop there unless they are halfway to the next base (they get that base and the next base).

8. A base runner may tag-up the runner can leave the base as soon as a fly ball is touched (caught or dropped) or if off the base, the runner must go back and touch the base after the fly ball is touched before advancing.
9. Failure to properly tag-up shall result in a called out.
10. Punch Runners are only allowed if the player is injured and will not be playing in the field following that at-bat.
11. Pinch runner is to be the last player of the same sex to get out.
12. If any offensive runner passes a teammate that is running the bases ahead of them, the "passer" is out.
13. There is NO infield fly rule.
14. Balls thrown at the base runner must be below the head.
15. Any head shot incurred while the runner is in an upright running position results in advancement to the base they were running to. Any intentional hitting of the ball with the head by a runner will result in an out.
16. If a runner slides, jumps or ducks, this does not count as a head shot and the runner will be "safe" or "out"
17. Any offensive player making contact with the ball in fair territory after a kick is considered out.
18. Fielders may encroach up to the boundary line that goes on a straight line from 1st base to 3rd base, crossing the pitcher's rubber. Fielders are not allowed to cross the encroachment line until the kicker makes contact with the ball.