



STAY SOCIAL · STAY COMPETITIVE

OFFICIAL **RULEBOOK**

The iLeaguez LLC Official Rulebook
for iKickballz Adult Coed Kickball



2026 OFFICIAL RULEBOOK

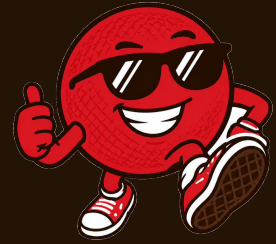
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Everything you need to play iKickballz the right way. Know the rules, respect the refs, and have fun out there.

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BEFORE YOU PLAY

CODE OF SPORTSMANSHIP



Kickball Players, it is your personal responsibility to never allow yourself or your teammates to cross that line between fun competition and unsportsmanlike behavior.

— PLAYER'S CODE OF SPORTSMANSHIP

1 Players must treat their fellow kickballers, refs, and spectators with respect. Personal and/or derogatory remarks made, obscene or otherwise, at any time on the field, will not be tolerated.

2 Players must respect the authority of the League Officials to regulate the game and abide by their decisions. Ref decisions are final. Warnings may be given, if the warnings are ignored, Officials have the right to stop the game and eject the player or spectator from the field. Play will not resume until the ejected person or persons vacate the field, clock will continue to run.

3 Team Captains must be the only players that address concerns to League Officials. They are expected to do so in a respectful manner.

4 Players must refrain from any action that might arouse fellow players or spectators to unsportsmanlike behavior.

5 Players are expected to comply wholeheartedly with the intent and spirit of the rules. Deliberately attempting to violate the rules is inexcusable.

6 Players are not allowed to have alcohol at the games. Suspension or expulsion could result if caught.

THE GAME, TEAMS, EQUIPMENT, PLAYING FIELD AND PERSONNEL

01

1.1 THE GAME

Kickball is a game made up of two teams. The objective for both teams is to score more runs than the opposing team. The team scoring the most runs during a 50 minute game will be declared the game winner. Games can end in ties UNLESS it is playoffs.

1.2 TEAMS AND PLAYERS

- 1.2.1** All players must be at least 18 years of age prior to participating in any game and must be registered and in good standing with iLeaguez and iKickballz (herein: the "League"), which is operated by iLeaguez LLC. Anyone under the age of 18, must have parental consent.
- 1.2.2** If a team uses player(s) not registered and in good standing with the League, they will forfeit that game or playoff game. Rosters will be checked by officials at random during the season and in playoffs.
- 1.2.3** Teams shall consist of between 11 and 20 rostered players, including at least six players (4/2 Rule).
- 1.2.4** Each team may defensively field a maximum of 11 players at a time.
- 1.2.5** Each team must defensively field at least 4 men and 2 women at a time (the "4/2 Rule") – see rule 2.3.2 for exceptions.
- 1.2.6** Once an inning starts, defensive players must play the full defensive inning. No player from the defensive team's roster who is not actively playing that inning will be allowed to substitute for a defensive player while the inning is being played, unless due to injury. There will be no restriction on defensive players already on the field changing positions during an inning, unless the game is delayed as a result of the positions being changed. In these cases, the ref can issue time back for the delay of game.
 - 1.2.6.1:** Exception: If a player is injured and unable to play defense, a substitute can take the injured player's place. If a team is found to fake injury to gain a defensive advantage, the ref will issue an ejection to the player.

1.2.6.2: If a team is playing with fewer than 11 total players, they may add players defensively up to the 11 player maximum. Ladies May make up the difference of 11 players without penalty (Max 7 Girls 4 Guys). New players cannot enter the field of play until a dead ball is called or the pitcher has the ball on the mound.

1.2.7 During the regular season a team must have at least 6 players from its roster to begin a game, and must also satisfy the 4/2 Rule, otherwise a forfeit will be recorded. See 2.2.3 for exceptions.

1.2.8 Teams failing to meet the 4/2 Rule by the published game time shall have a 5-minute grace period to obtain the gender minimums. Any time used during this grace period shall be considered official game time, and included within the game time limit. See rule 2.3.2 for exceptions to the 4/2 rule.

1.2.9 SUBSTITUTIONS

1.2.9.1 Substitutes must be registered and in good standing with the League. Waiver must have been signed prior.

1.2.9.2 Substitutes may only replace registered members of the team's roster of the same gender and may not exceed the number of players registered on the team.

1.2.9.3 For substitutions to be valid, the substitutes' name(s) must be placed in the kicking lineup. Add to the bottom of order if late to the game.

1.2.10 During the playoffs, teams must only use players on their roster. All players must play at least 2 regular season games to qualify for playoffs.

1.3 EQUIPMENT

1.3.1 GAME BALLS

1.3.1.1 The official ball used in game play will be a 10" kickball or equivalent.

1.3.1.2 The League will provide a ball for every game.

1.3.2 SHOES

1.3.2.1 Players must wear closed-toe shoes.

1.3.2.2 Metal cleats or spikes are not allowed. Persons wearing metal cleats or spikes shall be ejected from the game and an out shall be recorded whenever that player is scheduled to kick.

1.3.2.3 All non-metal cleats and turf shoes are permissible.

1.3.2.4 Steel toed boots or shoes are not allowed. Persons wearing steel toed boots or shoes shall be ejected from the game and an out shall be recorded whenever the player is scheduled to kick.

1.3.3 Teams must keep all gear at least 10' from the playing field.

1.4 THE PLAYING FIELD

- 1.4.1 Kickball is played on grass and dirt/grass combination fields
- 1.4.2 Pitching Mound will be sprayed and shall be placed in the center of the field, 6 feet apart, in line with first and third base.
- 1.4.3 An Out of Play Line shall be marked at 10 feet outside the foul lines

1.5 GAME PERSONNEL AND THEIR DUTIES

1.5.1 TEAM CAPTAIN & SOCIAL CAPTAIN

- 1.5.1.1 Each team shall identify one Team Captain and one Social Captain to the Ref prior to the Game.
- 1.5.1.2 Only a Team Captain may speak on behalf of their team to Umpires and League officials. Social Captains are responsible for all social challenges, including point totals, and posting on League Facebook Group.
- 1.5.1.3 Team Captains are expected to address Umpires and League officials in a respectful manner in keeping with the Sportsmanship Code.
- 1.5.1.4 A Team Captain must serve as a go between with the Kickball League and his/her team, Captains are expected to attend any required league meetings and communicate league correspondence to their team in a timely manner.

1.5.2 LEAGUE OFFICIALS

- 1.5.2.1 The League provides at least one League Official for every game.
- 1.5.2.2 Officials are expected to be able to demonstrate working knowledge of League Rules & Procedures.
- 1.5.2.3 Each game shall have a League Official: behind home plate to begin and next to pitcher when players are on base. League Championships and World Series Championship will have two League Officials: one behind home plate and the other in the field or by first base.
- 1.5.2.4 An Official must report to the field at least 15 minutes before the scheduled game time. Setting up and taking down of field equipment will occur before and after games.
- 1.5.2.5 The Head Official will call all balls and strikes and keep the Official Game Clock (see 2.3).
- 1.5.2.6 Officials have the authority to issue warnings or eject for unsportsmanlike behavior immediately before, during and immediately after any game they are officiating.
- 1.5.2.7 Officials may end a game early (prior to the 50 minutes) in cases of darkness, unplayable field conditions, or hazardous weather conditions. These games may or may not be rescheduled.

- 1.5.2.8** If the Official delays the game to get the input on another official to confirm a call or ejection, time will still be running from the game clock.

1.5.3 BASE COACHES

- 1.5.3.1** Each team may have one base coach stationed at each of the designated locations. First and third.
- 1.5.3.2** Designated locations: The base coaches may be located near first base and third base such that the base coach is not closer than four feet from the foul line and not more than eight feet further up/down the foul line than the base to which they are assigned.
- 1.5.3.3** It shall be the responsibility of the base coach to avoid interference with active plays. There is an affirmative duty for the base coach to make a good faith effort to get out of the way of active plays.
- 1.5.3.3.1** If the ref determines the base coach does not make a good faith effort to get out of the way of the play and the interference of the base coach causes a detriment to the defensive team, the runner closest to the play (base coached base) is out. Additionally, the Umpire may require base runners to return to such bases to avoid a benefit resulting from the kicking team's coach's interference.
- 1.5.3.3.2** If the ref determines the base coach does not make a good faith effort to get out of the way of the play and the interference of the base coach causes a detriment to the defensive team, the base coach will receive a warning and not be permitted to act as a base coach for the remainder of the game. If the base coach is not a member of the offensive team, the warning will be issued to the team captain.

THE GAME - ITS BEGINNING, ENDING AND TIMING

02

2.1 PREGAME PROCEDURES

- 2.1.1** Prior to a game, Team Captains and Officials shall meet at home plate for introductions, to discuss ground rules, and to determine which team will be the Home Team and which will be the Visitor by way of coin flip or Rock-Paper-Scissors.
 - 2.1.1.1** During the regular season, Team Captains will play Rock-Paper-Scissors to determine Home/Visitor status, with the winner allowed the right to select whether their team will be the Home Team or Visitor.
 - 2.1.1.2** During the regular season and playoffs Officials shall ask both teams to show their line ups to one another prior to the start of games. Teams that do not show line ups must be aware that the opponent is allowed to keep track of their line up and call out if kickers kick out of order. If kick order is incorrect and the opponent calls it out to ump during the playoffs, ump is allowed to give an automatic out.
 - 2.1.1.3** During the playoffs, for all games including the championship game, the higher seeded team shall be given the right to select whether their team will be the Home Team or Visitor.
 - 2.1.1.4** Should two evenly seeded teams meet in the playoffs, Team Captains will play Rock-Paper-Scissors to determine Home/Visitor status, with the winner allowed the right to select whether their team will be the Home Team or Visitor.
 - 2.1.1.5** During the playoffs, all fields will be assigned by the League based on the best field conditions available. Teams will not have the option to select a field.
 - 2.1.1.6** The League will select the top officials for the championship game.

2.2 GAME BEGINNING

- 2.2.1** The Home Team shall play defensively in the field first, while the Visitor will be given the first opportunity to kick. Inning play shall proceed as in baseball and softball.

2.3 GAME TIMING

2.3.1 OFFICIAL GAME CLOCK

- 2.3.1.1 The Official Game Clock will be kept by the Head Official.
- 2.3.1.2 The Head Official will announce when the Game Clock is started and when it reaches 50 minutes. An extra 5 min may be added for injuries or controversial calls. At Official's discretion.
- 2.3.1.3 The Official Game Clock will be started as closely as possible to the scheduled game time, whether or not the two teams are ready to begin play. The only acceptable reasons to delay the start of the Official Game Clock are lack of field availability and Official tardiness.

2.3.2 GAME START FORFEITS

- 2.3.2.1 Teams that meet the minimum gender requirement of 4/2 must start games on time. If a team is waiting to fill that requirement they may invoke a 10-minute grace period but this does not delay the start of the game clock. After that grace period teams are allowed to start the game playing down.
 - i. If a team has only TWO members of a gender available, they must defend with no more than seven players of the other gender at a time AND must take ONE penalty outs each time through their lineup, after the last kicker in their lineup has completed his/her plate appearance.
 - ii. If a team has FEWER THAN TWO members of a gender available for a tournament game, that game shall be ruled a forfeit in favor of their opponent.
- 2.3.2.2 Should a team fail to meet the 4/2 rule because of a suspension or game ejection, the team may play without the ejected player.

2.4 GAME ENDING

- 2.4.1 Regular Season games will be played for a Maximum 50 minutes.
- 2.4.2 No new inning will start (Visitor kicking) after 50 minutes expire on the Official Game Clock.
- 2.4.3 The Home Team shall not kick in its half of the last inning if they have scored more runs than the Visitor.
- 2.4.4 If the Home Team takes the lead in the bottom half of the last inning, the game shall be immediately over.
- 2.4.5 Regular Season games may end in a tie.

2.5 OFFICIAL GAMES / RESCHEDULING

- 2.5.1** A game is considered Official after 4 innings are completed (3.5 if the Home Team is ahead).
- 2.5.2** Games called by the Official or the League prior to being considered Official (as per 2.4.1) may be completed or made up at a time/date/location agreed upon by both teams' captains.
- 2.5.3** Should the League call a game, League representatives will notify Team Captains and post notice online.

OUTS, STRIKES, BALLS AND FOUL BALLS

03

3.1 OUTS

- 3.1.1** Each team has three offensive Outs during their half of each inning.
- 3.1.2** An Out occurs when any of the following occur:
- i. Kicker accumulates any combination of strikes or four fouls totaling 4 in a single plate appearance;
 - ii. Fielder catches a kicked ball in-flight (fair or foul);
 - iii. Fielder tags a base to which a runner is forced to run, including times when a runner is forced to return to a base under the tag up rule;
 - iv. Runner is touched by a ball while not on base -- except balls kicked by the kicker in foul territory;
 - v. Runner is touched by a ball while on base if the runner is forced to run to a different base;
 - vi. Runner steps off his/her base before the ball is kicked;
 - vii. Runner runs outside of the base line.

3.2 STRIKES

- 3.2.1** If a kicker receives any combination totaling 4 strikes and foul in one plate appearance, s/he is Out. 2 Strikes & 2 Fouls is an Out. 3 Fouls and 1 Strike is an Out.
- 3.2.2** Swinging Strikes: A Strike shall be called by the Head Umpire if a kicker makes an unsuccessful attempt to contact the ball, whether it be a full leg kick or an attempt to "bunt" the ball.
- 3.2.3** Called Strikes: A Strike shall be called by the Official if a kicker does not contact a pitch that crosses within the Strike Zone and in accordance with the Bounce Rule.
- 3.2.3.1** Strike Zone: The Kickball Strike zone has three dimensions: width, depth and height. Should any part of a pitched ball cross into some part of that three dimensional box, that pitch shall be considered within the Strike Zone.
- i. Width: Includes the 17-inch width of home plate AND an additional 12 inches on either side of the plate, for a total of 41 inches.

- ii. Depth: The distance from the front edge to the deepest point of home plate.
- iii. Height: 18 inches above Home Plate.

3.2.3.2 Bounce Rule: To be considered a Called Strike, a pitched ball must either roll through the Strike Zone OR bounce no fewer than two times on or before crossing through the Strike Zone.

3.2.4 Strikes and Foul Balls are considered separately. Unlike baseball and softball, a foul ball is NOT considered a Strike.

3.3 BALLS

3.3.1 If a kicker receives four Balls of any type in one plate appearance, s/he is awarded first base (a “walk”).

3.3.2 A Ball shall be called by the Official when any of the following occur:

- i. The kickball is pitched outside of the Strike Zone and the kicker does not attempt to contact the ball.
- ii. The kickball fails to meet the Bounce Rule as described in 3.2.3.2.
- iii. The defensive team encroaches the kicker as described in section 4.1.1.
- iv. The catcher interferes with the kicker as described in section 4.2.4 and 4.2.3
- v. The pitcher throws a “pinched” pitch as described in section 4.1.3.

3.4 FOUL BALLS

3.4.1 If a kicker kicks four Foul Balls of any type in one plate appearance, s/he is Out.

3.4.2 A Foul Ball shall be called by the Officials when any of the following occur:

- i. A legally kicked ball (below the knee) settles on the ground wholly in foul territory between home plate and first base or between home plate and third base;
- ii. A legally kicked ball bounds past first or third base on or wholly over foul territory;
- iii. A legally kicked ball first hits the playing surface wholly in foul territory beyond first or third base;
- iv. A legally kicked ball, while on or over foul territory, touches an umpire, a player, or any object other than the playing surface;
- v. A legally kicked ball travels less than one foot into fair territory (judged by the trailed edge of the ball) before coming to rest or being touched by a defensive player;
- vi. Any portion of the kicker’s plant foot touches the ground beyond the leading edge of the plane of home plate;
- vii. A pitched ball is kicked at or above knee level but below the waist;

- viii.** A pitched ball contacts more than one leg of the kicker (a “double kick”);
 - ix.** A pitched ball contacts the kicker more than once during a kick attempt (a “double kick”);
 - x.** A pitched ball does not cleanly rebound from the kicker’s leg during an attempt – rolling down the leg or foot (a “double kick”);
- 3.4.3** Fair/Foul judgment shall always be made based on the location of the ball itself, with no regard to whether a defensive player contacting a ball is in fair or foul territory.
- 3.4.4** Strikes and Foul Balls are considered separately combined in Ikickballz.
- 3.4.5** All leagues a count of strikes and fouls is an out and/or any combination of them that comes to 4.
- 3.4.6** If the defense catches a Foul Ball in the air, the kicker shall be Out and the ball is still alive. Base Runners may advance (“Tag Up”) and the defense may make a play on any Base Runner. Base Runners shall be prepared to tag up.

SECTION 04

PITCHING, CATCHING, FIELDING, KICKING AND BASE RUNNING

04

4.1 PITCHING

4.1.1 PITCHER'S ENCROACHMENT

- 4.1.1.1 The pitcher must stay completely behind the Pitcher's Mound Cones until the ball is kicked.
- 4.1.1.2 Should the Pitcher step beyond the Pitcher's Mound Cones prior to the kicker contacting the ball, the Umpires shall announce "Encroachment" at the end of the play.
- 4.1.1.3 When Encroachment has been announced by the Umpires, the kicking team shall have the option of either taking the complete result of the play OR accepting the Encroachment Penalty, which escalates for successive violations. See Section 4.4 for Encroachment Penalties.

4.1.2 ILLEGAL PITCH DELIVERY

- 4.1.2.1 A pitched ball must be released between the two Pitcher's Mound Cones, judged by the location of the ball at the time of the release, not the Pitcher. If the pitch is released outside the cones, it will result in an illegal pitch delivery.
- 4.1.2.2 Should the Pitcher release a ball outside of the Pitcher's Mound Cones, in violation of 4.1.2.1, the Head Umpire shall announce "Illegal Pitch" at the conclusion of the play.
- 4.1.2.3 When Illegal Pitch has been announced by the Umpire, the kicking team shall have the option of either taking the complete result of the play OR accepting a Ball. This penalty is enforced regardless of whether the ball was touched by the kicker.
- 4.1.2.4 There are no successive penalties for Illegal Pitches, and they are considered separately from Encroachment and Catcher's Obstruction and Interference.

4.1.3 NO PINCHING (AKA THE JOHNSON RULE).

- 4.1.3.1 "Pinching" is the act of squeezing the ball in a fist or near-fist grip in order to alter the flight of the ball when pitched.
- 4.1.3.2 Pinching is not allowed in IKickballz. The Umpire shall call any pitch s/he believes to be pinched a "ball."

- 4.1.4** A pitch can only be released using hands and arms. Kicked or otherwise released pitches will be called illegal pitches. Note: Regulations regarding the Strike Zone can be found in section 3.2.3.

4.1.4 NO INTENTIONAL WALK RULE

- 4.1.4.1** A pitcher may not intentionally walk a kicker by only pitching the ball outside the cones of the kicker's box.
- 4.1.4.2** A pitched ball that passes through the kicker's box after at least one bounce will not be considered a violation of the intentional walk rule.
- 4.1.4.3** Any pitch that is deemed by the referee to be legally kickable per rule 4.5.2 shall not be a violation of the intentional walk rule.
- 4.1.4.4** The penalty for violating the intentional walk rule shall be a warning for the pitcher for the first offense and a red card for a subsequent violation. The kicking team will have the option of having the kicker being awarded 2nd base or a new count under the new pitcher following the yellow or red card. If the kicking team chooses to take the award of 2nd base, runners already on base will only advance if forced to do so by the kicker being award 2nd.

4.2 CATCHING

- 4.2.1** Catching Position Teams must have one (1) and only one (1) Catcher while on defense.

- 4.2.1.1** The catcher must go through the Catcher's/Kicker's box to field a fair ball. The catcher must go between the cones. Failure to do so will result in a catcher encroachment penalty

4.2.2 CATCHER'S OBSTRUCTION

- 4.2.2.1** Catcher Obstruction is prohibited.
- 4.2.2.2** If the Catcher impedes the Kicker intentionally or unintentionally (through physical contact or other deliberate movement into the Kicker's approach to kick the ball), the Catcher will be issued a Catcher Obstruction violation, and the Kicker may opt to be awarded a ball in the count or the result of the play.
- 4.2.2.3** If the Catcher repeats the Catcher Obstruction violation, the Kicker may opt to be awarded 1st base or to accept the result of the play.

4.2.3 CATCHER ENCROACHMENT

- 4.2.3.1** The Catcher can stand two feet (24 inches or arms length) behind the Kicker's back foot, within the Catcher's Zone and behind or within the Kicker's Box.
- 4.2.3.2** The Catcher's Zone is bounded on the left and right by the borders of the Kicker's Box, on the front by the back foot of the Kicker, and on the rear by the limits of the Field.

- 4.2.3.3** No part of a Catcher's body may cross in front of the Kicker's back foot nor be positioned outside the Catcher's Zone until the ball is kicked or until the Kicker has let the ball pass. Failure to do so results in an Encroachment call. See Encroachment, Rule [4.4] for clarification.
- 4.2.3.4** Kickers must remain in contact with the kicker's box (on or within the lines) when kicking the ball.
- 4.2.3.5** If a Kicker makes contact with the ball outside the Kicker's box, the kick is not valid and the pitch will either be called a ball or a strike based on what the pitch was when it passed through the strike zone.
- 4.2.3.6** EXCEPTION: In fields with backstops that would render the Catcher physically unable to remain behind the kicker, the Catcher must stay three feet away from the kicker (judged radially from the kicker) and even with or behind the kicker until the ball is kicked.
- 4.2.3.7** EXCEPTION: If a Kicker makes an unnatural move and initiates contact in an attempt to draw a Catcher Obstruction call, the Kicker will be given a single warning for Catcher Inducement, and the Fielding Team may opt to be awarded a strike in the count or the result of the play. If that same Kicker repeats the Catcher Inducement violation, that Kicker shall be called out.
- 4.2.3.8** When Encroachment has been announced by the Umpires, the kicking team shall have the option of either taking the complete result of the play OR accepting the Encroachment Penalty, which escalates for successive violations. See Section 4.4 for Encroachment Penalties.

4.3 FIELDING

4.3.1 PEGGING

- 4.3.1.1** Pegging occurs when a runner is hit below the neck with a ball thrown or kicked by the defense while they are off the base. It is equivalent to a "tag out" in baseball and softball.
- 4.3.1.2** If a fielder throws or kicks the ball and strikes a runner's head, the runner automatically advances to the base he/she was attempting to advance to, and the ball is dead.

EXCEPTION 1: If a runner intentionally puts his/head in front of the ball the runner is out.

EXCEPTION 2: If a fielder hits a runner in the head with a bouncing ball, the runner is out

EXCEPTION 3: If a fielder hits a runner in the head while the runner is sliding, the runner is out.

EXCEPTION 4: If the runner contacts the thrown or kicked ball with another part of his/her body and the ball redirects into the runner's head, the runner is out.

4.3.2 END OF PLAY: PITCHER'S MOUND

- 4.3.2.1** When the pitcher has control of the ball on the pitching mound (within the indicated area) the officials shall declare "time" and the play considered over. See diagram below.
- 4.3.2.2** Any base runner that is judged to be more than half way to the next base at the time the pitcher gains control of the ball in the pitcher's circle, the runner may advance to the next base. If the runner has failed to get half way to the next base, the runner must return to the previous base. The next base is not automatic and is at the restriction of the runner.
- 4.3.2.3** If, prior to the "TIME" declaration from the umpires, a pitcher that has control of the ball in the pitcher's circle and decides to make a play on a base runner, the play shall no longer be considered dead, and the base runners can advance at their own discretion.

4.3.3 END OF PLAY: OUT OF PLAY LINE

- 4.3.3.1** A play shall be declared dead any time a fielder throws or kicks the ball 10 or more feet past the foul lines. When this occurs, the umpire shall call "TIME" and award the runners one base. The defense shall not have the opportunity to put the ball back in play to get the runners out.

EXCEPTION 1: This rule shall not apply to balls being fielded in the outfield. The outfield will be defined by a ball that passes the foul line completely behind the first cone on the foul line, which will be placed 20 feet behind first and third base, or 75 feet from home plate.

EXCEPTION 2: The ball should not be called dead if possessed by the defender prior to crossing the 10 foot line and their momentum carries them beyond 10 feet.

- 4.3.3.2** This includes all times a throw or kick touches or bounces off a base runner, even if the base runner has scored before being touched by the ball, so long as the ball travels the requisite 10 feet from the foul lines. When this occurs, the umpire shall call "TIME" and award the runners one base. The defense shall not have the opportunity to put the ball back in play to get the runners out.
- 4.3.3.3** A ref may use a yellow card if a fielder is deemed to have purposefully limited the advancement of the runners by throwing or kicking the ball out of play.
- 4.3.3.4** If the runner is stationary on a base or in foul territory after overrunning first base when a ball goes out of play and "TIME" is called, they still advance one base. Example: A runner standing on 2nd base at the time of the overthrow advances to 3rd base.
- 4.3.3.5.** A play shall NOT be declared dead if a fairly kicked ball travels 10 or more feet outside the foul lines and is not touched by the defense.

4.3.4 END OF PLAY: DEAD BALL

- 4.3.4.1** Should the ball strike a team's or spectator's gear (e.g. chair, cooler, or any other obstruction) the umpire shall call "TIME" and award the runners one base. The defense shall not have the opportunity to put the ball back in play to get the runners out.

- 4.3.3.4.2** In Dead Ball situations as described in 4.3.4.1, a base runner who is stationary on a base, part way off the base, or in foul territory after overrunning first base will automatically be awarded one base. Example: If a runner is on first base, the runner will be awarded 2nd base. If the runner is in between 1st and 2nd base, the runner will be awarded 2nd base.

4.3.5 DEFENSIVE ENCROACHMENT

- 4.3.5.1** All defensive players except the Catcher must stay completely behind the Imaginary 1st-3rd Encroachment Line until the ball is kicked. (See image).
- 4.3.5.2** Should a defensive player contact the ground beyond the Imaginary 1st-3rd Encroachment Line at the time of ball contact, the Umpires shall announce "Encroachment" at the conclusion of the play.
- 4.3.5.3** When Encroachment has been announced by the Officials will give warning, the second violation results in kicking team having the option of either taking the complete result of the play OR accepting the Encroachment Penalty and taking their base. See Section 4.4 for Encroachment Penalties.

4.3.6 DEFENSIVE OBSTRUCTION

- 4.3.6.1** Defensive players must stay out of the base paths and off of the bases when not actively making a play on a ball. The base paths, defined in 4.6, include area that is reasonably necessary for base runners to "round" the bases.
- 4.3.6.2** Should a base runner, while running within the base paths, be hindered by a defensive player who is either in blocking a base path or blocking a base and is not actively making a play on a ball, the umpires shall point and announce "Obstruction" and let play continue until all play has ceased, call time, and then award the baserunner the base they are pursuing plus any additional bases that are justified. Official has full discretion.
- 4.3.6.3** If a runner(s) advances beyond what the umpire would have granted and is put out, the runner(s) is out.

4.3.7 CATCH & DROP/CONTROLLED BOBBLE

- 4.3.7.1** A catch & drop/controlled bobble is when a defensive player appears, in the judgment of the referees, to intentionally catch & drop or bobble a ball in their immediate area for the purpose of getting out base runners who would have had to tag up (see rule 4.6.3.4) had the ball been caught cleanly.
- 4.3.7.2** Should the umpires judge a ball to have been a catch & drop or control bobbled, the ball will be considered caught and an out will be assessed. Runners may tag up on the first touch if bobbled.

- 4.3.8** No Infield Fly Rule. Recess time Kickball has no infield fly rule.

4.3.9 FIRST BASE

- 4.3.8.1** Double First Base: Where first base is made up of two bases, the defense may only make use of the base closest to the field when making outs. It shall not be an out for the defender to step on the runner's base (or "outside base") while in possession of the ball.
- 4.3.8.2** Right of Way. The runner has the right of way at first base. The defense must defer the runner's right to the safety base when the runner is in close proximity to the base. If the defense hinders or obstructs a runner's ability to reach the safety base the runner shall be called safe. The defense may not lean nor reach over into the area of the safety base, even to make a play on the ball, if it would cause a collision or force the runner out of the base path.

4.4 ENCROACHMENT PENALTIES

4.4.1 TYPES OF ENCROACHMENT

- 4.4.1.1** Pitcher's, Catcher's and Defensive Encroachment are all considered as the same offense for the purpose of penalty assessment.
- 4.4.1.2** Any combination of Pitcher's, Catcher's and Defensive Encroachment calls shall lead to the penalties noted in 4.4.3.
- 4.4.2** Encroachment calls are issued and aggregated to entire teams, not individual players.
- 4.4.3** Penalty Escalation – First Offense: kicker given choice of result of play or a ball. – All Following Offenses: kicker given choice of result of play or first base.

4.4.4 CALL TIMING

- 4.4.4.1** Encroachment calls should not be made by Umpires until the conclusion of the play.
- 4.4.4.2** The kicker must contact the ball for an encroachment violation to take place.

4.5 KICKING

4.5.1 KICKING LINEUP

- 4.5.1.1** All players in the field must also kick.
- 4.5.1.2** A team's kicking order must be written and set before the kicking team's first offensive inning begins. A team cannot make changes to their lineup during a game or create their lineup as they play, with the exception listed in 4.5.1.4.
- 4.5.1.3** The kicking order may not be adjusted once the game has started.
- 4.5.1.4** Late arriving players must be added to the bottom of the lineup in the order of arrival.

- 4.5.1.5** Should a player kick out of order, they should be called "out" by the referee upon reaching base, only on appeal. If a player starts to kick out of order but has not completed his or her at-kick, the correct kicker in the lineup may take his or her place with the current count without penalty. If the player kicking out of order reaches base, no penalty can be assessed once the next player has received a pitch.
- 4.5.1.6** A female must kick in the top 3 of kicking order. No more than 3 guys can kick in a row, 4th male kicker will be given an out before kick if so.

4.5.2 LEGAL KICKS

- 4.5.2.1** All legal kicks must occur with the kicker's plant foot in the kicker's box and must be contacted by one foot or leg, below the knee.
- 4.5.2.2** For a kicker to be deemed "in the kicker's box," the kicker's plant foot must be within or contacting the boundary lines of the box.
- 4.5.2.3** A pitched ball that contacts the kicker from his/her knee (including the knee) to his/her waist is considered a foul ball.
- 4.5.2.4** Any ball that touches a kicker above the waist is neither a foul nor a kick, but should be repitched. For the purpose of this rule, "above the waist" includes arms, hands, heads, torsos or any portion of the body not the legs or feet regardless of whether the body part is elevated above the waist at the time of contact.
- 4.5.2.5** If the kicker makes contact with the ball while their plant foot is completely outside of the left, right, or rear edge of the box, the contact will be neither a foul nor a kick, but shall be called either a ball or a strike.
- 4.5.2.6** If the kicker contacts the ball while any portion of their plant foot touches the ground beyond the leading edge of home plate, a foul ball will be called. A ball kicked in this manner is still eligible to be caught by the defense.
- 4.5.2.5** The male kickers may bunt, as long as the ball travels to a distance of at least first to third line per 3.4.2. Failure to do so will result in a foul ball. Ladies Bunt Freely.
- 4.5.2.6** A kicked ball touched more than once in foul territory by the kicker is a foul.
- 4.5.2.7** The kicker may stand outside kicker's/catcher's box but at the time he/she makes contact with the ball be in the box. A kick made outside the kicker's/catcher's box will be called a foul. To be in the kicker's box the kicker must be in contact with the line or within the kicker's/catcher's box.
- 4.5.2.8** The kicker shall take his/her position in the kicker's box promptly when it is his/her time at kick. Once inside the kicker's/catcher's box, the kicker is "ready" for a pitch. Once the kicker is ready, he/she accepts the risk of having a strike delivered and called, unless he/she requests the umpire to call "Time."

4.5.3 FAIR BALLS KICKED OUT OF PLAYING AREA

- 4.5.3.1** If a long kick bounces in play and then bounces over a fence, bush etc (out of play), it shall be ruled a ground rule double.

- 4.5.3.2** If the ball sails over the obstruction without bouncing first, it shall be ruled a home run.

4.5.4 POPPED BALL

- 4.5.4.1** Should the ball pop or otherwise significantly deflate during a play, the ref shall call the play dead and announce a "re-pitch." A "re-pitch" shall treat the pitch that initiated the play as never occurring, thereby re-starting the play with the same count on the kicker as the play had prior to the pitch and runners in the same location as prior to the pitch. Should any player be found to have intentionally popped or attempted to pop a ball, that player may be issued a warning.

4.6 BASE RUNNING

4.6.1 BASE PATHS

- 4.6.1.1** Base runners must stay within the base paths. Failure to do so will result in an out.
- 4.6.1.2** Base paths include area that is reasonably necessary for base runners to "round" the bases.

4.6.2 SLIDING

- 4.6.2.1** Runners may slide into a base, but only with caution for his/herself and the baseman/woman.
- 4.6.2.2** Slides may be feet first or head first.
- 4.6.2.3** Sliding base runners shall slide to the base.
- 4.6.2.4** A sliding base runner that intentionally or unreasonably puts themselves or a defender into a high risk of injury, the runner shall be declared out. The ref shall have discretion to issue a warning or ejection in addition to calling the runner out if the slide is deemed malicious or reckless.

4.6.3 TAGGING UP

- 4.6.3.1** When a kicked ball is caught on the fly, runners must tag up before advancing to the next base.
- 4.6.3.2** Tagging Up is the act of touching the base that the runner occupied at the time of kicker's contact, after the ball has been touched or caught by the defense.
- 4.6.3.4** A runner who leaves early is forced to run back to the runner's original base (remaining in the base path and touching any bases that the runner touched prior to tagging up).
- 4.6.3.4** The runner may be tagged out by hitting the runner at any time below the waste to the runner returning to base, so long as the out is recorded before the next pitch is thrown.
- 4.6.3.5** The base runner may tag up after first contact of the ball by the defense and is not required to wait until the ball is actually caught to tag up.

- 4.6.3.6** No Tag Up on Foul Balls: If the defense catches a Foul Ball in the air, the kicker shall be Out and the ball shall be considered “dead”. Base Runners may not advance (“Tag Up”) and the defense may not make a play on any Base Runner. Base Runners shall return freely to their previously occupied base.

4.6.4 PINCH RUNNING

- 4.6.4.1** An injured base runner may be receiving a pinch runner of the same gender.
- 4.6.4.2** The pinch-runner must be the first available player of the same gender. To be first available means the player closest to the player being pinch run for on the lineup from bottom to top that is not currently on base.
- 4.6.4.3** A kicker does not become a base runner for the purposes of this rule until the play is called dead.

4.6.5 OTHER BASE RUNNING RULES

- 4.6.5.1** Only one base runner can be entitled to a base at a time.
- 4.6.5.2** A kicker may safely overrun first base regardless of which direction the kicker turns after crossing first base, as long as he/she remains in foul territory.
- 4.6.5.3** If a kicker, after reaching first base, steps, falls or lands in fair territory, he/she may be tagged or thrown out.
- 4.6.5.4** Runners may not lead off or steal bases. Doing so will result in an out.
- 4.6.5.5** If a fair ball touches a runner or the kicker, the kicker/runner is out unless the kicker/runner is on a base they are entitled to occupy.
- 4.6.5.6** Running past another runner is not allowed. The passing runner shall be out.
- 4.6.5.7.** Runner’s interference occurs anytime the runner’s actions interfere with the defense’s ability to make a play on the ball. If, in the umpire’s judgment, the runner interferes with a fielder attempting to field a ball in fair or foul territory, or with the fielder’s throw, then the runner is out. See 4.3.8.2 for the exception to this rule.

WARNINGS AND EJECTIONS, GAME SCORING, RANKINGS, MISC

05

5.1 WARNINGS AND EJECTIONS

5.2.1 Officials and League Owners have the authority to issue warnings or ejections to players or spectators for unsportsmanlike or dangerous behavior.

5.2.1.1 Referees shall stop the game for all warnings and ejections

5.2.1.2 Warnings and ejections can be called at any time without previous citation.

5.2.1.3 All ejection suspensions may be reviewed by the League owners, who may adjust the terms and duration of suspensions at their discretion.

5.3.1.4 Back to back ejections results in a 2 game suspension

5.2.8 AUTOMATIC EJECTION SITUATIONS

5.2.8.1 Unsportsmanlike Communication with Opponent

5.2.8.1.2 Any and all negative communication directed toward the opposing team or the referee. This may verbal and non-verbal communication (abusive or homophobic language, arguing, questioning, flipping the bird, etc.)

5.2.8.2.3 Kicking, throwing or tampering with the ball during an active game. This may include kicking or throwing the ball out of play deliberately, popping or purposely modifying the ball.

5.2.8.3.4 Additional Examples of Unsportsmanlike or Dangerous Behavior (not comprehensive)

- i. Abuse of Sportsmanship Code
- ii. Unnecessary roughness
- iii. Arguing, especially by non-Captains, with a Referee or League Management
- iv. Foul, homophobic, or abusive language directed at a spectator, Referee, or League Official
- v. Intentionally throwing a ball at a Referee or spectator
- vi. Intentionally aiming at another player's head
- vii. Confrontational posturing

- viii. Any and all physical violence or threat of physical violence
- ix. Any attempt to deliberately slow down or otherwise delay a game
- x. Any attempt by a baserunner to deliberately impede a fielder from making a play on the ball such as slowing down and blocking the fielder's access to the ball with their body

5.3 GAME SCORING

- 5.3.1 The team that scores the most runs is declared the winner of the game.
- 5.3.2 Ties will stand during regular season play.
- 5.3.3 A running unofficial game score will be displayed on each field.
- 5.3.4 League Officials will work scorekeeping following the end of an inning.
- 5.3.5 7 runs maximum may be scored per inning unless it is the final inning

5.4. MERCY RULE.

- 5.4.3.1 Mercy Rule if there is a run differential maximum of 18. Games in any game, even if the actual game differential is greater.
- 5.4.3.2 8 runs maximum may be scored per inning unless it is the final inning.

5.4.4 FORFEITS AND RUN DIFFERENTIAL

- 5.4.3.1 A team that forfeits a game during the regular season will be penalized -7 run (as though it lost the game 0 runs to 7 runs).
- 5.4.3.2 The team on the "winning" end of a forfeit is only rewarded +7 runs (as though it won the game 7 runs to 0 runs).
- 5.4.5 Weekly Stats / Standing Reporting: Weekly standings (posted on ikickballz.com) are unofficial rankings, and typically do not consider head-to-head results.

5.5 PLAYOFF/TOURNAMENT PROCEDURES

- 5.5.1 All rules remain unchanged during playoff/tournament games with the following exceptions:
 - i. Teams may not draw substitutes from other teams; Players must wear their league shirt or purchased team shirt to be allowed to compete in playoffs.
 - ii. Games may not end in a tie: one team must emerge victorious.
 - iii. Playoff/tournament games are not subject to the regular season's 50 min time limit. Extra 5 minutes for injuries and controversial issues.

- iv. Teams may be allowed to play in violation of the 4/2 rule, as per 1.2.9.4.
- v. If the game is tied after full game time (50 minutes), 10 minute Overtime, then the game will continue with "International Tie Breaker Rule". Under this rule, beginning at the 60 minute mark, each team will start the inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start the same until a winner has been determined.
- vi. Higher Seeded team chooses to play the field or kick first.

NOW GO PLAY

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