

Pinellas County Schools - Kickball League Rules

1. ROSTERS/LINEUPS

- Kicking lineups must be presented to the umpire before each game. Once the lineup cards have been submitted to the umpire, they become official and you may add players to the bottom only. All substitutions must be given to the umpire as they are made.
- A team must have at least 6 players (with a minimum of one female) to start a game.

2. GAME PLAY

- Forfeits: Forfeit time is game time. Umpires call game time. A forfeit is a 7-0 win. If a team forfeits twice or more during the season they MAY become ineligible for the playoffs.
- Games are 45 minutes in length. The inning in progress at the end of 45 minutes will be the last inning and completed. The ump will enforce this rule and will keep teams informed of time remaining. Regular season games may end in a tie. Games become official after 30 minute of play and will be counted from the last complete inning.
- Each team gets 4 outs per inning.
- There is a 10 run limit per inning (10th run is also counted as the 4th out). There is no 10 run rule in the last 10 minutes of the game unless the team kicking is up by 20 or more runs.
- Pitch to your own team. Pitcher must pitch from within the pitching circle or near the mound. They must not interfere with the fielding team. If interference is called, the umpire can call the runner out.
- One pitch per kicker. A missed kick, foul ball or a catch on the fly is an out.
- Foul Balls: a kick that goes foul (even if caught) is a dead ball. Kicker is out and runners may not advance.
- A real or imaginary line runs perpendicular to home plate. If a kick is made in front of this line the batter will be called out.
- BUNTING IS ALLOWED FOR WOMEN ONLY! For women, any kick that crosses the kicking line is legal. Double touching/kicking the ball is an out. The catcher must stay behind the kicking line until the ball is kicked and cannot interfere (verbally, physically, or visually) with the kicker. If interference is called the kicker and all runners are awarded a base. Should the catcher make contact with a ball that has been kicked but not yet crossed into fair territory it shall be recorded as a foul ball out (as long as the catcher has not interfered with the kicker). If a male is judged to bunt (at the discretion of the umpire), a dead ball OUT will be recorded.
- No leadoffs. All runners must be in contact with the base at the time the ball is kicked. Any runners not doing so will automatically called out and the kicker will re-kick. Runners cannot tag up until a fly ball is first touched. No stealing bases. Charging defensive players is not allowed and may result in an out and/or ejection. Offensive players CANNOT initiate contact with defensive players.
- Outs can be made by throwing to the baseman or by hitting the runner with the ball. Runners may only be hit from the shoulders down. If a player ducks into a throw that was aimed below the shoulders, the runner is out. Any blatantly hard or dangerous throw, regardless of how it is thrown, will result in the runner being called safe and may result in the ejection of the player. The umpire's discretion will be used in whether or not a throw is legal.
- Fielding: there is a maximum of 10 fielders with no more than 5 men in the field. There can be no more than 6 infielders (including the catcher), and no one may be positioned between the pitcher and home plate. "The pitcher" is determined by an imaginary line drawn from first to third. All infielders must stay behind this line until the ball is KICKED.
- Outfielders must stay behind the outfield boundary line (cones or grass), regardless of who is up to kick until the ball is kicked. If this rule is violated, the ball remains alive until the umpire calls time out. The umpire will then decide which is more advantageous to the kicking team, the kicked ball or an automatic pass to first base.
- ORANGE BAG: While running to first base if there is a possible play at first (e.g. ball is still in the infield) the runner must touch the orange (outside bag) or will be called out by the umpire (defense must touch only the white bag). Once the runner has touched the orange bag the entire bag is considered ONE bag for both offense and defense and can be used for the runner to stand on or tag up, as well as the defense to tag the bag on runners returning to first base.
- Sliding is permitted
- Since catching a fly ball in kickball is not a sure thing, there is no infield fly rule. HOWEVER...there is a no "cheese" rule. If the umpire thinks a fielder intentionally misses or does not try to catch a fly ball in an effort to make a double play, or any other more advantageous play, both runners will be called safe.
- A play is not dead until the ump calls time or the ball is in the possession of the pitcher.
- Players requesting a courtesy runner must do so before their kick.
 - A player needing a courtesy runner will not be allowed to advance past first base.
 - Umpires and/or Club Sport staff can overrule courtesy runners to ensure fair play.
 - Courtesy runner will be the last out of that gender, or furthest in the lineup of that gender if no out.

3. PLAYOFFS

- Playoffs are single elimination based on regular season standings.
- Playoff seedings will be based on the following criteria: 1) winning percentage, 2) head to head record (with two teams tied) 3) Run Differential 4) most runs scored 5) coin flip.

4. MISCELLANEOUS

- Appropriate sneakers or cleats must be worn at all times during play.
- Cleats: No metal spikes are allowed. Wearing Metal cleats is an ejectable offense.
- ALL TEAMS ARE RESPONSIBLE FOR THEIR OWN TRASH!!!
- Club Sport reserves the right to adjust and/or insert rules due to game day time restrictions or to ensure fair play.
- Most importantly, HAVE FUN!!!