

# **CRUSH KICKBALL RULES**

## **All Leagues/Division Rules**

- Home team is listed first on the schedule and will occupy the 3rd base side (outdoor leagues).
- There are no forfeits.
- All kicks must be made behind home plate; kicking in front of home plate results in a foul.
- Bunting is allowed as long as the ball passes the 15' restraining line arc.
- Only first base may be overrun.
- Ties go to the runner.
- Leading off and stealing are not allowed; base runners may advance only after the ball is kicked.
- Runners may not pass a runner in front of them: doing so will result in an out.
- Runners must stay in the baseline, fielders must stay out of it. A runner hindered by a fielder is safe at the base they were advancing to.
- Except on an overthrow, runners may advance as many bases as possible until the ball is returned to the pitcher. Play ends when the pitcher has control of the ball on the mound.
- If a kicked ball touches a runner, the runner is out.
- When throwing the ball at a runner, it must not bounce before hitting the runner.
- Head and face shots are not allowed. If a runner is hit in the head or face, they will be awarded the base they were advancing to.
- Double plays are allowed in all divisions.
- Only one base is awarded on the first overthrow. However, if fielders continue to overthrow the ball in an attempt to stop the runner, the runner may continue advancing until the ball is in control by the pitcher on the mound.
- If the third out is a force out and a run scores, the run does not count. However, if the third out is a tag out where the runner was not forced to run and a run scores before the tag out, the run counts.
- If one team is dominating by a significant margin, coaches are encouraged to rotate players to different positions to balance the game and maintain a fun, competitive environment for all.

## **K-3 Indoor Rules**

- Bases will be spaced 45 feet apart.
- An 8.5" kickball will be used.
- Games are 60 minutes long.
- If the game is called at the 60-minute mark, the score reverts to the last completed inning.
- All players on the roster will participate on both offense and defense.
- A designated pitcher will pitch to both teams.
- Defensive positions should rotate each inning.
- Outs occur by force out, tag out, or catching a kicked ball in the air.
- Tag-up rules do not apply.
- Batting order must be maintained throughout the game.
- After four foul kicks, the player is out.
- Each inning allows three outs via foul out, force out, tag out, caught ball, or thrown out.
- To throw a runner out, the ball must strike them between the knees and shoulders.
- Each inning is capped at 5 runs per team.
- A kicked ball that hits the ceiling or lights is a foul.
- A ball that hits the wall and returns to play is considered live.
- A ball that lands in the stands or touched by a spectator is considered a dead ball.
- Sliding is not allowed.