

## OVERVIEW

Kickball is a game similar to baseball where the object is to score more runs than the opposing team. The obvious difference is that kickball is played with a big red ball that is kicked rather than hit with a bat. Kickball has 10 fielders, five innings.

## TEAMS

The Visiting team will be at kick first, with the Home team being the fielding team first.

The fielding team must have at least 8 and no more than **10 players in the field**. \*Of these players, **4 must be female** and there must be a pitcher and catcher at all times. All players can switch positions at any time, as long as no considerable time is wasted.

Both teams must submit a written kicking order to the referee before the match. Failure to remain in the same kicking order in subsequent innings will result in an out. All players who play in the field **must** kick. Two members of the team at kick may coach on the first and third base lines. To keep the correct, written kicking order, these coaches may switch as needed.

## GAME PLAY

RSS tournament games last five innings. No inning can be started more than 45 minutes after the *scheduled start time*. A started inning will be played in its entirety. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.

**Start Time:** Teams will only be allowed a 5 minutes grace period from the game start time to be ready to play. Failure to be ready to play within this grace period will result in an automatic 10-0 loss.

**Scoring Limit:** In all matches, except for the Championship match, innings 1 and 2 have a 5 run scoring limit.

**Run Rule:** In all matches, **except for the Championship match**, if a team leads by 10 runs at the bottom of an inning, the match is over due to run rule.

**Tie Matches:** (1) Pool Play - Games will end at the conclusion of five innings or reaching of the time limit, regardless of ties. (2) Bracket Play - In the event of a tie, extra innings will be played to determine a winner. Each half of the extra innings will start with the player who made the last out for the kicking team being placed at second base. Additionally, each team may only have 8 players in the field during extra innings.

## POOL PLAY SCORING

Points will be awarded for pool play matches as follows:

- Win: A win is worth 6 points
- Ties: A tie is worth 3 points
- Loss: A loss is worth 0 points.
- Bonus Points:
  - Scoring 5-8 runs: 1 point
  - Scoring 9-12 runs: 2 points
  - Shutout of other team: 2 points

In the event of a tie in Pool Play Scoring at the end of Pool Play, the tiebreakers are as follows, in order:

1. Head-to-head result
2. Least Runs Scored Against
3. Most Runs Scored For
4. Coin flip

**Strikes:** Three strikes is an out. A strike is a pitch that is not kicked that enters the strike zone or an attempted kick missed by the kicker inside or outside of the strike zone. Foul balls never count as strikes.

**Balls:** A count of four balls advances the kicker to first base. A ball is any bouncing pitch, or a pitch outside of the strike zone (1 foot to either side of home plate) as judged by the referee where a kick is not attempted.

**Foul Balls:** A count of four fouls is an out. A foul ball is a kicked ball that goes into foul territory before crossing the first or third base line, a kick made on or above the knee, a kick outside of the kicking area, or a kick touched more than once by a kicker.

**Outs:** Outs are recorded the same as in regular baseball, with the exception of being able to tag someone with the ball without the ball being in your hand (i.e. throwing the ball at the runner). HEADSHOTS RESULT IN A DEAD BALL SITUATION AND THE RUNNER BEING SAFE AT THE BASE THEY ARE RUNNING TO.

## EQUIPMENT

While participating, players must properly wear the official athletic clothing designated for their use. Athletic shoes are required. Metal cleats are **not** allowed – **NO EXCEPTIONS!**