**Kickball Rules**

**(Jr. Camp Only)**

* All games will be 4 innings or 45 minutes in length.
* **A player or coach from the batting team will pitch to their own**

**players**. The pitcher must make all reasonable efforts to avoid

interfering with the defense.

* Each kicker will receive a maximum of **two pitches.** If one of the

pitches is not put into play the kicker is out. An extra pitch may be

allowed only at the umpire’s discretion.

* Each team will bat through their lineup **of ten players** each inning.

**Only ten batters will bat each inning.** Substitutions must be made

to allow each player on the team to bat at least once and play at least

one inning in the field. If all players are not present at the beginning

of the game, a team may begin with fewer than ten players.

* The last batter must be announced by the batting team. The inning

is over when the **last batter is put out.** Any runs that cross the plate

before the last batter is put out **will count**.

* **Teams will have one minute to change sides**. If the batting team is

not ready when the umpire calls “play ball” the first batter will be

called out. If the fielding team is not ready when the umpire calls

“play ball” the batting team will be awarded an additional batter.

* Maximum of ten defensive players on the field (one must be the

catcher).

* Any player showing unsportsmanlike conduct will be removed from

the game.

**Base Running**

* No fielder may intentionally block or interfere with the runner. Such

interference will automatically give the runner the base they are

attempting to reach.

* The ball may be thrown at a runner to tag them out, but the ball

cannot strike the runner above the armpits (excluding the arms).

If the runner is struck above the armpits, the runner is immediately

declared safe at home plate, thus scoring a run.

* Runners must stay in the base line or they will be called out.

**Kickball Rules (continued)**

* Runners may not lead off. A runner may leave the base when the

ball crosses the plate.

* Where no fence is in place to contain an overthrow in foul territory,

the runner may take only one base beyond the one he is attempting

to reach at the time of the overthrow. The runner is still subject to

being thrown out while attempting to take the base.

* Where proper fencing is in place to contain an overthrow, the base

runner may take as many bases as he can.

* Runners may not steal bases.
* Any decision not covered in these rules will be made by the

umpires. The umpires may consult with the coaches if they wish to.

**Substitutions**

* There will be no limit on substitutions. A player substituted out of

the lineup or to a different position may later re-enter the game or

return to his original position.

A person substituted in **must not** change his position in the

batting order.