

Field and Equipment Rules:

1. All bases are 60 feet apart and 1st base includes a Fielder's base and a Runner's base.
2. For the two 1st bases, the Fielder's base is located inside the 1st baseline while the Runner's base is located outside the 1st baseline and they both touch each other.
3. Cones are used to designate the foul lines.
4. The strike zone is 2 feet on each side of home plate designated by cones or should be kickable by the kicker.

Eligible Rules:

1. There must be 10 players on the field at all times.
2. There must be at least 4 women on the field and in the kicking line-up at all times.
 - a. If a team does not have 4 women, the opposing team must agree to play and must proceed with the following conditions:
 - i. Team will begin with 1 out each time at kick
 - ii. Team will need to play with 8 players on the field

Game Rules:

1. Each game will be 20 minutes in length, whichever comes first.
2. "Rock-paper-scissors" at the beginning of the game will determine the home and away team. The home team is in the field first and has the last at-bat in the game.
3. All players must kick and field during the game (rotations ok)
4. Fielders can only change between innings (unless there's an injury).
5. Teams are allowed to have first base and third base coaches.
6. A referee will be provided for each game.
 - a. Referees and Field Supervisors are responsible for conducting games in a professional manner, and are empowered at their discretion to give a Warning and/or Eject any player that instigates arguments, foul language and/or flagrant abuse towards the opposing team, referee, field or park. All referee decisions are final.
7. Tie games will result in a "Kick-Off"; one kicker is selected from each team. Each kicker will kick from home plate in an attempt to see who gets the ball closest to a cone that will be placed on 2nd base. The ball closest to the cone on first bounce will result as the winner.

Pitching (Roller):

1. Each team's pitcher rolls the ball to the opposing team's kicker.
2. Pitcher CANNOT sidearm/overhand or bounce-roll the ball when delivering the ball to the kicker.

Runners:

1. Runners are NOT allowed to lead-off from a base or steal a base. Runners CANNOT leave their base until the ball is kicked. If the runner leads-off or runs prior to the kick, the runner is automatically out.
2. Runners are NOT allowed to slide into a base.
3. Runs are scored when runners cross home plate line (for safety reasons, runners DO NOT need to touch home plate).
4. Runner must cross and touch each base on the way to home plate. If the runner crosses home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count.
5. From 3rd base to home plate, once a runner passes the commitment line, they cannot return to 3rd base.
6. Pinch Runners: The pinch runner must be a male replacing a male or female replacing a female.
7. When runners advance from one base to the next, they must stay in the imaginary "baseline" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the baseline to elude a ball thrown at them they are out. If the runner runs outside the baseline to elude a fielder blocking the baseline, then they are still "live" and continue running to the next base.

Kicking:

1. The kicking order should be written down and exchanged with the other team and cannot change.
2. Kicking order will be Girl, Boy, Girl, Boy....
3. Each kicker is allowed 3 strikes. A kicker is called out on the THIRD strike.
4. There will be a 10 rule run for each inning.
5. If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.
6. Un-kicked balls will result in either a ball or a strike call by the referee.
7. Any ball which is kicked and lands outside of the foul lines is considered a foul ball. A "double-kick" or the ball bouncing up and hitting the kicker after a kick is considered a foul (and therefore a strike).
8. No WALKs
9. Kicker must kick PAST the pitcher (roll kicks count)
10. After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the pitcher or the ball is ruled "out of play" by the referee.

Outs:

1. Once 3 outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.
2. FOUL balls are considered strikes. Three foul balls is an out.
3. If the ball never hits the ground once kicked and is caught by a fielder, the kicker is out regardless of whether the ball is in fair or foul territory.

4. Forced outs can be made by the defense if a fielder has control of the ball and touches a base that a runner must run to (and cannot run back to the prior base since another runner is behind them) before the runner reaches the base.
5. Hitting a runner while advancing to a base BELOW the waist will result in an out.
 - a. A runner hit in the face is still safe.
6. Runners are allowed to over-run ALL bases, but cannot go past the commitment lines or show intention to round each base.
 - a. If the runner shows intention to head to second (determination is at the discretion of the referee) and is hit by the kickball below the waist, the runner is out.
7. If a fielder impedes a runner from reaching a base (i.e. "blocking the base or baseline", etc), the runner will be considered safe at the intended base.
8. If a runner impedes a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball), the runner is out.
9. If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base. If the ball beats a runner to the base they were on before they "tag-up", the runner is out.