



Kickball Tournament Rules

- 8 players per team (6 minimum)
- **GAME TIME IS FOREIT TIME!**
- Games are 5 innings or **ONE** Hour time limit
- 10 run “Mercy Rule” effective 3 innings (2 ½ for home team) or after 50 minutes of play
- 3 OUTs per half inning
- **OUTS:**
 - Caught ball, force play, hitting a base runner below the waste, ball kicked off the ceiling, stealing, leading off, bunting
- Walls (in fair territory) are playable
- No infield fly rule
- Offense pitches to offense
- Any pitcher interference is an OUT
- 3 pitch max NO WALKS
- Kicker must stay behind kicking line
 - Crossing the line is a loss of pitch
- Defensive players may play anywhere in field
 - Before ball is kick Defense must stay behind the “Play line”
- “Play Line” is a straight line in fair territory that the defense must remain behind until ball is kicked, any infraction of the “play line” will give the Kicker the option of the result of the play or an automatic single.
- Batting Order Must be determined and followed entire game
 - Only proper substitutions can alter batting order
 - If players come to game late and can still enter the game they will be place in the bottom of the batting order and NO outs will be assessed for previously missed at-bats
- Home/Visitor determined by coin toss
- Officials will over look games, resolve any arguments
- Kickballs and “pennies” will be provided
- Games will be played in Stambaugh gym