

CKL Kickball Tournament Rules

1. A complete game is 7 innings or the time limit has been met. No new inning shall start after 40 minutes from the start of the game. If the home team is winning after the visiting team kicks in the 7th inning, it is the option of the home team to declare a complete game or finish the inning because run differential may be a determining factor in seeding. Pool play games can end in a tie at either the end of 7 innings or at the expired time limit. Single elimination games must be played until a winner is determined.
2. A maximum of 10 players can play the field and must include a pitcher, catcher and no more than 4 infielders.
3. There is no maximum to the number of kickers, but a kicking line up must be submitted to the umpire before the start of each game. This will be your kicking order for the entire game. All kickers must play defense at least one inning each game. If a substitute runner is required, it must be the last out.
4. All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal until the pitch reaches the kicker. Failure to be properly positioned will result in a warning with the second and each subsequent infraction resulting in the kicker being awarded first base regardless of the outcome of the kick.
5. The pitcher must start the act of pitching with at least one foot within the pitching mound. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
6. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
7. All kicks must be made by foot or leg, below the knee. Any pitched ball touched by the foot or leg below the knee is a kick. If the kick is made at the knee or above, it shall be declared an illegal kick, it is a dead ball and will be counted as a foul ball.
8. All kicks must occur at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate. All kicks must occur within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside the kicking box. Any kick not within these parameters will be declared an illegal kick, it is a dead ball and will be counted as a foul ball.
9. A ball is a pitch outside the strike zone where a kick is not attempted, that does not touch the ground at least twice or roll before reaching the kicking box, that exceeds one foot in height from the bottom of the ball as it passes through the kicking box and exceeds one foot from either side of home plate.
10. A foul ball is a kicked ball that is kicked in foul territory, is kicked in fair territory and rolls foul before a fielder touches it, is kicked in fair territory but does not pass the infield chalk line, or is an illegal kick as described in rules 7 and 8.
11. A strike is any pitch in the strike zone that is not a ball that is not kicked, an attempted kick that is missed, or a foul ball. There is no courtesy foul, meaning that a batter will be called out on a foul ball if it is the third strike.
12. Neither leading off base, nor stealing a base is allowed. A runner may advance once a ball is kicked. A runner off base when the ball is kicked is out.
13. Hitting a runner's neck or head with the ball is not allowed, except when a runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.