



Kickball Rules

Similar to baseball, kickball at USA is played with 10 fielders for 7 inning games or max time limit of 60 minutes reached. There is a 2-homerun limit per inning for each team. No bounce balls or head shots are allowed.

FACILITY LEAGUE RULES:

No teams shall sit in the areas on the field of play. Benches will be located for each team on either the 1st or 3rd base side of the field.

No ball should be used for warming up between the fields

All Teams are required to provide Player Cards to Umpire prior to the start of the game.

The games will consist of 2 teams. Home and Away will be designated on the game sheets at the front desk, as well as on our website. Away team will kick on the top of each inning, and Home team will kick at the bottom of the innings.

All games are played as 10v10 format. This includes a pitcher and a catcher. Any team failing to field a team of at least 7 players by the start of the game will automatically forfeit. All teams are required to have 4 females on their roster and on the field of play.

Expired Player cards will not be returned to players after game.

Coaching and Play:

No base coaches allowed in the league on the field. Any discrepancies can be argued with the umpire by the team manager. No player besides the team manager can talk to the umpire during the game.

A pitched ball must bounce twice or roll before it reaches the plate in order for the hitter to kick and be considered a strike.

The hitter must kick the ball after it crosses the plate, not before. Also, it must be kicked within the kicking box (strike zone).

If a ball is kicked in bounds, but travels out of bounds before passing 1st and 3rd, it is foul. If a ball lands in fair territory, beyond 1st and 3rd and then rolls into foul territory, then it is still a fair ball.

There is an imaginary line between 1st base, the pitcher, and third base. While fielding, a fielding player must stay behind this line, even on a bunt play. A fielding player cannot charge towards the ball and cross the line, until after the ball is kicked, even on a bunt.

No fielding player can be in the baseline, or running path of the hitters to the bases.

A catcher must be directly behind home plate or the kicking box.

Any out by a fielding player must be made with their foot on the base, and out of the path of the runner.

Scoring:

Regulation games will last 7 innings or 60-minute time limits. Games will be extended in only specific circumstances:

- If the home team is winning and the bottom of the inning is still left to be played after 60 minutes the game is over and the home team wins.
- If the game is tied after 60 minutes, we will allow the inning to conclude and the concluding result will be recorded as the final score. This can result in the game ending in a tie.

Games can be called by the umpire in special circumstances as seen fit. The result will be recorded as final.

Umpires will call the game as final after 10 minutes if not enough eligible players are on the field and the game will be recorded as a win for the opposing team.

There will be no rescheduled games.

Tie Breakers:

Main Sort: Puts the team with the most league points at the top.

Tie Breaker 1: Puts the team with the most scores made for them at the top.

AGE REQUIREMENTS:

All players must meet the age requirement for the league within the given play dates of the league.

PASSCARD POLICY:

Umpires will collect cards prior to the start of the game, CHECKING EACH CARD TO MATCH A PLAYER ON THE FIELD. Umpires will maintain possession of the cards through the duration of the game. A player's eligibility can be contested prior to the start of the game or during half time. Cards for players who receive red cards will be retained by the referee and turned in to the front desk at the conclusion of their shift.