



Youth Kickball League Rules

Equipment

- The ball used for the league will be a standard old school-style 10-inch kickball. Ball will be supplied by The Kingsbury Park District.
- No metal cleats allowed, only molded cleats or tennis shoes are permitted on the field of play.
- All players must wear closed-toe shoes.

Game

- Good sportsmanship is vital to the league and is expected from all participants. A team is responsible for the actions of all individual team members before, during, and after the game. Those individuals not showing sportsman-like behavior are subject to ejection. If ejected, the individual must leave the premises.
- The officials call is final.
 - The “Home” team starts fielding first. The “Away” team will kick first.
 - Each team will be given lineup cards. The lineup must be followed for kicking order. The lineup can switch every game.
 - Each team can have a max of 10 players in the field, and there is no limit for the kicking roster. Teams with more than 10 players will need to have players sit out each inning.
 - Teams need to be on the field and ready to play at game time.
 - Play begins when the pitcher rolls the ball to home plate. The kicker must be standing behind home plate and kick the ball from that location.
 - If the ball is kicked and it goes out of bounds before passing 1st or 3rd base, the ball is foul and the kicker returns to home base and tries again.
 - **No bunting is allowed.** Kickers must fully extend their kicking leg.
 - After kicking, the kicker runs to first base. If they have enough time, they can try to run multiple bases at once.
 - No leading off at any base
 - Runners can slide into any base, **except 1st base.**
 - There can only be one player on each base at a time, and runners cannot pass any runners ahead of them. While the kicking team is trying to make its way around the bases, the fielding team’s goal is to either catch the ball outright and get the runner out by default *or* retrieve the ball if nobody catches it. If a fielding player attempts to

catch the ball, touching it but failing to hold on, the ball is still considered in play. Upon retrieval, there are 3 options

- Directly touch the runner with the ball while they're running to a base, getting them out. The ball can be thrown at the runner below the neck. If the runner is hit in the head, he or she advances to the next base. If the runner is hit in the head trying to avoid the ball, they are out.
 - Throw the ball to one of the players guarding the bases. If the player catches the ball before the runner arrives and tags the base, the runner is out.
 - In a force out, players must get the player out by touching the base.
 - Return the ball to the pitcher, ending the play. At this point the umpire will call "TIME". If the fielding team is unable to get a player out before they make it around all four bases, the kicking team earns a point.
 - Players must be behind or on the side of the baseline. Fielding players cannot be in the path of the runner.
- Commit lines are between 1st and 2nd base, 2nd and 3rd base and 3rd and home.
 - Once a player crosses the commitment line, they MUST advance to that base.
 - The teams switch sides when the fielding team has gotten three members of the kicking team out, or when the kicking team has scored **five** runs for the inning.
 - Once both teams have kicked in an inning, the inning is over.
 - Games will be played for 7 innings or 45 mins. Whichever comes first.
 - Extra innings. One inning will be played. Both teams will have the opportunity to kick.
 - At the end of each game, all players will form a line and high-five or touch elbows!