

Rules

Player Conduct

This is adult kickball, as an adult you should conduct yourself as such. Use the golden rule (if you need help with this, please ask). KickEasy is a league that is designed to build our kickball community closer and give you an opportunity to play with new people. I hope that we all make new friends and get to know each other better. So, let's get out on the field & kick-it! -- Fun, Friends & Kicking it Easy!

Now the not so fun stuff to go over……

Misconduct is any conduct by a player that is deemed by the refs to warrant a disciplinary sanction (warning or dismissal). Misconduct may occur at any time, including when the ball is out of play, between innings and before and after the game, and both players and substitutes may be sanctioned for misconduct.

- Unsportsmanlike behavior includes dissent by word or action towards the referee or players on the opposite team, persistent infringement of the rules of the game, delaying the restart of play

Discipline for Player Misconduct

Warning: No penalty, but if behavior is repeated, result should be yellow card or red card issuance

Yellow Card: The offending player must sit a full inning. This may be the remainder of current inning and first half of the next inning. The team may not replace the player offensively or defensively. If the offending player's team is on offense at the time of the yellow card, the kicking team will immediately take an out upon the yellow card being issued.

Red Card: Offending player is ejected from their current game and suspended from the following game. Team may not replace player and must play with no more than 9 players on the field.

Players must treat their fellow kickballers, umpires and spectators with respect and courtesy. Personal and malicious remarks directed at anybody in the kickball community, obscene or otherwise, at any time during game play, have no place in our game. Players must respect the authority of the umpires to regulate the game and abide by their decisions. Umpires' decisions are final. Players must refrain from any action that might arouse fellow players or spectators to unsportsmanlike behavior. Players are expected to comply wholeheartedly with the intent and spirit of the rules. Deliberately attempting to violate the rules is indefensible.

Player Equipment

Players are required to wear cleats or athletic shoes when playing. No open toed shoes or barefoot play allowed. No metal or spiked cleats allowed.

Game Duration

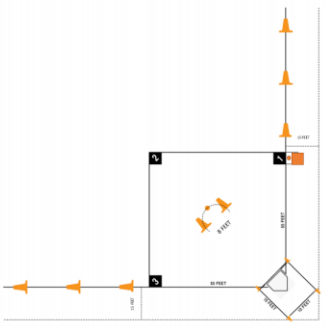
Games will be played for a maximum 6 innings or 55 minutes, whichever comes first. Ties are allowed. In playoffs, overtime will consist of 1 regular OT innings and then go to a player starting on second for both teams.

Teams

10 players on the field, everyone must kick. The kicking order may not be adjusted once the game has started. No gender requirements on where people play or kicking order. Just remember everyone paid to play and this is a fun tourney! We would like to see at least 3 female / NB Bunters on the field while on defense. Note, Pitcher and Catcher cannot be swapped out in an inning, unless there is an injury. If that said player returns to the game, they can no longer can go back to that original position. **No Rovers allowed** – Players must start in their designated playing position (outfield vs infield) until kicker has made contact with the ball.

If playing short defensively, you may play your players where you choose however, you must have pitcher and catcher at all times. All players who are playing the game are required to be there by the top of the 3rd inning.

Team Captains or their designees will play Rock, Paper, Scissors to determine Home/Visitor status, with the winner allowed the right to select whether their team will be the Home Team or Visitor.



Field Setup

The field shall be established on safe terrain suitable for play a kickball game. This can be a flat grass field, baseball/softball diamond or turf field. The playing field shall be set up in the shape of a baseball/softball field, with base 55 feet apart forming a diamond.

Pitching:

Pitch must enter through the front two cones and cross over the home plate and is either kicked, attempted kick or exits through rear two cones to be a "Pitch" - Any pitches that fail to do so will be called a "No Pitch" by the head ref. Any pitch that is too bouncy, fast or spinney will be called a "No pitch" by head ref. When pitching, all feet must remain behind the pitching cones, otherwise will result in encroachment.
REFS - Call it like you see it and keep it consistent!

Time:

When the pitcher has control of the ball in the pitching mound area the umpires shall declare "time" and the play is considered over. If a base runner is at the halfway point between bases, the base runner may advance to the next base.

Kicking

Kickers will have up to 3 "pitches" to reach base(s). Any pitches that the kicker swings at or kicks is considered a "pitch" and counts towards the 3 pitches. A "legal" kick must be made by the kicker with any part of the plant foot inside the kicking box and must go thru front cones. Kicker may only kick touch the ball once in the kicker's box and the ball must be below the knee for it to be a "legal" kick. A knee ball and / or a double kick will count as one pitch.

Bunting

Female-identifying players or non binary bunters are allowed to bunt unless their team is up by 8 or more runs. All other players must kick away with proper follow-through or else they will be called for an illegal bunt. This means kicking the foot & leg in a kicking motion with a full extension. Head ref can call No kick for an illegal bunt and the kick will count toward one of the 3 pitches.

Base Running:

Base Runners must stay within the base path, failure to do so will result in an out. A base runner may attempt to advance to the next base once the fielder first touches a fly ball (tag up situation). A base runner may safely slide head or feet first. If the slide is deemed malicious, the runner may be called out. When running to 1st, please use the safety base and turn right if you don't intend on running to second, otherwise you could be tagged out.

When playing neighborhood rules, we will allow for five steps from the intended base and looking for the player to turn right if they can. If the player is rounding, the player will be considered live and eligible to be tagged out.

Players may advance on a foul ball catch after first touch.

Outs

An Out occurs when any of the following occur:

- Kicker expires 3 pitches
- Fielder catches a kicked ball in-flight (fair or foul)
- Kicker does not complete a fair kick by the third pitch
- Runner runs outside of the base line
- Fielder tags a base to which a runner is forced to run,
- Runner is touched by a ball while not on base -- except balls kicked by the kicker in foul territory
- Runner is touched by a ball while on base if the runner is forced to run to a different base
- Runner steps off his/her base before the ball is kicked
- Passing a base runner

Infield Fly Rule

An Infield Fly is a fair fly ball (not a line drive or bunt) that, in the judgment of the refs, can be caught by a fielder, pitcher, or catcher with ordinary effort within 10 feet of the occupied base when there are base runners in a force situation.

Out of Play:

Overthrows/balls out of play = 15 feet outside the baseline. A play shall be declared dead any time a fielder throws or kicks the ball 15 or more feet past the foul lines. When this occurs, the umpire shall call "TIME" and award the runner's one base. EXCEPT - If the kicker / runner hasn't made it to 1st and it is out of play, the player stays at 1st.

Fielding

If a fielder encroaches, it will result in a warning to the team fielding team. The team's second and each subsequent encroachment by the same fielding team that game will result in the offensive team choosing if they would like to re-kick or result of the play. All fielders besides the catcher must remain in fair territory behind the base lines.

The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker. The catcher may not make contact with the kicker at any time and must remain at least two feet behind while in the kicker's box while the kicker is making a kicking attempt. The catcher must exit through ALL cones of the kicker's box.

Fielder Interference

While making a play at first, second or third base; the fielder must not interfere with the base runner's direct path to the base. Doing so will result in the base runner being called safe.

If a fielder is not making an active play at base, the fielder must vacate the base while active base runners are in motion towards that base.

Fielder must allow the base runner access to the base when also making a defensive play. This means do NOT block the base. We do NOT need unnecessary collision and/or injuries. A fielder, while not making a play in the ball, must allow the base runner access to their full arc/path to the next base.

Scoring

A run scores when a runner crosses home plate. When a kicking team scores 8 runs in an inning, the inning turns over, ***with the exception of the last inning, in which the team with fewer runs shall be allowed to score more than 8 runs if trailing by 8 or more runs at the start of the inning. Regardless of if the trailing team is the home or away team, they will be allowed to score up to 1 more run than they were behind to start the inning*.** The team with the most runs at the end of the game wins the game. If both teams have the same number of runs, then the game ends in tie. A forfeit will result in a 0-7 loss for the forfeiting team.

Rules updated 5.15.25