



KICKBALL *Cheat Sheet*

ROSTERS

- A full team on the field consists of 10 players with a minimum of 3 females
- The minimum amount of players required to avoid a default is 7 players including at least 2 females

GAME PLAY

- All players should check the website for [Weather Updates](#) before heading to their game each night
- Games consist of 9 innings, unless darkness prohibits a full game and ties are allowed in regular season
- All SSC games are self-officiated, teams playing supply the umps
- Mercy will be called if one team gains a lead of 20 runs or more at the end of a full inning
- A team can score a maximum of 7 runs in one inning, except in the final inning where runs are unlimited. In the bottom of the 9th inning, once the kicking team has scored the winning run the game is over
- Home runs are limited to 5/game for each team. It is NOT a home run if the defence commits errors and the player is then able to score. Any homeruns, long kicks, after 5 will be considered doubles
- All pitches must be made using an underhand motion. No overhand or windmill pitches
- Each kicker receives up to 3 strikes and/or 4 balls
 - A strike occurs on: a foul ball, a kick attempt and miss, or pitch rolls through strike zone
 - If a foul ball occurs after the 2nd strike, the kicker is out
- 3 male kickers may only appear in a row once in the kicking order. 3 females must appear in the kicking order of the 1st 10 kicks. If only 2 females are present, every 3rd female spot is an automatic out
- Bunting is not allowed, the ball doesn't have to reach the pitcher to be live, but the kicker must take a full kick
- The orange safety base should be placed 6 inches from first base.
 - Runners must touch the safety base after a single base kick
 - The first baseman cannot touch any part of the safety base to catch the throw
 - If the runner is rounding first base they are not required to touch the safety base
- An out can be made in one of four ways:
 - The ball is caught in the air
 - On a force play: the fielder tags the bag that the runner is approaching while in possession of the ball
 - The fielder tags the player who is running from one base to the next
 - The fielder throws the ball at the runner (if you hit the runner in the head they are "safe")
- Outfielders must stay behind the respect line & Infielders must stay along base lines until the ball has been kicked
- If an overthrow occurs on a play and the ball rolls out of play, all runners advance one base, however, if they are already travelling towards a base, they advance one base beyond the one that they are moving towards
- If a player catches a foul ball that is in bounds, the base runners are allowed to tag-up unless it's the kicker's 3rd strike, in which case the kicker is out and base runners are not allowed to advance
- Runners coming home must not touch the home plate, and if they do they are out. Instead they need to pass the home base line. To get a runner out at home, the catcher cannot tag the runner, they must touch the home plate with possession of the ball

PENALTIES AND VIOLATIONS

- Players on base are not allowed to lead-off. If a runner leaves the bag before the kicker makes contact with the ball they are out
- Infield Fly rule is in effect. If there are less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, then on an infield fly the kicker is automatically declared out
- Interference/obstruction must be avoided at all costs
 - A base runner is not allowed to collide with, screen or stop a fielder from making a play. Runner will be out if this occurs
 - A fielder may not clock the bag or stand in the line of the runner, if this happens the runner is safe at that base