

KICKIN' IT FOR THE CAMP KICKBALL TOURNAMENT RULES

- Games are fifty minutes or 6 innings, whichever occurs first
- Coin flip determines home team.
- Each team must field 10 (1st, 2nd, 3rd, ss, L, LC, RC, R, C, P) players with 2 subs
- Ball must be kicked into field of play. Fouls are strikes, kicker gets two foul balls, on the third they are out.
- Defending team can either throw the ball to the baseman or they can throw it at the player advancing on the base-paths (below the shoulders).
- No slaughter rule: maximum five runs per inning
- Pitches must be within a foot on either side of home plate to be a strike-no walks
- No bouncy pitches
- Stay on base-paths
- Pinch runners are allowed if player is hurt. Pinch runner will be the last out.
- No contact on field
- No steals, no leading off
- Infield fly rule applies
- Teams may provide a base-coach if they wish.
- No more than one base advancement on overthrows.
- Play is dead once the pitcher has the ball
- Teams may interchange fielders at own liberty
- In the event of a tie team captains will do a best of five “rock, paper, scissors” competition.
- All other baseball/softball rules apply.