



KICKBALL RULEBOOK

2024 EDITION

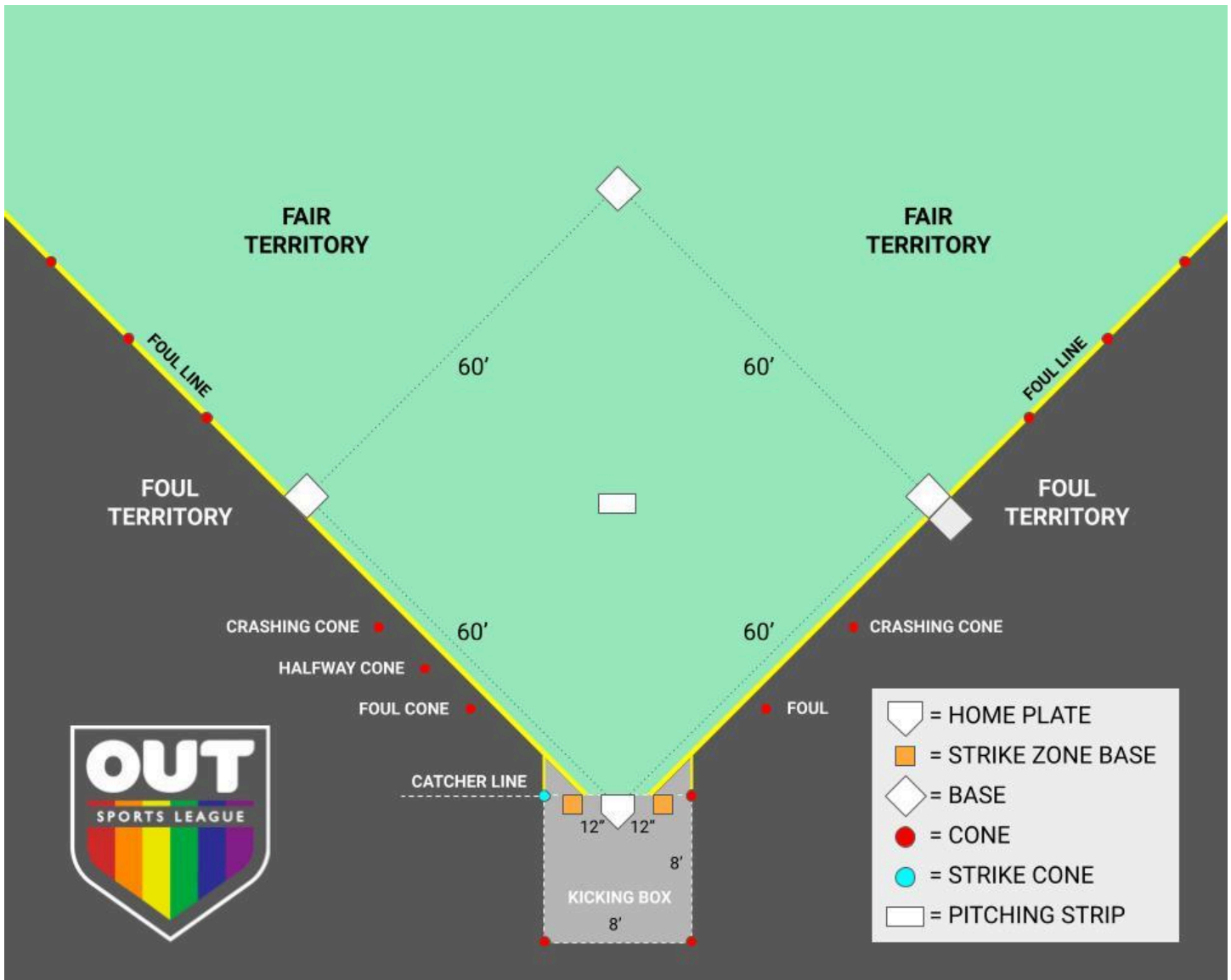
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GAME SETUP

1. PLAYING FIELD

- 1.1. The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a standard softball field (see Diagram 1):
 - 1.1.1. The kickball diamond is a square with equal sides of 60 feet with a base at each corner;
 - 1.1.1.1. A kickball diamond up to 65 feet is acceptable if bases cannot be moved.
 - 1.1.2. The pitcher's strip will be placed in the center of the infield, equidistant from the 3 bases and home plate;
 - 1.1.3. Cones are placed: on the foul lines at 15, 30, and 45 feet behind first and third base; in foul territory along the first and third base lines at 40 feet from home plate (the crash line); in foul territory along the first and third base lines at 20 feet from home plate (the foul cone); and in foul territory along the third base line at 30 feet from home plate (the half way line).
- 1.2. **The Strike Zone** - is a three dimensional rectangle with a width of 41 inches (encompassing the 17 inch home plate and 12 inches on each side), a depth of 12 inches, and a height of 6 inches. The strike zone is established on the field by:
 - a) placing a 6 inch strike zone cone 4 feet to the left of the center front of home plate.
 - b) by placing two 12 inch x 12 inch bases exactly 12 inches from the right and left sides of home plate.
- 1.3. **The Kicking Box** - an 8 foot x 8 foot rectangle with the front of the box aligned with the front of home plate. The kicking box is established by:
 - a) the strike zone cone 4 feet to the left of the center front of home plate (see Rule 1.2a);
 - b) a cone 4 feet to the right the center front of home plate;
 - c) 2 cones 8 feet behind the front of home plate spaced 8 feet apart.
- 1.4. **Safety Base** - An additional base should be set up adjacent to First Base in foul territory to provide more room for the runner with the purpose of avoiding collisions (see Diagram 5).
- 1.5. Upon notification to the Head Umpire of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

Diagram 1 - The Kickball Field



2. EQUIPMENT

- 2.1. While participating, players must wear the official athletic clothing designated for their use.
- 2.2. Athletic shoes are required. Metal cleats are not allowed.
- 2.3. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Umpire (see Rule 3.01) as a performance enhancement must be removed or the player will be removed from play.
- 2.4. The official kickball is a Varisty Gay League Kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.
- 2.5. All player attire is an extension of the player.

PARTICIPANTS

3. UMPIRES

- 3.1. Games must be officiated by at least one authorized official, the Head Umpire. When available, at least two umpires should officiate each game: a Head Umpire, and a First Base Umpire. The Head Umpire governs all game play and issues all final rulings, and has final authority on equipment issues. Other umpires may assist these officials when available.
- 3.2. Head Umpires have jurisdiction over play and may:
 - a. call a timeout;
 - b. call off a game due to darkness, rain or other cause at the Umpire's discretion;
 - c. penalize a player, including game ejection, for any reason after 1 warning. This includes but is not limited to unsportsmanlike conduct, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.
 - d. use their discretion to eject players without the issuance of a warning.
- 3.3. Umpires must keep a record of the final game score on the OUT Kickball score sheet.
- 3.4. Umpires may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

4. TEAMS, CAPTAINS & PLAYERS

- 4.1. Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.
- 4.2. Each team must field at least seven (7) and no more than ten (10) players.
- 4.3. Each team must field at least six (6) of their own rostered (non-substitute) players.
- 4.4. Each team must decide on a captain. Captains must ensure that:
 - a. all players participating in the game must kick in the written scorebook kicking order;
 - b. all late-arriving players are added to the end of the written kicking order and that they notify the Head Umpire and opposing captain of their arrival.
 - c. only the Captain may dispute calls / issue a challenge with the Head Umpire;
- 4.5. It is expected that all players will be allocated equal playing time per day of play.

5. **SUBSTITUTE PLAYERS**

- 5.1. A team must have a minimum of 7 players to start the game, of which 6 must be their own rostered players in order to avoid a forfeit.
- 5.2. Teams in the **Social Division** with less than 10 players may add substitute players to their rosters in accordance with the following:
 - 5.2.1. A team with 6, 7, 8 or 9 players may add 4, 3, 2 or 1 substitute players, respectively.
 - 5.2.2. Substitute players are only permitted to play outfield positions.
 - 5.2.3. Teams in the Social Division may only add substitute players from the Social Division.
 - 5.2.4. Teams in Tampa may add substitute players from any team.
- 5.3. Teams in the **Intermediate** and **Advanced Divisions** with less than 9 players may add substitute players to their rosters in accordance with the following:
 - 5.3.1. A team with 6, 7 or 8 players may add 3, 2 or 1 substitute players, respectively.
 - 5.3.2. Substitute players are only permitted to play outfield positions.
 - 5.3.3. Teams in the Advanced Division and Intermediate Divisions may add substitute players from the Intermediate Division or Social Division. If there is only one competitive division then players may add subs from within that division or the social division.
- 5.4. If a player from the team's roster shows up they must immediately take the place of a substitute player. They will inherit the kicking order position of the replaced player.
- 5.5. Substitute players are eligible to participate if:
 - 5.5.1. They are currently registered players in OUT Kickball.
 - 5.5.2. They are non-league players who have signed the substitute waiver form. Non-league players are allowed to substitute a maximum of two (2) times per season.
- 5.6. All substitute players must be identified to the umpire and on exchanged written kicking orders prior to the start of the game.

6. **BASE COACHES**

- 6.1. Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.
- 6.2. Base coaches may not physically assist runners while the ball is in play. Assisting a runner will result in the assisted runner being called out (see Rule 15.02h).

GAME PLAY

7. REGULATION GAMES

- 7.1. Regulation games last seven (7) innings or approximately 50 minutes.
 - 7.1.1. A game can only begin if each team has at least 7 eligible players (see Rule 7.2).
 - 7.1.2. At the 40 minute mark, the head Umpire will announce that the next inning (top and bottom) will be played and be the final inning.
 - 7.1.3. The team with the most runs scored at the end of the game is the winner.
 - 7.1.4. In the event of a tie score at the end of the game, the game shall be marked as a tie.
 - 7.1.5. If the Home team (see Rule 5.01) already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
 - 7.1.6. If the Home team (see Rule 5.01) takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- 7.2. **Forfeits** - Teams must have at least 7 players, of which 6 must be their own rostered players, participate in a game to avoid a forfeit. In the event of a forfeit, teams are encouraged to play a friendly scrimmage. Forfeited games will be recorded as a 7-0 win for the non-forfeiting team.
 - 7.2.1. Games may be delayed by a maximum of 5 minutes for teams with less than 7 players to find substitute players or wait for players to arrive.
- 7.3. A game that is called off by the Umpire (see Rules 3.03, 3.04) after three (3) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.
- 7.4. Regulation games called off that end in a tie shall be marked as a tie.
- 7.5. A game that is called off by the Umpire for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may be rescheduled.
- 7.6. **Inning Mercy Rule** - If a team scores 7 runs in an inning that half inning will immediately come to an end and that team can't score any more than 7 runs in an inning. The mercy rule does not apply in the last inning.
- 7.7. **Game Mercy Rule** - If a team is winning by 15 or more runs at the end of the 4th inning, the game will be called.

8. PRE-GAME PROCEDURES

- 8.1. At the scheduled start time the head Umpire will arrange a pre-game meeting to:
 - 8.1.1. Have captains exchange kicking orders / lineups if agreed to.
 - 8.1.2. Have captains identify substitute players to the Umpire.
 - 8.1.3. Determine the home and away teams by rock-paper-scissors or coin flip.
- 8.2. The game timer, set to 40 minutes, will begin as soon as the fielding team is set and the first kicker is in the kicker's box.

9. PITCHING, CATCHING & FIELDING

- 9.1. When fielding you may have up to 10 players on the field, 6 in the infield (First Base, Second Base, Shortstop, Third Base, Catcher and Pitcher) and 4 in the outfield (on the outfield grass, or 15 feet behind the outer bases).
- 9.2. **Proper Field Position** must be maintained by all fielders. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick. Proper Field Position is —
 - 9.2.1. Infield players, except catchers, must stay behind the crash line (see Rule 1.1.6) until the pitcher releases the ball. Players may then advance ("crash") towards the kicker but may not advance within 5 feet of home plate.
 - 9.2.2. Catchers must stay behind the kicker or outside of the kicking box behind and to the left of the strike cone (see Rule 1.1.5) and may not interfere with play or cross in front of the plane of the batter's box until the ball is kicked or the umpire calls the pitch.
 - 9.2.3. Pitchers must release the ball with one foot on or directly behind (not to the side) the pitching strip (see Rule 1.1.2). Pitchers may advance ("crash") toward the kicker once the ball is released but may not advance within 6 feet of home plate.
- 9.3. Balls must be pitched by hand. There are no restrictions on pitching style.
- 9.4. Fielders must stay out of the baseline if they are not actively making a play for the ball.
- 9.5. Fielders trying to make an out on a base may have their foot touching a base, but must lean out of the baseline to avoid collisions.
- 9.6. **End of Play** - Once the pitcher has control of the ball within 6 feet of the mound, the play stops, and the umpire will call time. Once time is called:
 - a) the play is dead and the pitcher cannot decide to throw to a base or go after a runner.
 - b) all runners who are in forward motion and have advanced more than halfway to the next base will be awarded the base to which they were advancing.
 - c) All runners not in forward motion or who have not advanced more than halfway to the next base must return to their previous base.

10. KICKING

- 10.1. All kicks must be made by foot or leg, at or below the knee (see Rule 13.02e). Any ball touched by the foot or leg at or below the knee is a kick. Contact anywhere above the knee is considered a foul.
 - 10.1.1. Kicks made by foot must be made by the top or side of the foot. Stepping on, or “trapping” a ball to stop its motion is not permitted and is considered a foul.
- 10.2. All kicks must occur:
 - a. at or behind home plate. The kicker may step on home plate to kick, however contact with the ball must be made behind the front edge of the home plate.
 - b. within the kicking box (see Rule 1.1.7). The kicker must have at least a portion of the plant foot within the kicking box during the kick (see Rule 13.02g). The kicker may line up outside of the kicking box.
- 10.3. During an at-bat a kicker is pitched balls that, if not kicked into fair territory, result in one of three outcomes:
 - a) A Ball. A count of four (4) balls advances the kicker to first base (known as a “Walk”). Other base runners only progress if they are forced. See BALLS for details.
 - b) A Strike. A count of three (3) strikes is an out. After 2 strikes, a subsequent foul counts as a 3rd strike. See STRIKES for details.
 - c) A Foul. A count of three (3) fouls is an out. See FOULS for details.
- 10.4. **Kicking Order** - All players on a team must kick in a predetermined written kicking order.
 - 10.4.1. Players who are absent during their spot in the kicking order are given an automatic out unless the player has been noted in the kicking order as ejected, injured, or becomes ill and the umpire was notified at the time of the player’s removal. (see Rule 18.2)
 - 10.4.2. Any eligible player arriving after the start of the game must be added to the end of the team's written kicking order.
- 10.5. A claim of improper kicking order must be made to the Head Umpire by a Team Captain who will make the final determination. Such a claim must contain two parts:
 - a) that the written kicking order was exchanged
 - b) that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker.

11. RUNNING & SCORING

- 11.1. Runners must stay within the baseline. Any runner outside the baseline is out:
- Runners choose their path from one base to the next, and may follow a natural running arc
 - Runners are free to change course to avoid interference with a fielder making a play;
 - When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- 11.2. Fielders may be within the baseline when doing so is necessary to make an active play on the ball, but must otherwise stay out of the baseline.
- 11.3. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out (see Rule 14.02g).
- 11.4. All ties will go to the runner.
- 11.5. Running past another runner is not allowed. The passing runner is out (see Rule 14.02j).
- 11.6. **Tag-Up Play / First Touch** - A tag-up is a requirement to retouch or stay on the originating base until the ball is first touched, if a kicked ball is caught. After a tag-up, a runner may advance. A runner failing to tag-up as required allows that player to be made out by the defense tagging the player or the originating base for an appeal out. (see Rule 15.02d).
- 11.7. **Overruns at First Base** - Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base. This is a judgement call for the Umpire where intent is the main factor. A player simply turning left is not always an indicator of advancement.
- 11.8. **Overthrows at First Base** - an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play towards First Base; in this situation:
- the targeted runner may only advance one (1) extra base;
 - all other runners may advance more than one base.
- 11.9. **Safety Base at First Base** - Runners traveling from home plate to First Base must use the Safety Base unless otherwise stated in Rule 1.4. Failure to use the Safety Base is an out.
- 11.9.1. The Safety Base is only available for runners traveling from home plate;
- 11.9.2. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Safety Base), will be safe;
- 11.9.3. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Safety Base shall be called out, except under the exception in Rules 11.9.5 and 11.9.6;

- 11.9.4. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Safety Base at the beginning of the next play will be out;
 - 11.9.5. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Safety Base.
 - 11.9.6. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base.
 - 11.9.7. Runners are not permitted to slide into First Base, sliding into First Base is an out.
- 11.10. **Pinch Runners** - See Rule 18.3
- 11.11. **Scoring** - A run scores when a runner touches home plate before a third out is made, EXCEPT that no run can score when the third out is made during a force play situation (Appeal plays are not a force situation, See Rule 15.2.d), or when the kicker is put out before touching first base.

12. STRIKES

12.1. **The Strike Zone** - a three dimensional rectangle with a width of 41 inches (encompassing the 17 inch home plate and 12 inches on each side), a depth of 12 inches, and a height of 6 inches.

12.1.1. The bottom-half triangle of home plate is not a part of the strike zone.

12.2. A count of three (3) strikes is an out.

12.3. A Strike is defined as:

- a) a pitch that touches the ground at least twice (the 2nd bounce may be in the Strike Zone), is not kicked, and **enters any part of the strike zone** (see Rule 12.1 and Diagram 2).
- b) an attempted kick missed by the kicker (balls hitting the plant leg are still strikes)
- c) a foul ball when a kicker has a count of two (2) strikes. The result is a third strike and therefore an out.

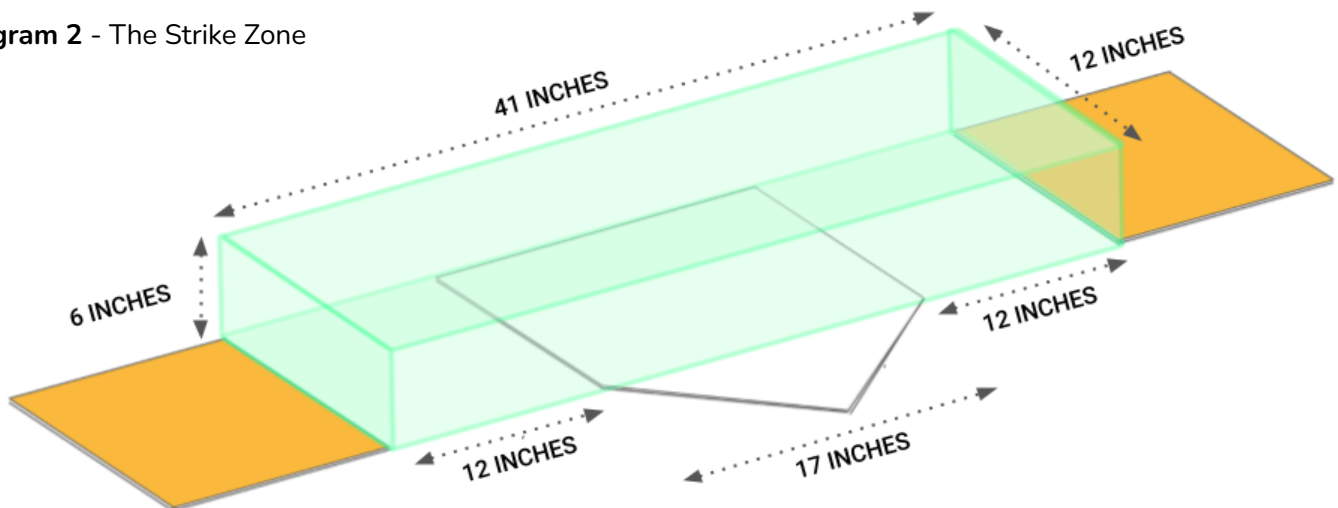
13. BALLS

13.1. A count of four (4) balls advances the kicker to first base (known as a "Walk").

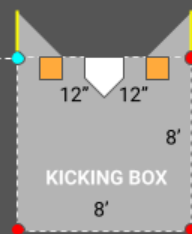
13.2. A Ball is defined as:

- a) a pitch that stays outside of the strike zone where a kick is not attempted;
- b) a pitched ball that does not touch the ground at least twice or roll before leaving the strike zone (a 2nd bounce in the strike zone is a strike);

Diagram 2 - The Strike Zone



CATCHER LINE



- = HOME PLATE
- = STRIKE ZONE BASE
- = CONE
- = STRIKE CONE
- = STRIKE ZONE

14. FAIRS & FOULS

- 14.1. A count of three (3) fouls is an out.
- 14.2. Foul balls count as a strike if a kicker has a count of two (2) strikes. The result is a third strike and therefore an out.
- 14.3. **Foul territory** is any part of the field not between the first and third base baselines.
 - 14.3.1. Balls have a twenty foot “window zone” to cross from foul territory into fair territory in front of home plate, this distance is marked by the two foul cones (See Rule 1.1.3).
 - 14.3.1.1. If the ball stops before crossing the foul line or makes contact with the catcher or strike cone in this area it is foul.
 - 14.3.2. Prior to the kick, no participants (or spectators) may be in foul territory within 10 feet of the foul lines except for the kicker, on-deck kicker, umpires and designated base coaches (see Rule 6.01). After the kick, fielders and base runners in the process of playing the game may also occupy foul territory.
- 14.4. **A foul ball** is defined as:
 - a) a kicked ball first landing in foul territory. (see Rules 14.3 and 14.3.1)
 - b) a kicked ball first touching a fielder, while the ball is in foul territory.
 - c) a kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base.
 - d) a kicked ball whose direction is altered by contact with any object other than the ground (i.e. the strike cone) in foul territory, and called as such.
 - e) a kick made anywhere above the knee.
 - f) a kicked ball touched more than once in the kickers box.
 - g) a kicker where the ball is stepped on (“trapped”) by the kicker (see Rule 10.1.1).
 - h) a kicked ball kicked outside of the kicking box (see Rule 1.3).
- 14.5. **Fair territory** is any part of the field between the first and third base baselines.
- 14.6. **A fair ball** is defined as:
 - a) a kicked ball landing and remaining in fair territory (see Rule 1.04) (see Diagram 3A);
 - b) a kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base (see Diagram 3A, 3B).
 - c) a kicked ball first touching a fielder, while the ball is in fair territory (see Rule 1.04);
 - d) a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory (see Rule 1.04)
 - e) a kicked ball, on the ground, that first enters the “window zone” defined in rule 14.3.1 and then enters into fair territory without ever entering foul territory beyond the “window zone”.

DIAGRAM 3A

FOUL BALLS (GROUND BALLS)

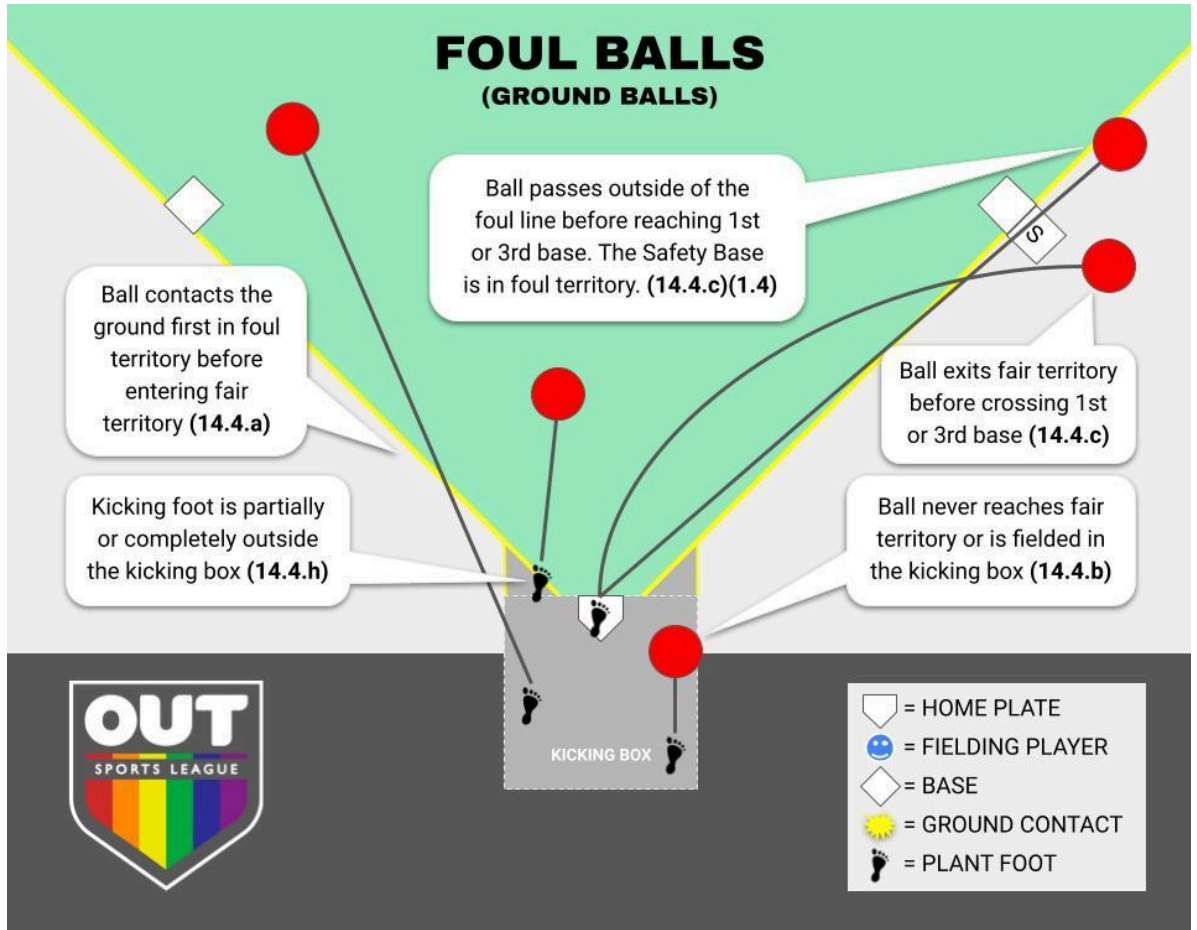


DIAGRAM 3B

FOUL BALLS (IN THE AIR / BOUNCING)

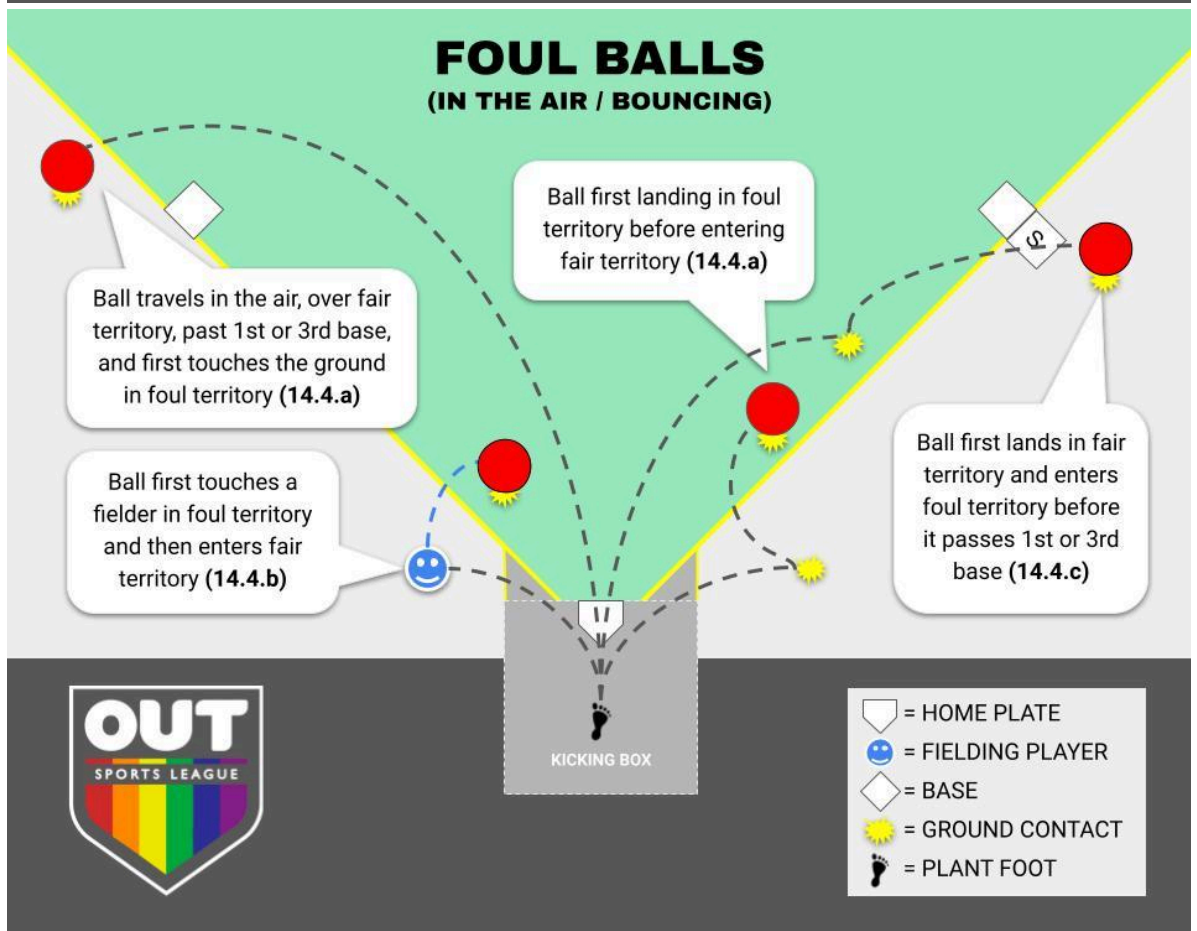


DIAGRAM 3C

FAIR BALLS (GROUND BALLS)

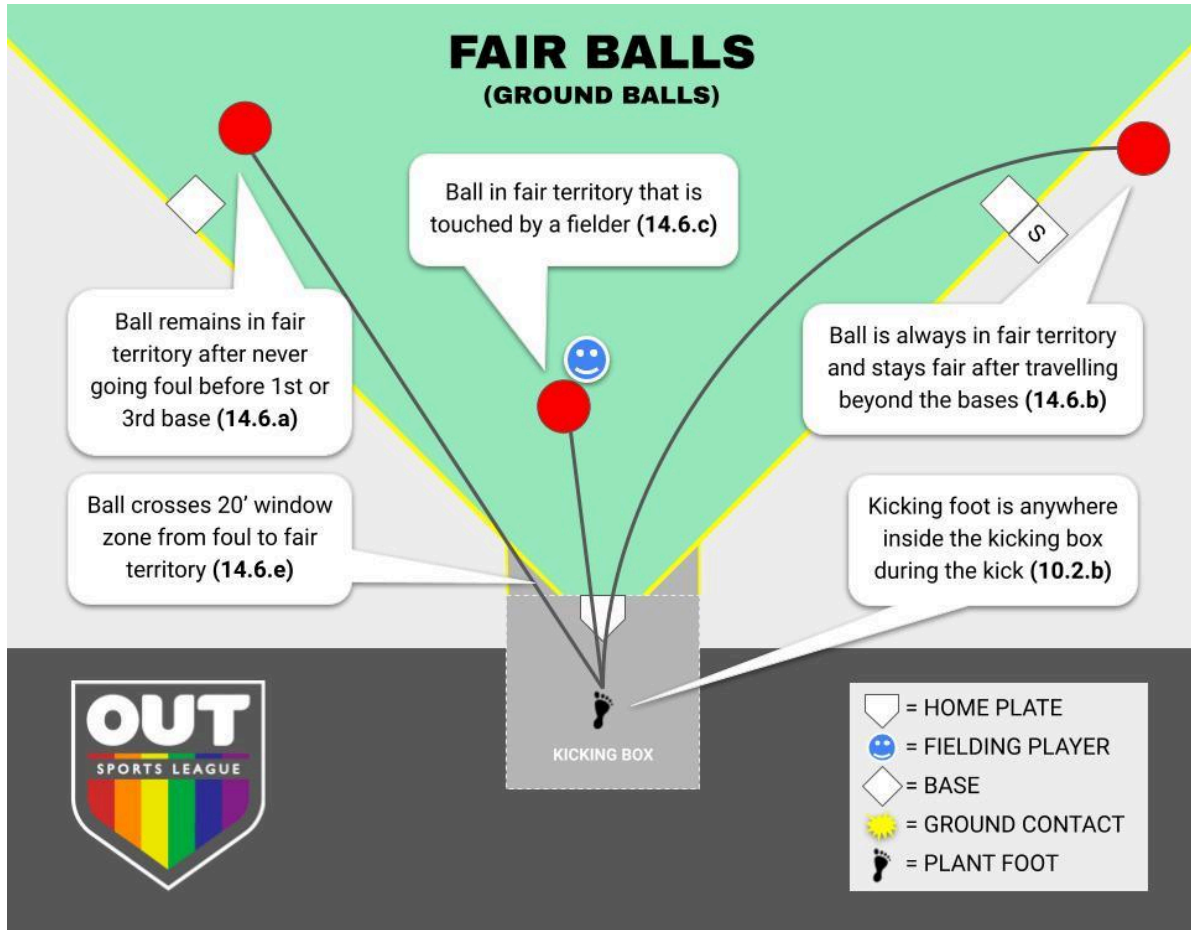
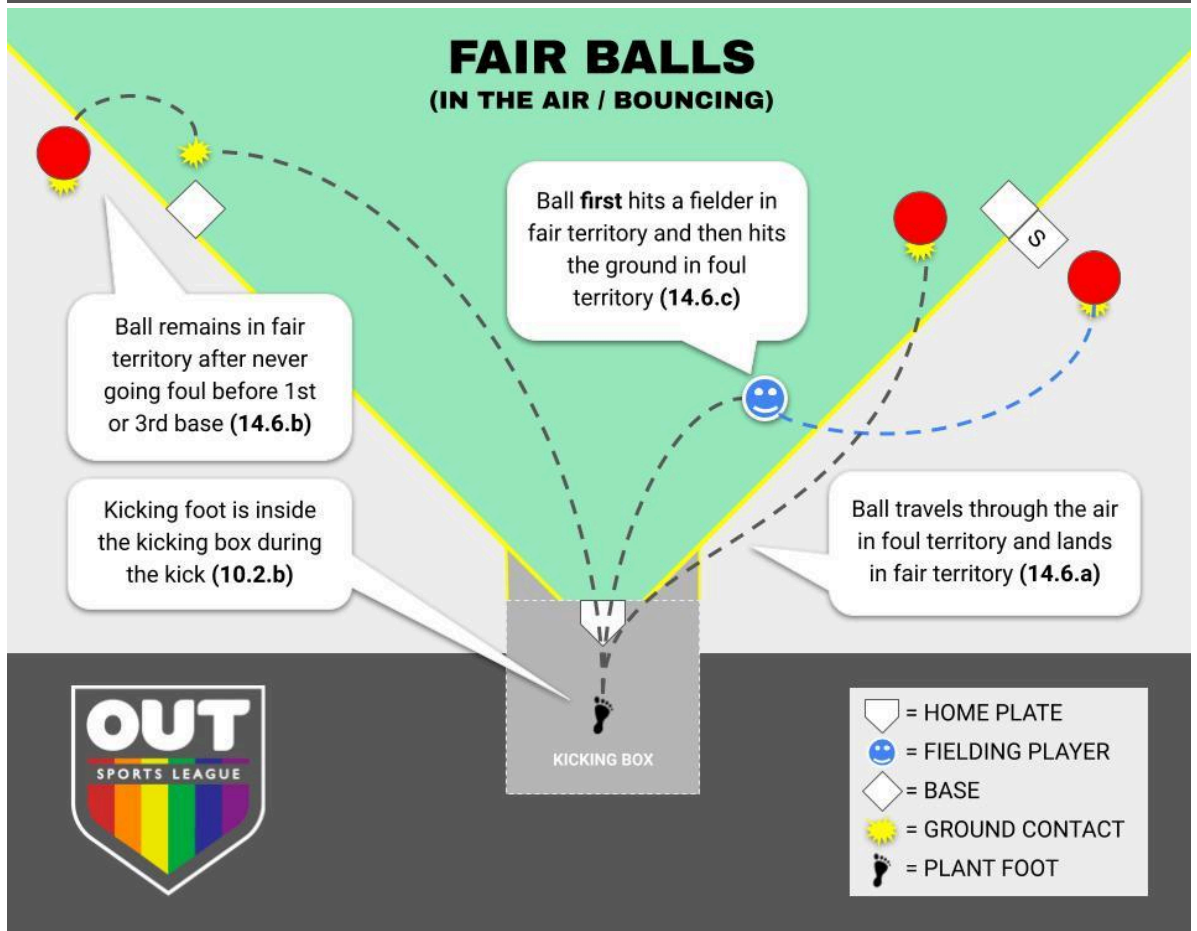


DIAGRAM 3D

FAIR BALLS (IN THE AIR / BOUNCING)



15. OUTS

15.1. A count of three (3) outs by a team completes the team's half of the inning.

15.2. An out is defined as:

- a) a count of three (3) strikes or three (3) fouls;
- b) any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder displays full control of the ball and maintains control after touching the ground;
- c) **Force Out** - an out during which a runner who is being forced to advance (known as a force play because baserunners must run to first from home plate, or must run when runners occupy all bases behind them) is tagged out, or is put out by a fielder who holds the ball and touches the base toward which the forced runner is advancing. NOTE: No run can score on a play when the third out is a force out.
- d) **Appeal Out** - a tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball (see Rule 10.05); NOTE: An appeal out is not a force out.
- e) a runner touched by the ball (i.e. tags or throws that hit a runner), or who touches the ball at any time while not on base while the ball is in play;
- f) a kicker or runner that interferes with a play (see OBSTRUCTION & INTERFERENCE)
- g) a runner off base when the ball is kicked (see Rule 10.03);
- h) a runner physically assisted by a team member during play (see Rule 6.2)
- i) any kicker that does not kick in the proper kicking line up (see Rule 4.02);
- j) a runner that passes another runner (see Rule 10.08);
- k) a runner outside of the baseline (see Rule 10.01);
- l) a runner who misses a base, that is then appealed by a captain, upon the conclusion of the play;
- m) a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner or as a result of another runner forced to that base;
- n) a runner coming from home plate who steps on First Base when required to use the Safety Base (see Rule 11.9 for exceptions).
- o) a runner that slides into First Base, please run through First Base.

16. OBSTRUCTION & INTERFERENCE

- 16.1. Obstruction - plays that obstruct or hinder offensive players.
- 16.1.1. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.
 - 16.1.2. When a fielder is within 5 feet of home plate (as a result of “crashing”, see Rule 9.4) before the ball is kicked the kicker will be awarded first base.
 - 16.1.3. When a fielder intentionally drops a caught ball with less than two outs, the batter is out, play is dead, and runner(s) return to their original base(s).
NOTE: that the batter is not declared out in this situation if the infielder permits the ball to drop untouched to the ground.
- 16.2. Interference - plays that interfere with the defense’s ability to make plays.
- 16.2.1. When any runner or non-active offensive player on or off base intentionally touches a ball. This interference causes the runner to be out, play is dead, and other runners shall return to the base from which they came, unless forced to advance.
 - 16.2.2. When any runner purposefully obstructs or verbally misleads (i.e. “I’ve got it”) a fielder attempting to catch or field a ball, the offending player is out and play continues.
 - 16.2.3. When attempting to field a catchable foul ball, if the fielder is obstructed by any non-active participants (i.e. Umpire, base coach, non-active players) the kicker is out.
- 16.3. Ball out of play - when any play results in the ball leaving the playing field (i.e. over a fence, dugout) the play is dead and the umpire decides the advancement of all base runners.

17. CONTESTING CALLS / CHALLENGES

- 17.1. Only captains may challenge a call. Each game, the captain of each team is allowed two (2) Challenges to contest a call and discuss the play with the Head Umpire and the other captain. At the end of the challenge the Head Umpire’s call is final. During a challenge umpires should:
- a) Stop the clock during a challenge for a maximum of 3 minutes
 - b) Consult with any other umpires about the challenged play
 - c) Consult the rule book OR request clarification from the Commissioner
- 17.2. Clarification of a rule is not a challenge. However, if a captain chooses to argue the specific call, thereby halting play, this will be considered a challenge.
- 17.3. Umpires have discretion on rulings not specifically covered in the rulebook (see Rule 3.4).

18. INJURIES & IN-GAME SUBSTITUTIONS

- 18.1. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.
 - 18.1.1. The head umpire may use their discretion, if an injury is deemed severe, to call the play dead immediately and determine the advancement of all baserunners.
- 18.2. Any player removed from the game for injury or illness must be noted on both team written kicking orders and the Team Captain must notify the Head Umpire immediately. The kicking order will continue in the same formation, less the removed player.
 - 18.2.1. A player, once removed from the kicking orders due injury or illness, does not constitute an improper kicking order (per. 4.02) and there is no “automatic out” when the removed player’s spot in the order is reached.
 - 18.2.2. Once a player is removed from the kicking order they may not re-enter the game.
- 18.3. **Pinch Runners** - Once (1) per inning and anytime during an at-bat, a team may replace a runner who has successfully made it to base with any player on their roster. If the pinch runner is on base when it is their turn to kick comes up, the pinch runner shall be called out and they shall bat in their correct spot.
- 18.4. **Bench Substitutions** - Players on the field may not be replaced by a player on the bench during an inning, unless a player is injured.
- 18.5. **Position Switching** - Players on the field may change positions with other players on the field only between kickers. Players may not change positions during a kicker’s at-bat.
- 18.6. **Late Arriving Players** - See Rule 10.4.2.

SEASON & TOURNAMENT

19. STRUCTURE & SEEDING

- 19.1. At the closure of league registration the League Commissioner must finalize a divisional structure and schedule for the entire season.
- 19.2. The League Commissioner has the authority to transfer teams between divisions, schedule inter-division games, create free agent teams and allocate free agents to under-staffed teams to create a reasonable league structure.
- 19.3. In the event of teams having tied rankings going into the tournament, final standings will be based on the following tiebreaker structure:

1st tiebreaker: Head to Head matchup	3rd tiebreaker: Total Runs Scored
2nd tiebreaker: Run Differential	4th tiebreaker: Coin Flip
- 19.4. If all teams with the same record DO NOT have an equal Head to Head matchup (i.e. 4 teams with the same ranking but only two have a head-to-head to evaluate), ALL teams will begin with the 2nd tiebreaker, Run Differential, to establish the tiebreaker and continue with the 3rd and 4th tiebreakers outlined in Rule 19.3.

20. TOURNAMENT RULES

- 20.1. Teams are NOT permitted to use substitute players in the championship brackets of the tournament. Teams in consolation brackets, or teams eliminated from the championship bracket may use substitute players in accordance with Rule 5.1.
- 20.2. Games in the tournament may not end in ties. If there is a tie after regulation play has ended the game will be resolved by “The One Pitch Rule” also known as “The Kansas City Rule”. In this event, the game is played until a winner is determined with the following rules applied:
 - 20.2.1. The last batter from the previous inning will start the inning placed on 2nd base. A Pinch Runner may **NOT** be used to replace this runner.
 - 20.2.2. Each kicker will receive only one (1) pitch to kick with the following outcomes:
 - a) a Strike: the kicker is Out.
 - b) a Foul: the kicker is Out.
 - c) a Ball: the batter is awarded a Walk.
 - d) a ball in fair territory: outcome of play.
- 20.3. In the event of a rainout, games will be played on the season makeup date which was decided prior to the beginning of the season. Teams that cannot attend the makeup date will forfeit the game.
 - 20.3.1. An additional makeup date may be scheduled if one has already been utilized.



ABOUT THE RULEBOOK

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KICKBALL: Official Rules of the Game
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