

KICK Winter in the Snow BALL rules



GENERAL RULES

- Teams consist of 9 to 12 players of any age or gender.
- The strike zone is 2 feet on each side of home plate.
- Kickers cannot cross home plate to kick
- No more than 10 players may play the field at one time.
- Maximum roster size is 12 players.
- Any fielder must kick, but players are not required to field in order to kick.
- Kicking order can only be changed with opposing team's consent
- Substitutes from the bench can be made for injuries.
- Each game lasts five innings or 45 minutes, whichever occurs first. (Games may be shortened due to weather conditions, per organizers)
- In-game ties are broken only in championship matches. (Tie breakers to determine pool winners are below.)
- Each team is responsible for tracking runs. Home team is responsible for reporting final score.
- Don't be a jerk.

PLAYING RULES

- Each at kick: kicker gets three pitches in the strike zone to kick the ball, regardless of foul or missed kick
- Any roll outside of the 2-foot strike zone is a ball
- Four pitched balls outside of strike zone is a walk.
- A foul ball is anything outside of the base lines, or a ball that is kicked and the ball hits the kicker, or hits the backstop
- No bunting; must take a full kick.
- The pitcher cannot sidearm or overhand roll the ball
- The ball must roll prior to hitting the home plate.
- Any roll inside or touching the 2-foot strike zone is a fair ball
- Runners cannot run outside of the baselines
- No stealing or leading off. Sliding is allowed, but at the runner's risk.
- No in-field fly rule; if ball is caught in the air in the infield, runners may touch base and advance at their own risk
- Runners can be hit with the kickball by the fielder. If a runner is hit above the shoulders they are safe.
- Runners can over run first base if they curve to the right. Curving to the left indicates the play is live and can be tagged out.
- Runner is out if hit by a kicked ball from the kicker
- Runners can advance until the ball is controlled by the pitcher and is in the mound area
- Runners cannot advance on foul balls
- The pitcher must stand on the mound to start pitch
- Fielders cannot block the bases. If obstructed by a fielder, the runner is safe
- Reminder: Don't be a jerk.
- Rulings by umpires are final.

POOL TIE BREAKERS

1. Record within the pool
2. Head-to-head record between tied teams
3. Run differential (runs scored minus runs against)
4. Total number of runs scored
5. Coin flip