

CRUSH KICKBALL RULES

All Division Rules

- An 8.5" ball will be used for all divisions.
- Outfield foul lines are marked with cones to define fair and foul territory.
- Home team is listed first on the schedule and will occupy the 3rd base dugout.
- You must have at least 6 players in attendance for regulation play. When a team is short players, they must first borrow from the opposing team. If additional players are still needed, teams may borrow from the next younger division, provided the player is able to safely and competitively participate at the older division level. If a team borrows players from its own division, the game will be considered an exhibition and will not count toward league standings.
- Based on division size, teams may have double-headers or bye weeks to keep the schedule balanced.
- A legal kick must be made within the designated kicking zone.
- If the kicking foot makes contact with the ball in front of home plate, the ball will be ruled foul.
- Infielders must remain behind the pitcher and may not move forward until the ball is kicked.
- A runner may overrun first base without being tagged out if they do not attempt to advance. A safety base is used at first to prevent collisions—runners use the safety (orange) base, and fielders use the white base.
- A runner may be tagged out while advancing to first base. A tag attempt removes the force play, and runners are no longer required to advance.
- On close plays, ties go to the runner.
- Defensive positions must remain consistent throughout each half inning. Changes are only permitted due to injury or pitching challenges.
- Stealing is only permitted during loose or sloppy ball handling, such as when the pitcher drops or misses the ball after it is thrown back from the catcher or other fielder. Runners may not lead off, steal on a clean throw, or advance while the pitcher has control of the ball in the pitching circle.
- A runner may not pass the runner ahead of them. If this occurs, the passing runner is out.
- Runners must stay in the baseline, while fielders must stay out of it. If a runner is hindered by a fielder, the runner is safe at the base they were advancing to.
- If a fair kicked ball touches a runner before it is fielded, the runner is out, even if they are in contact with a base.
- When throwing the ball at a runner, the ball must not bounce before making contact with the runner.
- Any throw that contacts a runner above the shoulders, including the neck, head or face, is not permitted and the runner will be awarded the base they were advancing to.
- A ball thrown at a runner is not an overthrow, and the runner may advance freely until the play is ruled dead.
- An overthrow is defined as a ball thrown to the base the runner is advancing to that goes past the intended fielder and is not immediately playable.
- Overthrows to first or third base result in a one-base award. Overthrows to second base remain live, and runners may advance until the pitcher has control of the ball on the mound.
- On the first overthrow, the runner is awarded one base only. If fielders continue to overthrow the ball in an attempt to stop the runner, the runner may continue advancing until the pitcher has control of the ball on the mound.
- If a ball is overthrown and lands in the stands while attempting to throw a runner out, it is considered a dead ball. The runner will be awarded one base beyond the last base they had established at the time of the throw.
- First and third bases as well as the base lines are considered fair territory. (For further explanation regarding fair vs. foul, see below.)
- A kicked ball that lands in another field while that game is in progress is ruled a double and the play ends.
- Double plays are allowed and occur when the defensive team makes two outs during the same continuous play, such as forcing one runner out at a base and then hitting another runner with the ball before the play is ruled dead.
- If the third out is a force out and a run scores, the run does not count. If the third out is a tag out on a runner who was not forced to run, and a run scores before the tag, the run counts.
- There is no "mercy rule". If a team is leading by a significant margin, coaches are encouraged to rotate players into different positions to help balance play and maintain a fun, competitive experience for all.

CRUSH KICKBALL RULES (continued)

Infield Rule (Home Plate to 1st/3rd Base)

- A ball is **fair** if it first hits the ground in fair territory beyond first or third base or touches any part of first or third base.
- A ball is **foul** if it first hits the ground in foul territory beyond first or third base.
- A kicked ball that has not yet reached first or third base remains **pending** until it stops or is touched by a player.
- A ball is **fair** if it stops in fair territory or is touched by a player while over fair territory.
- A ball is **foul** if it stops in foul territory or is touched by a player while over foul territory.
- If a ball is kicked fair but rolls or spins into foul territory before reaching first or third base, and is not touched, it is ruled **foul**.
- If a ball is kicked foul but rolls back into fair territory before reaching first or third base, it is ruled **fair**.

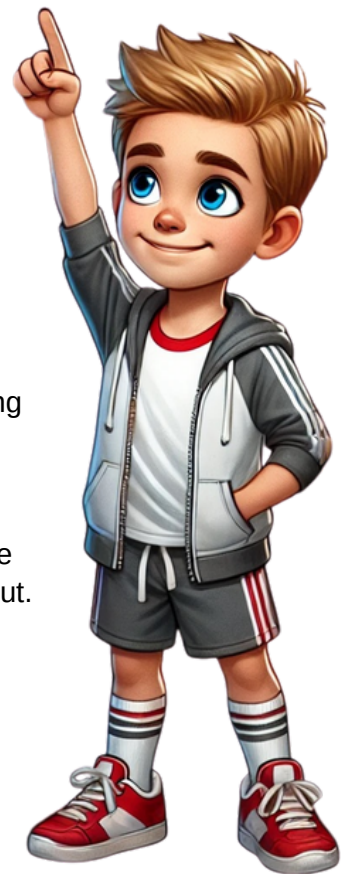
Outfield Rule (Past 1st or 3rd Base)

- As stated, outfield foul lines are marked with cones to define fair and foul territory.
- Once a ball passes the front edge of first or third base, its status is determined by where it first touches the ground or an object beyond the base.
- A ball is **fair** if it first hits the ground in fair territory beyond first or third base or touches any part of either base.
- A ball is **foul** if it first hits the ground in foul territory beyond first or third base.

Division Specific Rules

4-8 Division Rules

- Bases will be spaced 50' apart.
- Games will be 5 innings or 60 minutes. A new inning may not be started after 50 minutes. However, once an inning begins, it must be completed.
- Everyone on the roster plays offense and defense with no more than 6 infielders.
- Outfielders must remain behind the white baseline and may not play as extra infielders. Once the ball is kicked, they may move in to field the ball.
- Batting order must be followed throughout the game.
- Coaches will pitch to their own team.
- There are no walks in this division.
- Any style of kick is allowed as long as the kick is made within the designated kicking zone and the ball travels past the 10-foot mark.
- Kicks made in front of home plate or failing to reach the 10-foot mark are foul.
- If a player kicks four fouls, they are called out.
- Three outs per inning can occur through an unsuccessful plate appearance, a force out, a tag out, catching a kicked ball in the air (even if foul), or throwing a runner out.
- The tag-up rule does not apply.
- Each inning is capped at 5 runs per team, except for the final inning.
- The umpire will declare when the final inning begins. During this inning, the "last inning open rule" applies, meaning teams can score an unlimited number of runs. This rule allows for comebacks and keeps the game competitive, even if a team trails by more than five runs.



CRUSH KICKBALL RULES (continued)

Any 9 (and older) Division Rules

- Bases will be spaced 60' apart.
- Games will consist of 6 complete innings or 75 minutes, whichever is first. A new inning may not be started after 65 minutes. However, once an inning begins, it must be completed.
- A maximum of 10 players are allowed on the field, with no more than 6 infielders.
- Outfielders must remain behind the white baseline and may not play as extra infielders. Once the ball is kicked, they may move in to field the ball.
- A 4-foot radius circle will be marked around the pitcher's mound.
- Players serve as pitchers, and must roll the ball underhand from 40 feet.
- A strike is called if the ball passes within 18 inches on either side of home plate.
- A ball is called if the pitch does not touch the batter's box, if it bounces higher than the kicker's knee, or if it bounces on the plate.
- Four foul balls are considered an out, three strikes result in an out, and four balls result in a walk.
- Any style of kick is allowed as long as the kick is made within the designated kicking zone and the ball travels past the 15-foot mark.
- Kicks made in front of home plate or failing to reach the 15-foot mark are foul.
- A foul ball that is caught is an out, regardless of where it is kicked from.
- A caught ball (fair or foul) is live and runners may advance at their own risk after tagging up.
- Three outs per inning can occur through an unsuccessful plate appearance, a force out, a tag out, catching a kicked ball in the air (even in foul territory), throwing a runner out, or a failure to tag-up.
- Each inning is capped at 7 runs per team, except for the final inning.
- The umpire will declare when the final inning begins. During this inning, the "last inning open rule" applies, meaning teams can score an unlimited number of runs. This rule allows for comebacks and keeps the game competitive, even if a team trails by more than seven runs.

Notes