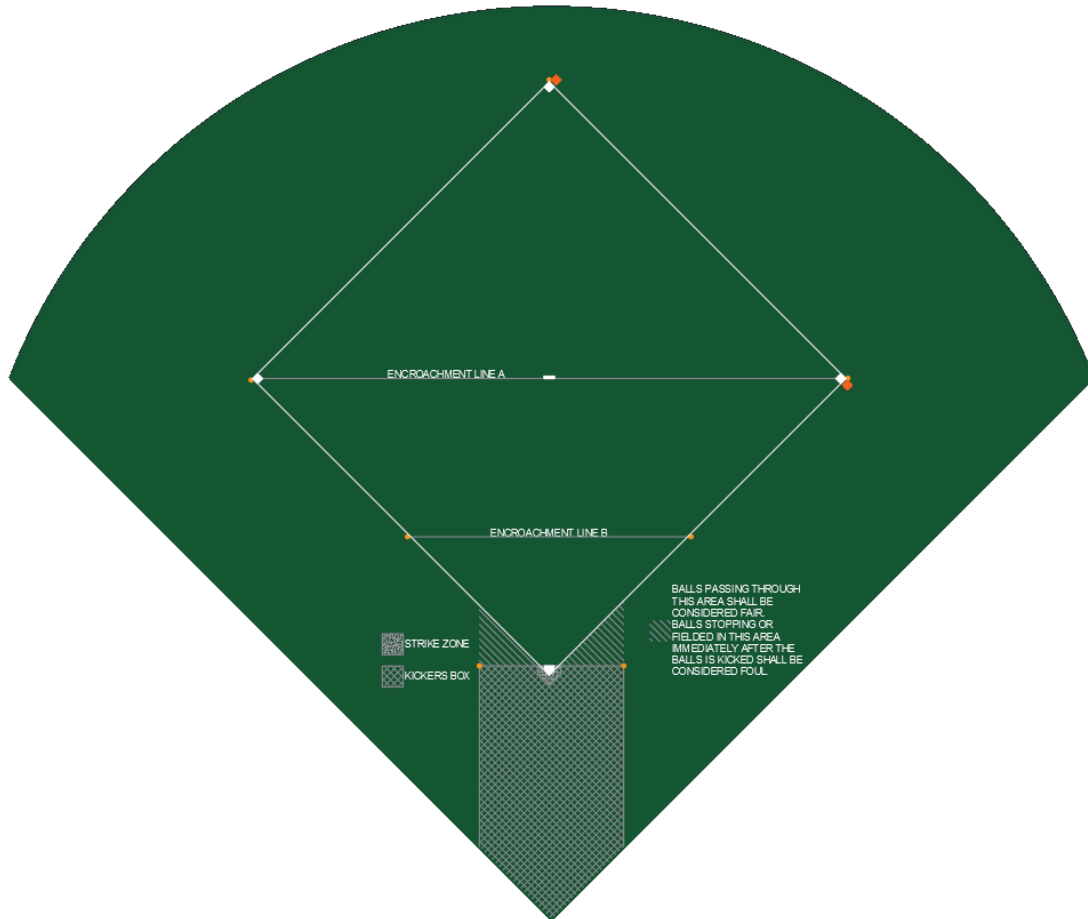


TEXAS-KICKBALL OFFICIAL RULEBOOK



1. Field

- 1.1. 60-foot base paths and 42.5' to pitcher's rubber with a 12' diameter pitcher's mound.
- 1.2. 1st base includes a white Fielder's base and an orange Runner's base. The Fielder's base is located inside the 1st baseline while the Runner's base is located outside the 1st baseline.
- 1.3. 2nd base includes a white base and an orange safety base. The fielder shall choose which base puts them in the best position to field a ball without interfering with the runner. The runner shall then use the unoccupied base.
 - 1.3.1. It shall be at the discretion of the umpires to determine if the bases were not utilized for proper safety of both the fielder and runner.
 - 1.3.2. In the event it is determined the fielder interfered with the runner, the runner shall be awarded safe at 2nd base and advance one additional base. Any other runners positioned in front of the runner towards 2nd base shall advance as well.
 - 1.3.3. In the event it is determined the runner interfered with the fielder, the runner shall be ruled as an out and all other runners shall be awarded the base they are running to, and shall not be allowed to advance any additional bases.
- 1.4. Encroachment Line A – The diagonal line from 1st base to 3rd base going through the pitching strip.
- 1.5. Encroachment Line B – The diagonal line from 1st base foul line to 3rd base foul line, 28' from home plate measured along the baseline.

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2. Equipment

- 2.1. Players must wear the current season's Texas-Kickball provided game shirt.
- 2.2. Athletic shoes are required. No metal cleats are allowed.
- 2.3. Any equipment deemed by the Umpire as a performance enhancement must be removed if questioned by the opposing team.
- 2.4. The official kickball is a Baden KB10 with a 10" diameter and 1.5 psi.

3. Umpire

- 3.1. Only Captains/Co-Captains can dispute a call.
- 3.2. Players, coaches, and fans are expected to show good sportsmanship. Offensive comments or yelling at umpires, players, or other teams is not allowed. The home plate umpire reserves the right to eject a person from the field.
- 3.3. Ejected participants must leave the field area and may not return to the game. The leadership of the league may choose to have ejected players, coaches, or fans sit out the next game, season, or permanently.
- 3.4. Umpires are volunteers to ensure that the players have the best possible game. Treat them accordingly.

4. Player Eligibility

- 4.1. All participants must be registered, paid in full with the league, and on the team roster.

5. Teams

- 5.1. Teams must field the minimum four males and four females to play the game without penalty. A maximum of six males may play in the field at one time with the total number of players on the field limited to ten. Teams are required to have at least fourteen players on the roster to prevent forfeits.
 - 5.1.1. If a team does not field the minimum four (4) males and four (4) females, the team must take an automatic out at the end of the lineup for each player below the minimum four males and four females.
 - 5.1.1.1. This rule is not automatically enforced. The Captain of the complete team can decide whether the rule will be enforced or not.
 - 5.1.2. A team must field a minimum of three (3) males and three (3) females to play the game. Under these circumstances the team shall take two automatic outs at the end of the lineup.
 - 5.1.3. If a team is more than one player short of the required 3/3, the captain of the more complete team may allow the understaffed team to play with additional automatic outs at the end of the lineup. If the captain of the more complete team does not agree to these terms, the more complete team wins by forfeit and a score of 5-0 is recorded.
 - 5.1.4. If a player arrives prior to their team kicking through the full lineup, they may enter the game at any time.
 - 5.1.4.1. If the player arrives after the team has kicked through the entire lineup, they may not enter the game unless the team has less than 8 players. If this is the case, they are added to the bottom of the kicking line-up.
- 5.2. Each team provides a scorekeeper **to confirm the final score with the umpire. Umpires will keep score and turn in final score to the league.**
- 5.3. Every player who wishes to play must be in the kicking order. Every player is not required to field.
- 5.4. To challenge the lineup of your opponent, you are required to have exchanged lineups with the opposing team. The protest must be made prior to the first pitch to the following kicker.
 - 5.4.1. When teams choose not to exchange lineups, and the home plate umpire has substantial evidence that a team is intentionally kicking players out of order the umpire shall offer the team a warning, if

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the team continues to intentionally have players kick out of order, the umpire shall have authorization to declare automatic outs or forfeit.

6. Base Coaches

- 6.1. Base coaches must be registered members of the team. Base coaches may not physically aid or touch the base runner during live play. Touching of a base runner during a live play will result in the runner being called out.

7. Regulation Game

- 7.1. Games end after seven (7) full innings or 55 minutes. If the game is tied at the end of 55 minutes or 7 innings, the remainder of the game will follow tie-breaking procedures (see section 8).
 - 7.1.1. For 7 o'clock games that start after 7:10pm will result in game time being reduced and no additional innings after 7:55pm. This excludes any games ending in a tie. (see section 8)
 - 7.1.2. Games will not be penalized if the game is delayed due to an umpire being late or absent.
- 7.2. Any team playing non-registered players will forfeit their game. If a player is suspected of being ineligible, that player's captain must provide proof with the team roster that was provided by Texas-Kickball.
- 7.3. The Home and Away team will be listed on the schedule.
- 7.4. Games called off for weather will be considered complete after three full innings. If a game is called off for weather, the score will reflect the totals from the last completed inning.
- 7.5. Games called off due to any other unforeseen events will be considered complete after three full innings. If a game is called off for any reason other than weather, the score will reflect the totals from the most recent complete inning.
- 7.6. Umpires should notify captains when the time limit may come before the end of the seventh inning. The umpire cannot start a new inning after 50 minutes has been reached on the game clock.
- 7.7. **Playoff** games will have no time limit, just a 7-inning limit unless the score requires over-time.

8. Tie-Breaking Procedures

- 8.1. Regular season games:
 - 8.1.1. The last kicker from the prior inning will start the extra inning at 2nd base. The second-to-last kicker from the prior inning will start the extra inning at 3rd base.
 - 8.1.2. Each kicker starts with a full count of three (3) balls, **three (3) strikes**.
 - 8.1.3. The defensive team will play with only four (4) males and four (4) females in the field.
 - 8.1.4. The kicking order will remain the same.
- 8.2. **Playoff games:**
 - 8.2.1. The last kicker from the prior inning will start the extra inning at 2nd base. The second-to-last kicker from the prior inning will start the extra inning at 3rd base.
 - 8.2.2. The kicker starts with an empty count.
 - 8.2.3. The defensive team will play with only four (4) males and four (4) females in the field.
 - 8.2.4. The kicking order will remain the same.

9. Pitching

- 9.1. A pitched ball must touch the ground at least twice prior to reaching the front of home plate. Failure to bounce twice before the front of the plate will result in a ball.
- 9.2. A pitcher must throw the ball by hand. A pitcher may throw the ball in any style they choose.
- 9.3. A pitcher must deliver each pitch:
 - 9.3.1. On or behind encroachment line **A**.

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9.3.2. With the plant foot, upon release, on or behind the pitcher's rubber and no more than one foot to the either side of the pitching strip.

10. Kicking

- 10.1. The kicker's entire plant foot must be within the kicking box. The kicker may step on home plate to kick. If contact with the ball is made without the entire plant foot in the box, the result of the kick is a foul ball.
- 10.2. The kicking box has an established front, left, and right perimeter. There is no back line to the box and kickers may kick from as far back as preferred.
- 10.3. A ball that hits the kicker from the waist down and enters fair territory is a fair kick.
- 10.4. Any ball that is kicked over the fence without hitting the ground is a home run. This includes if the ball bounces off a fielder before going over the fence. If the ball bounces on the ground before going over the fence, it is considered a ground rule double. If the ball bounces off the top of the fence and then over, it is considered a home run.
- 10.4.1. Any base runner ahead of the kicker on a ground rule double is also awarded two bases from the start of the play.

11. Strikes

- 11.1. Any combination of 4 strikes and/or fouls is an out.
- 11.2. A strike is:
- 11.2.1. A pitch within the strike zone that is not kicked. (Any part of the ball crossing the strike zone is considered within the zone.)
- 11.2.2. Any part of the ball does not reach more than one foot high, as measured from the bottom of the ball, at any time during the bounce that carries the ball through the strike zone.
- 11.2.3. An attempted kick missed by the kicker.
- 11.3. The strike zone extends one foot from both the right and left of home plate, 1 foot high, and is the equivalent depth of home plate. It is a three-dimensional strike zone.

12. Balls

- 12.1. Four (4) balls is a walk.
- 12.2. A pitch outside of the strike zone as judged by the Umpire when a kick is not attempted.
- 12.3. A pitch that does not bounce at least twice before the front of home plate.
- 12.4. Any "Intentional" walk is an automatic 2 base walk.
- 12.4.1. Four straight balls without a qualifying strike to **MALE KICKERS** is considered an "Intentional walk"
- 12.5. If the same kicker is walked twice in the same game, the second walk is a two-base walk regardless of sex/gender. The kicker will advance to 2nd base and the base runners will advance accordingly.

13. Foul Balls

- 13.1. Foul and Strikes are counted towards the same total.
- 13.2. Any combination of 4 strikes and/or fouls is an out.
- 13.3. A foul is:
- 13.3.1. A kick landing in foul territory.
- 13.3.2. A kick that hits the kicker above the waist before leaving the kicking box.
- 13.3.3. A kick that goes foul prior to passing 3rd or 1st base and not touched by a player. Once a ball is foul, it cannot become fair again.
- 13.3.4. Any ball that is contacted by the kicker more than once before leaving the kicking box. This is called a "double kick" and the ball is dead once the ball hits the ground. If a "double kick" is caught before it hits the ground, it is an out.

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- 13.3.5. The ball will always determine whether the kick is foul or fair. When a fielder prevents the umpire from making a clear call, the fielder's positioning will determine whether the kick was foul or fair. Fielders cannot extend foul or fair territory.
- 13.3.6. A ball kicked by a male kicker that does not reach the 1st to 3rd base line (encroachment line A), this only occurs when the ball is not touched by the fielding team and comes to a stop before passing the 1st to 3rd base line (encroachment line A).

14. Running

- 14.1. Runners must stay within four feet of the baseline but may run outside four feet during a natural running arc.
- 14.2. Fielders must stay out of the baseline at all times **except when a fielder is making a safe play on the ball.** 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.
 - 14.2.1. **First Base Exception: Runners should have direct access to the orange safety base at first base at all times. The only exception is when a player is making an active play on the ball in a safe manner.**
 - 14.2.2. **If there is an active play for the ball that brings a fielder into the line of the base path that may lead to contact between the runner and the fielder and the runner moves to avoid contact with the fielder then the runner will be called safe, unless the fielder is playing a fly ball before hitting the ground.**
 - 14.2.3. **If a runner initiates contact with a fielder that is in the base path making an active play on the ball that could have been avoided the runner will be out.**
 - 14.2.4. **The safety of both the runner and fielder is the main goal, umpires will have final say in any situation under 14.2 and will make the final call based in regards to the safety of all players.**
- 14.3. Any intent by the runner to interfere with a defensive player will render the runner out. Intent is at the discretion of the Home Plate Umpire.
- 14.4. No leading off or stealing. Runners can only advance after the ball is kicked. A runner off a base when the ball is kicked is out. If/When that out is the 3rd of the inning, the same kicker that was at bat will start the next inning with a new count.
- 14.5. Runners may advance after a kicked fly ball is touched by the defense to advance to the next base. Tag-up may occur after the ball is touched (first touch) by a defensive player. The runner does not have to wait to tag-up until the ball is caught.
- 14.6. Runners may advance once a foul ball is touched if it ends in a catch. If the foul ball is touched but not caught, the play is dead, and the runners will return to their original bases.
- 14.7. Runners may overrun first base through the orange safety base.
 - 14.7.1. The runner can run through the white base if they are rounding to 2nd.
 - 14.7.2. If the runner runs through 1st base and into fair territory, they become a live runner and can be tagged out by the defense.
 - 14.7.3. If the runner runs through the white base and not the safety base, they are a live runner and can be tagged out by the defense unless forced to the white base by the defender.
 - 14.7.4. If the base runner is forced into fair territory by a defensive player. The intent of the runner is then at the discretion of the Umpire.
- 14.8. **THE OVERTHROW RULE:**
 - 14.8.1. **An "Overthrow" is any throw that is thrown approximately 15 feet or more outside the field of play. The play will be called dead by the umpire, and runners will advance accordingly. If an overthrow is thrown and a fielder is able to gain control or make an active play on the ball within the approximate 15 feet, then the ball is considered to still be a live ball.**

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14.8.2. An “Overthrow” at first base will be ruled as a “Ground Rule Double”. A ground rule double is a rule that awards two (2) bases from the “Time of Pitch” to all baserunners including the batter runner, as a result of the ball leaving the field of play after being hit fairly.

14.8.3. In the event of an overthrow at third base or home plate, All runners will get two (2) additional bases beyond the base that they have already achieved.

14.8.3.1. The base a runner is attempting to gain is NOT an “Achieved base.”

14.8.4. Once the runner reaches the “furthest allowed base” on the overthrow, the play is dead and the runner may not advance further.

14.9. Running past another runner is not allowed. Any runner that passes another runner is out.

15. Outs

15.1. Three (3) outs by a team completes a half inning.

15.2. Any combination of 4 strikes or fouls is an out.

15.3. A runner touched by the ball while not on base and the ball is in play.

15.3.1. A runner is not forced off a bag until a kicked ball touches the ground in fair territory. There is no infield fly rule.

15.3.2. A fielder may throw a ball at a runner’s shoulders or below. Runners hit in the neck or head by the ball are safe unless they were sliding or purposely using their head or neck to contact the ball. This is at the discretion of the Umpire.

15.4. A kicked ball (fair or foul) that is caught in the air. Catching a ball that has bounced off the fence is not an out.

15.5. A fielder in possession of the ball while tagging the base.

15.5.1. A ball that is caught by a fielder touching a base that a runner is forced to before the runner arrives is an out.

15.5.2. A fielder throwing the ball at a base is not an out.

15.6. A runner off their base when the ball is kicked.

15.7. A runner touched by any other player or base coach from their team.

15.8. The first baseman must place their foot on the white base to make an out. Catching the ball and tagging the orange safety base does not constitute an out. Fielders should not impede the runner’s access to the orange base.

15.9. If a runner displaces a base while sliding, the position of the base remains the same. The runner must maintain contact with that spot on the ground. The fielder may tag the runner for an out if the runner does not have contact with the original base location. Umpires and base refs will help determine whether the tagged runner is safe or out.

16. Catcher’s Positioning

16.1. Teams must field a catcher

16.2. The catcher’s zone is:

16.2.1. The catcher must always stand behind the kicker until the ball is kicked.

16.2.2. The catcher can play behind the kicking box but must enter the field of play through the front of the kicking box.

16.2.3. The front of the catcher must always remain behind the front of the kicker before the ball is kicked.

16.3. The catcher may not restrict the kicker’s motion.

16.4. The kicker may not induce contact with the catcher. If the umpire determines that a kicker is inducing contact, the kicker will be given a strike on that pitch, no matter the original call.

17. Encroachment

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- 17.1. Encroachment Line A: An invisible line from 1st to 3rd base.
- 17.1.1. No fielder, besides the catcher, can be in front of this line before a ball is pitched.
 - 17.1.2. When the kicker is male, fielding players may advance past Encroachment Line A after the ball is released from the pitcher's hand.
 - 17.1.3. When the kicker is female, only female fielding players may advance past Encroachment Line A after the ball is released from the pitcher's hand.
 - 17.1.4. Violation of 17.1.1, 17.1.2, and 17.1.3 shall permit the kicking team the option of taking the result of the play or taking two balls in the count.
- 17.2. Encroachment Line B: Cones will be set up 28 feet from home plate measured along the baseline from home plate to 1st base and home plate to 3rd base, the invisible line connecting the cones shall be Encroachment Line B.
- 17.2.1. Fielders shall not cross Encroachment Line B until the kicker makes contact with the ball.
 - 17.2.2. Violation of 17.2.1 shall permit the kicking team the option of taking the result of the play or taking two balls in the count.
- 17.3. Catcher's encroachment occurs when the catcher crosses in front of the kicker or is positioned outside the catcher's zone prior to the ball being kicked. Catcher's encroachment also occurs when the catcher enters the field of play outside of the kicking box.
- 17.3.1. In these events, the kicking team shall have the option of taking the result of the play or taking two balls in the count.
 - 17.3.2. Catcher encroachment cannot be called when the kicker stops forward motion to force the catcher to make contact before the ball is kicked.
- 17.4. Fielder's encroachment occurs when any fielder, besides the catcher, is positioned in foul territory before the ball is kicked.
- 17.4.1. In this event, the kicking team shall have the option of taking the result of the play or taking a ball in the count.

18. Play Ends

- 18.1. When the pitcher has the ball in control and on the mound. Runners may only advance to the base they were running towards when the pitcher has the ball in control and on the mound. The mound extends in 12' in all directions from the pitching strip.
- 18.2. A runner intentionally touches or stops the ball (the runner is out).
- 18.3. Interference is when any non-fielder, runner, or non-permanent object touches the ball. Any time there is interference, play automatically ends and runners proceed to the base to which they were headed.
- 18.3.1. **Base refs are considered to be a part of the field. If a ball comes into contact with a base referee then the ball is considered a live ball.**
 - 18.3.1.1. **Base referees are not allowed to intentionally initiate contact with a live ball, if this occurs they are considered a non-fielder and rule 18.3 will be used. Repeated intentional contact will receive a warning and the referee's team could be penalized.**

19. Mercy Rule

- 19.1. Regular season games:
- 19.1.1. 10 run mercy rule after the completion of the 3rd inning
 - 19.1.2. It is the option of the losing team to continue play after the 10-run mercy rule has been reached
- 19.2. Playoff games:
- 19.2.1. Mandatory 10 run mercy rule after the completion of the 3rd inning.

20. Injuries and Substitutions

- 20.1. In cases of injury, time can be called once the play is completed.

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- 20.2. If a player is removed from the lineup due to injury or ejection, the kicking order will remain the same and that player will just be passed over without an out.
- 20.3. The umpire and captains must be notified when a player has been removed from the lineup due to an injury.
- 20.4. The pitcher and catcher positions may only be replaced once per inning each unless injury forces another substitution.
- 20.5. Runners can be substituted once the runner safely reaches a base and the play is completed. A player can only be substituted twice, with the second substitution permanently removing the substituted player from the game. This substitution is for injuries only. If the umpire determines that the substitution was made to create a competitive advantage, the runner/kicker is out.
- 20.5.1. **Injury** substitutions may only be made with the last recorded out by a player of the same sex.

21. Standings

- 21.1. Standings are updated after each completed week and will be ranked using the following formula:
winning percentage (numbers of games played divided by total wins)
- 21.2. Tie-Breaking after calculating winning percentage will be done as follows:
- 21.2.1. Heads Up Record – the team with the best head-to-head record will take the higher rank.
- 21.2.2. Run Ratio (RR*) – the team with the highest RR* will take the higher rank if H2H does not solve the tie or teams did not/ have not played each other in the regular season.

*** RR is Runs Scored / Runs Scored + Runs Allowed. If a Team wins by more than 10 runs, the RS used for the winning team will equal the losing teams Runs Scored + 10. (i.e. if Game Score is 15-2, the RR will be 12 / 12+2).**

22. Social League Special Rules *All other Texas-Kickball rules apply unless stated below.

- 22.1. Cherry Bombs
- 22.1.1. A cherry bomb is when a kicker picks up the pitched ball and then kicks it.
- 22.1.2. One attempt per team per inning.
- 22.1.3. Ball must be fielded cleanly otherwise it counts as a foul.
- 22.1.4. If an attempted Cherry Bomb is declared a foul, the kicker cannot redo or attempt another cherry bomb until the next inning.
- 22.2. Ladies Night
- 22.2.1. Teams must field a female pitcher.
- 22.2.1.1. The strike zone is widened to 18" from home plate in all directions but not taller.
- 22.2.2. All female players kick at the top of the lineup.
- 22.2.3. Runs scored by female players count double.
- 22.3. Backwards
- 22.3.1. Run the bases in reverse order (3rd – 2nd – 1st)
- 22.3.2. If a kicker starts running toward 1st base incorrectly, they can deviate from the baseline and cut across the field. The kicker is live the whole time and can be tagged out per usual.
- 22.4. Fully Loaded
- 22.4.1. The pitcher will only get one pitch per kicker. The result of that one pitch is the conclusion of that kicker's time at the plate. A strike or foul results in an out, a ball results in a walk.
- 22.4.2. The previous 3 kickers in the line-up will start on 1st, 2nd, and 3rd base. The most recent kicker being at 1st. For the first inning, the bottom of the kicking line-up will start on the bases.
- 22.4.3. There is no inning limit, only a time limit of 55 minutes with no new inning starting after 50 minutes after the hour.