

Youth Kickball Rules

Youth 7th-8th , 5th& 6th , 3rd & 4th 2nd-Kindergarten

1. 10 players – Can put all 10 anywhere on the field but MUST have a catcher.
2. No bunting-umpires discretion could result in a foul ball. (7th & 8th , 5th&6th fields will have bunting arc, if ball doesn't pass it and you are trying to bunt it will be a foul ball.
3. Teams must present a roster.
4. Must follow a batting order.
5. Everyone kicks – even if you have more than 10 players
6. 4 fouls= 1 out 3 strikes=1 out 2 fouls after 2 strikes =1 out
7. No walks
8. Home team determined by coin toss
9. Games will be 30 minutes long – Drop dead time finishes out the inning.
10. Soakie rule – chest or below or runner advances one base
11. No intentional stalling – Umpire will stop the clock.
12. Pitcher can roll ball and bounce it no higher than the kicker's knee.
13. Arguing with the umpire will result in an automatic out.
14. If you choose to slide, you are FAIR GAME to be hit wherever.
15. All balls are fair play unless in foul territory or unplayable.
(woods, spectator interference, road, etc.)
16. Tie Breaker converts to International Tie-Breaker Rules (runner at 2nd and 1 out)
17. All team members must wear a number for identification purposes.
(Markers will be provided to write numbers on shirts if needed)
18. No metal cleats permitted.
19. NO Personal ATV's or Side x Sides are permitted on the Youth Side. We are using Personal Property. We have increased our transport fleet to accommodate large crowds and to avoid congested pathways to the fields.

Colby's Stars Foundation, Inc.