

Youth Kickball Rules

Youth 7th-8th , 5th- 6th , 3rd -4th 2nd-1st & Kindergarten

1. 10 players – Can put all 10 anywhere on the field but MUST have a catcher. (1st & 2nd , Kindergarten may have minimum 7 – 8 players)
2. No bunting-umpires discretion could result in 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 20 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 a warning, 2nd warning you will be ejected from the game, which will result in an out when you were to kick
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. These are general rules, as they will vary from the different age brackets.
20. You must stay on the base until the ball is kicked. If the runner leaves early, that player is out and ball is rethrown. If that was the 3rd out of the inning, the person who was up is 1st the next inning. Also, NO LEADOFFS.