YOUTH KICKBALL RULES
COACH PITCH 10U

The Game:

Kickball is a fun and social game consisting of two teams, bases and a big red ball. Played like baseball, the object is to score more runs than the opposing team. It is played with up to 11 fielders, 6 innings or 55 minutes. In our 10U Coach Pitch Division, each offensive team has a designated coach pitching to their own team.

The Playing Field and Rules:

1) The kickball diamond for juniors is a square with equal sides of 50 feet. The pitching distance from home plate is roughly 38 feet on the exact diagonal between 1st and 3rd base.
   a. The kick line will be a line between home plate and the pitcher’s mound that will stretch across to each baseline. The ball must pass this line to be considered a kick.
2) All participants must respect and obey all rules and regulations pertaining to the respective field used for play during the game.
3) Teams are limited to scoring 6 runs in one inning. After the sixth run of the inning is scored the teams will switch sides regardless of the number of outs.
4) Once the pitcher has the ball in control and on the mound, the play ends.

Equipment:

1) Athletic shoes are required. Metal cleats are not allowed.
2) Each team will receive a kickball, bases, and cones for practice (if requested). NYS will provide all game equipment and balls for games.

Teams:

1) Teams must field at least six (6) players and no more than eleven (11).
   a. All players above 6 on the playing field must play in the outfield.
   b. Each team must have 6 infielders, including a Pitcher and Catcher.
2) All players are required to play half the game and no preference can be given for boys over girls. Please be fair on this point!
3) Each team shall have a coach who will be responsible for the team.
4) Coaches must ensure that:
   a. all team players present must kick
   b. all team players must kick in the written scorebook order
   c. only the Head Coach may dispute calls
5) Each team must field base coaches at 1st and 3rd base during their offensive half-inning.
6) The base coaches will assist in retrieving fouls balls.

Game Play:

1) Regulation games are 55 minutes or six (6) full innings. The game clock should start with the first pitch of the game. When an inning has started, the inning must be completed unless the home team is on offense and leading in runs scored. No new inning will be started after 45 minutes have passed.
2) A game called off after two (2) full innings of play shall be considered a regulation game.
3) A team failing to field at least six (6) players at game time will be allowed to borrow players from the opposing team if available. No forfeits!

Pitching/Catching:

1) Each team while on offense will field a coach to pitch to their players.
   a. The coach that is pitching must not interfere with the defensive play.
      i. If interference is deemed by the referee, the runners will be allowed to advance to the next base, including the kicker.
      ii. Multiple interference calls will result in the referee requiring a new coach to pitch to the offensive team.
   b. The coach may pitch however they wish, but we suggest rolling the ball on the ground directly to the kicker.
2) The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a warning, followed by a free base for the kicker and any runners on base. This foul is called “Encroachment”.
3) Throwing the ball around by infield or outfield players IS NOT ALLOWED, after the first inning.

Kicking:

1) Each kicker will have five (5) pitches to kick a fair ball past the kick line. If they are not able to accomplish this that kicker will be called out. No strike-outs or walks!
2) All kicks must be made by foot.
3) All kicks must occur at or behind home plate.
4) A kick in front of home plate is called a foul.
5) A kicked ball must pass the kick line in order to be considered a legal kick.
6) A ball that is touched by the catcher prior to passing the kick line is considered a foul ball.
7) The kicker is not allowed to stop a pitched ball prior to kicking.

Running:

1) Runners must stay within the base line.
2) Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
3) Neither leading off base, nor stealing a base is allowed. A runner may not leave the base until the ball is kicked. If a runner is leading off during a kick, that runner will be called out.
4) Runners are not to be hit with the kickball in this division. Any runner that is hit with the ball will be awarded the base they’re running toward. This does not apply if the runner is hit with a ball kicked by their team in fair territory. In that case, the runner will be out! Fielders may tag the runner with the ball for an out as well, although the fielder must have full control of the ball at the time of the tag.
5) When a kicked ball is caught, runners must tag up before running to the next base. The runners are allowed to move on the first touch of the ball by a fielder, not necessarily when the ball is caught.
6) All ties will go to the runner. Runners may overrun first base and only first base.
   a. Runners must use the outside “Safety Base” when running to first.
   b. Fielders must use the inside base when making a play at first.
7) There is no infield fly rule protection for base runners.
8) Runners may advance one base on an overthrow: an overthrown ball that travels out the field of play, a runner is awarded one additional base beyond the one originally running toward when the ball was thrown.

Fielders:

1) All fielders must stay out of baseline.
   a. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline.
2) No player may advance forward the 1st – 3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a warning followed by a free base for the kicker and any runners on base. This foul is called “Encroachment”.

Strikes:

1) In Coach Pitch 10U, there are no strikes or strike outs!

Balls:

1) In Coach Pitch 10U, there are no balls or walks!
Fouls:

1) In Coach Pitch 10U, there are no foul outs!

Outs:

1) A count of three (3) outs by a team completes the team’s half of the inning.
2) An out is:
   a. a kicker who doesn’t kick a legal fair ball within five (5) tries
   b. any kicked ball (fair or foul) that is caught
   c. a ball tag on a base to which a runner is forced to run
   d. a runner off of his/her base when the ball is kicked
   e. a runner hit with a ball directly after being kicked by their teammate.

Ball in Play:

1) Once the pitcher has the ball in control and on the mound the play ends.
2) If a runner intentionally touches or stops the ball, the play ends and an out is charged.

Player Positions:

1) If a player is ejected, injured or becomes ill and cannot continue, the lineup will continue in the same formation, less the removed player.
2) The pitcher may only be replaced on the mound once per inning.
3) Courtesy runners may only be used in the case of a true injury. The player being substituted for will not be allowed to re-enter the game at any point. Courtesy runners must be of the same gender as long as the team has more than one girl/boy.

Refereeing:

1) NYS will provide a head official that will referee the game.
2) The home team will provide a 1st base referee parent volunteer to assist the head official.
3) The visitor team will provide a 3rd base referee parent volunteer to assist the head official.
4) The Head Official will make all final decisions on calls.
5) Please make sure all base coach volunteers know the rules as well as possible to aid in the speed of the game and the accuracy of the calls.