

CRUSH KICKBALL RULES

All Division Rules

- Home team is listed first on the schedule and is to occupy the 3rd base dugout.
- There are no forfeits. Teams can borrow players from the opposing team if needed.
- Depending on the number of teams in each division, there may be double-headers or bye weeks.
- All kicks must occur at or behind home plate. A kick in front of home plate is a foul.
- Bunting (making contact with the ball without fully extending the leg) is not allowed.
- The restraining line is 15' (imaginary) arc from home plate.
- First base is the only base that can be overrun.
- A tie is always given to the runner.
- Leading off and stealing are not allowed. Base runners may advance only after the ball is kicked.
- Runners may not pass a runner in front of them or they will be called out.
- Runners must stay in the baseline and fielders must stay out of the baseline. Runners hindered by a fielder shall be safe to the base to which they were running.
- Except on an overthrow, a player may run as many bases as possible until the ball is returned to the pitcher. Play ends when the pitcher has control of the ball on the mound.
- If a kicked ball touches a runner, the runner is out.
- When throwing the ball at a runner, it may not bounce prior to hitting the runner.
- Head and face shots are not allowed. Should a throw hit a runner in the head/face, they will be awarded the base they were running to.
- Only one base is allowed on an overthrow.
- If the 3rd out is a force out and a run scores, the run does not count. Subsequently, if the 3rd out is a tag out where the runner did not have to run and a run scores before the tag out, the run does count.
- If one team is dominating the other by a significant margin, coaches should consider rotating players to different positions to balance the game and maintain a fun and competitive environment for everyone.

5-8 Division Rules

- Bases will be spaced 60' apart.
- 8.5" size ball will be used.
- Games are either 4 complete innings or 60 minutes, whichever is first.
- Everyone on the roster plays offense and defense.
- All players present will kick at least once an inning with their team presenting the same number of players per inning.
- Coaches will pitch to their own team.
- One coach is allowed on the field during defense but they may not touch the ball.
- Positions should be rotated each inning with no more than 7 infielders.
- Outs occur either by force, tag out or catching a kicked ball in the air.
- There are no strike outs or foul outs.
- There is no tag up rule.



CRUSH KICKBALL RULES (continued)

9-11 Division Rules

- Bases will be spaced 60' apart.
- 8.5" size ball will be used.
- Depending on the number of teams in each division, one team may have a double-header or a bye week.
- Games are either 6 complete innings or 75 minutes, whichever is first.
- Everyone on the roster plays defense with no more than 6 infielders.
- Outfielders must stay in the outfield and not play as an extra infielder. Once the ball is kicked they can move in an attempt to field the ball.
- Batting order must be followed and submitted to the opposing team prior to the start of the game.
- Coaches will pitch to their own team.
- Four pitches will be given to each kicker. If they are unsuccessful at kicking a fair ball after four attempts, they will be called out.
- When throwing the ball at a runner to attempt an out, the ball may not bounce first.
- Outs occur either by an unsuccessful plate appearance, force, tag out, catching a kicked ball in the air or throwing out a runner.
- There is no tag up rule.
- There will be a 7 run limit, or 3 outs per inning, whichever is first.
- A mercy rule of 15 runs is in effect after the 3rd inning of play. Upon coach agreement, the game can continue as a "friendly" but the official score reverts back to the time of the mercy rule.
- A new inning shall not be started after 65 minutes. Once an inning has been started, it must be finished.



12+ Division Rules

- Bases will be spaced 60' apart and an 8.5" size ball will be used.
- Games are either 6 complete innings or 75 minutes, whichever is first.
- There is a maximum of 10 players on the field with no more than 6 infielders.
- Outfielders must stay in the outfield and not play as an extra infielder.
- Fielders may throw the ball at a runner to attempt an out, but it may not bounce first.
- This is a kid pitch division. Pitchers will pitch from the 43' mark.
- A strike will be called if the ball touches any part of the inside/outside (1 foot) batter's box.
- A ball will be called if it does not touch the batter's box or bounces higher than the knee.
- If the ball bounces on the plate, it is considered a ball.
- Foul balls are considered strikes, but not the third strike.
- 3 strikes = out, 4 balls = walk.
- Bunting is not allowed and will be considered a ball. Umpires will have 100% discretion regarding calling a kick a bunt.
- There will be a 7 run limit, or 3 outs per inning, whichever is first.
- Outs occur either by an unsuccessful plate appearance, force, tag out, catching a kicked ball in the air, throwing out a runner or by making an out by someone who fails to tag up.
- The tag up rule is in effect.
- A mercy rule of 15 runs is in effect after the 3rd inning of play. Upon coach agreement, the game can continue as a "friendly" but the official score reverts back to the time of the mercy rule.
- A new inning shall not be started after 65 minutes. After an inning has started, it must be finished.