

CRUSH KICKBALL RULES

All Division Rules

- Home team is listed first on the schedule and will occupy the 3rd base dugout.
- There are no forfeits: teams may borrow players only from the opposing team.
- Depending on the number of teams in each division, there may be double-headers or bye weeks.
- All kicks must be made behind home plate; kicking in front of home plate results in a foul.
- Bunting (contacting the ball without fully extending the leg) is not allowed.
- The ball must go past the restraining line which is a 15' imaginary arc from home plate.
- Only first base may be overrun.
- Ties go 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: doing so will result in an out.
- Runners must stay in the baseline, fielders must stay out of it. A runner hindered by a fielder is safe at the base they were advancing to.
- Except on an overthrow, runners may advance 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 must not bounce before hitting the runner.
- Head and face shots are not allowed. If a runner is hit in the head or face, they will be awarded the base they were advancing to.
- Double plays are allowed in all divisions.
- Only one base is awarded on the first overthrow. However, if fielders continue to overthrow the ball in an attempt to stop the runner, the runner may continue advancing until the ball is under control by the pitcher on the mound.
- If the third out is a force out and a run scores, the run does not count. However, if the third out is a tag out where the runner was not forced to run and a run scores before the tag out, the run counts.
- If one team is dominating by a significant margin, coaches are encouraged to rotate players to different positions to balance the game and maintain a fun, competitive environment for all.

4-6 Division Rules

- Bases will be spaced 50' apart.
- 7" size ball will be used.
- Games will either be 4 complete innings or 60 minutes, whichever comes first.
- Everyone on the roster plays both offense and defense.
- All players present will kick at least once per inning, with each 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 may not touch the ball.
- Positions should be rotated each inning; with no more than 7 infielders.
- Outs occur by force, tag out, or catching a kicked ball in the air.
- There are no strike outs or foul outs.
- The tag-up rule does not apply.



CRUSH KICKBALL RULES (continued)

7-10 Division Rules

- Bases will be spaced 60' apart.
- An 8.5" ball will be used.
- Games will consist of 6 complete innings or 75 minutes, whichever is first. A new inning may not be started after 65 minutes. However, once an inning begins, it must be completed.
- Everyone on the roster plays defense with no more than 6 infielders.
- Outfielders must remain in the outfield and may not play as extra infielders. Once the ball is kicked, they may move in to field it.
- Batting order must be followed throughout the game.
- Coaches will pitch to their own team.
- Each kicker will receive four pitches. If they are unsuccessful at kicking a fair ball after four attempts, they will be called out.
- Three outs per inning can occur through an unsuccessful plate appearance, a force out, a tag out, catching a kicked ball in the air, or throwing a runner out.
- The tag-up rule does not apply.
- Each inning is capped at 7 runs per team, except for the final inning.
- The umpire will declare when the final inning begins and announce the "last inning open rule" meaning teams can score an unlimited number of runs. This allows for comebacks and makes the game more competitive, even if a team is down by more than 7 runs.



11+ Division Rules

- Bases will be spaced 60' apart.
- An 8.5" ball will be used.
- Games will consist of 6 complete innings or 75 minutes, whichever is first. A new inning may not be started after 65 minutes. However, once an inning begins, it must be completed.
- A maximum of 10 players are allowed on the field, with no more than 6 infielders.
- Outfielders must remain in the outfield and may not act as extra infielders.
- Fielders may throw the ball at a runner to attempt an out, but it must not bounce before hitting the runner.
- This is a kid pitch division with pitchers rolling from the 43' mark.
- A strike will be called if the ball touches any part of the inside or outside (1 foot) of the batter's box.
- A ball will be called if the pitch 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.
- Four foul balls are considered an out, three strikes result in an out, and four balls result in a walk.
- Bunting is not allowed and will be considered a ball. Umpires have full discretion in determining whether a kick is a bunt.
- Three outs per inning can occur through an unsuccessful plate appearance, a force out, a tag out, catching a kicked ball in the air, throwing a runner out, or a failure to tag-up.
- The tag-up rule is in effect.
- Games will consist of 6 complete innings or 75 minutes, whichever is first. A new inning may not be started after 65 minutes. However, once an inning begins, it must be completed.
- Each inning is capped at 7 runs per team, except for the final inning.
- The umpire will declare when the final inning begins and announce the "last inning open rule" meaning teams can score an unlimited number of runs. This allows for comebacks and makes the game more competitive, even if a team is down by more than 7 runs.