

CRUSH KICKBALL RULES

All Division Rules

- An 8.5" ball will be used for all divisions.
- Home team is listed first on the schedule and will occupy the 3rd base dugout.
- There are no forfeits: teams may borrow players from the opposing team only.
- Based on division size, teams may have double-headers or bye weeks to keep the schedule balanced.
- 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.
- A kicked ball must travel beyond the 15-foot restraining line (an imaginary arc from home plate) to be in play.
- Only first base may be overrun.
- Ties go to the runner.
- Leading off or stealing is prohibited; runners may advance only after the ball is kicked.
- Runners may not pass another runner in front of them; doing so results in an out.
- Runners must stay in the baseline, while fielders must stay out of it. If a runner is hindered by a fielder, the runner 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 and 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.
- On the first overthrow (a ball thrown to the base the runner is advancing to), the runner is awarded only one base. If fielders continue to overthrow the ball in an attempt to stop the runner, the runner may keep advancing until the pitcher has control of the ball on the mound.
- A ball thrown at a runner is not considered an overthrow.
- Any kicked ball that lands or rolls into a designated outfield zone or beyond (e.g., another team's playing field, under the fence) is considered an automatic double. The kicker advances directly to second base, and all base runners may advance accordingly.
- If the third out is a force out and a run scores, the run does not count. If the third out is a tag out on a runner who was not forced to run, and a run scores before the tag, the run counts.
- If a ball is overthrown and lands in the stands or any out-of-play area while attempting to throw a runner out, it is considered a dead ball. The runner will be awarded one base beyond the last base they had established at the time of the throw.
- 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.



CRUSH KICKBALL RULES (continued)

4-8 Division Rules

- Bases will be spaced 50' apart.
- One coach is allowed on the field during defense but may not touch the ball.
- Games will consist of 5 complete innings or 60 minutes, whichever is first. A new inning may not be started after 50 minutes. However, once an inning begins, it must be completed.
- Everyone on the roster plays offense and 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 the ball.
- Batting order must be followed throughout the game.
- Coaches will pitch to their own team.
- There are no walks in this division.
- If a kicker fails to put a ball in fair play after four attempts, they are 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 5 runs per team, except for the final inning.
- The umpire will declare when the final inning begins. During this inning, the "last inning open rule" applies, meaning teams can score an unlimited number of runs. This rule allows for comebacks and keeps the game competitive, even if a team trails by more than five runs.



9 (and older) Division Rules

- Bases will be spaced 60' apart.
- 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. Once the ball is kicked, they may move in to field the ball.
- In this division, players serve as pitchers, rolling the ball from the 40-foot mark.
- A strike is called if the ball touches any part of the inside or outside edge of the batter's box.
- A ball is called if the pitch does not touch the batter's box, if it bounces higher than the kicker's knee, or if it bounces on the plate.
- 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.
- The tag-up rule is in effect.
- 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.
- Each inning is capped at 7 runs per team, except for the final inning.
- The umpire will declare when the final inning begins. During this inning, the "last inning open rule" applies, meaning teams can score an unlimited number of runs. This rule allows for comebacks and keeps the game competitive, even if a team trails by more than seven runs.