

ACPS Finding Fit Kickball Tournament Rules

All games will be 25 minutes in length or four complete innings, whichever comes first. If the time limit runs out mid-game, the game ends after the home team bats.

Ties will be played out until there is a winner.

1. Kicks must be made with the foot or the leg below the knee (do-over if not).
2. Runners can advance only when the ball is kicked – no leading or stealing
3. Throwing the ball at the runner when he/she is in between bases is permitted, but if it strikes the runner in the head or neck, the runner is deemed safe at the next base. The only exception to this is if the runner is sliding, at which point head or neck shots result in an out.
4. One base is granted to runners on an overthrow where the ball enters foul territory.
5. Three strikes and you are out. There is no “strike zone,” and there are no “balls.” Strikes occur when the kicker swings and misses or kicks a foul ball prior to the third strike. Foul balls do not count as strikes for the 3rd strike.
6. Fair Kick vs. Foul Kick—
 - A ball hitting the ground in fair territory deeper than the imaginary line between first and third is considered fair.
 - A ball that lands anywhere short of the imaginary line and goes foul prior to the imaginary line is considered foul.
7. Play ends when the pitcher has control of the ball on or near the pitching spot.
8. Bunting is permitted. The catcher must stay behind the plate until the ball is kicked.
9. A maximum of five runs can be scored per half-inning.
10. A good time MUST be had by all!