

IRHA Kickball Tournament Rules

This event is a fundraiser, and the intent is that all participants and spectators have fun. Unsportsmanlike conduct will not be tolerated.

General Rules

- Games will last 6 innings, of 3 outs per side, or 60 minutes, whichever comes first. No new inning will be started after 50 minutes.
- There is a 15 run mercy rule after 4 innings, and a maximum of 8 runs can be scored per inning.
- Teams will play with 8 fielders, with a minimum of 3 women.
- All players may kick but must use a male/female, or male/male/female order.
- There will be 1 umpire per game. **All umpire's decisions are final!**

Pitching/Catching

- Pitching must be underhand and of "moderate" speed.
- The ball may not bounce, spin, or curve, or it will be considered a ball.
- Each kicker will have a 3 pitch limit, including one courtesy foul.
- The pitcher, and all other infielders, must remain at or behind the pitcher's strip (a line running from 1st to 3rd base) until the ball is kicked. If a fielder crosses this line prior to the ball being kicked, the pitch will be considered a ball.
- The catcher must remain behind home plate until the ball is kicked
- An encroachment line 150 feet from home plate will be used for outfielders. No outfielder may advance past this line until the ball has been kicked.

Kicking

- The ball must be contacted at or behind home plate.
- No bunting is allowed – the ball must cross the pitcher's strip to be considered in play.

Strikes

- A strike is:
 - Any pitched ball within the strike zone that is not kicked.
 - Any attempted kick that misses the ball.
 - Any ball that the kicker makes contact with in front of home plate.

- 2 strikes will be considered an out.
- 3 fouls will be considered an out.

Balls

- A ball is:
 - Any pitch outside the strike zone.
 - Any pitch that bounces, curves, or spins.
 - Any kicked ball when an infielder is in front of the pitcher's strip.
 - Any pitch when the catcher is within 3 feet of home plate before the ball is kicked.
- 2 balls will result in a walk.

Outs

- 2 strikes against a kicker
- The runner is touched by a ball at any time they are not in contact with a base. This includes if the ball contacts a fielder prior to touching the runner. Contact above the shoulders is not allowed, and is not considered an out.
- A runner leaving a base prior to the kicker contacting the ball.
- Any kicked ball that is caught before hitting the ground.
- A fielder in possession of the ball touching a base ahead of the runner, in the case of a "force" play.

Running

- No stealing.
- Fielders must stay out of the path of the runner. If a fielder interferes with a runner, the runner will be awarded the base to which they were advancing.
- Any runner struck above the shoulders will be awarded the base to which they were advancing.
- Runners may attempt to tag-up, but they may not leave the base until after the ball is caught.
- Runners may not advance once the pitcher has control of the ball on the mound.
- If a ball is thrown outside the field of play (over the fence) all runners will advance 1 base.