

CAPITOL SQUARE KICKBALL RULES

1) The Playing Field

- The kickball diamond is a square with equal sides of 60 feet
- The pitching strip is at the center of the diamond (directly aligned on the first and third base diagonal)
- The strike zone extends to one foot on either side of home plate

2) Teams/Captains/Rosters

- Teams will field no less than eight (8) players and no more than ten (10)
- Teams will consist of at least four (4) male and four (4) female players at all times
- Each team has a Captain (or Co-Captains) who will be responsible for said team.
- The captains must ensure that:
 - a. Their team kicks in a written order alternating male, female or female, male
 - b. All present team members kick before the top of the order
 - c. Their team plays with sportsmanship, respect and candor
 - d. Only the captain and co-captain may dispute calls made by the referees
 - e. All disputed calls will be appealed to the Head Referee only
- All players must be on a team roster
- All players must sign a release and waiver before playing
- All team members must be at least 18 years old

3) Officials

- Games are officiated by two (2) referees:
 1. The Head Referee: Governs all game play, issues final ruling on all calls.
 2. First Base Referee: tracks outs and foul balls; aids the Head Ref with disputed calls.

4) Kicking/At the Plate

- All kicks must be made by foot
- All kicks must occur at or behind home plate
- Kicking order will alternate by gender (male/female or vice versa)
- Bunting is not allowed (bunts are based on the kicker's intent as interpreted by the Refs)
 - a. All bunts count as both one (1) strike and one (1) foul ball
- Homeruns
 - Any kick that clears the benches and hedges on the fly
 - Any kick that clears the granite sidewalk and trees (or fountain) on the fly
 - Any kick that bounces off a fielder and over the benches/trees on the fly
- Ground Rule Doubles
 - Any kick that bounces before crossing the designated homerun areas
 - Irretrievable Balls: a kick landing in the hedges, flowers, stairwell, etc.
 - A fair kick hitting a tree limb, light or sign post before touching the field or a player
 - Base runners are awarded one (1) base only after a Ground Rule Double
- Fouls
 - A foul kick is called as followed:
 - a. Any kick landing out of bounds
 - b. Any kick landing in bounds and traveling out of bounds before reaching the bases
 - c. Any kick not traveling past home plate

5) Pitching/Catching

- The pitcher must roll the ball smoothly to home plate (No “*Bouncies*”).
- A “*Bouncie*” will be re-rolled (it will not count as a strike or ball).
- All pitches must be rolled at a reasonable speed.
- The pitcher must stay behind the pitching strip until the ball is kicked.
- All pitches will be rolled to a catcher (positioned directly behind the kicker).
- No player may advance forward of the pitching strip until the ball has been kicked.
- The play stops once the ball is in the pitchers hands. Runners cannot advance until the next pitch.
- Strikes: A strike is a pitch rolled within the strike zone not kicked (or missed) by the kicker.
- Balls
 - A pitch outside of the strike zone
 - A fielder moving towards home plate before the ball is kicked

6) Outs

- Outs are called as followed:
 - a. Three strikes or four foul kicks per “at bat”
 - b. A runner touched or hit by the ball after a kick
 - c. A runner touched or hit by the ball while running the bases
 - d. A runner who touches the ball at any time the ball is in play
 - e. A ball tag on the base to which a runner is forced to run and does not
 - f. A runner caught off of the base before the ball is kicked
 - g. Any kicked ball (fair or foul) caught before it hits the ground

7) Running: On the Bases

- Runners must stay within base line (Fielders must try to stay out of baseline).
- Runners hindered by fielders within the base line will be called safe.
- Blocking of the bases is not permitted. Called blocks result in a safe call.
- All “ties” or “close calls” are awarded to the runner.
- No leading off or stealing bases is allowed.
- Runners must have at least one foot on base until the ball is kicked.
- Runners struck in the head or neck with ball will be ruled safe.
- If the runner intentionally uses his/her head to block ball, the runner will be called out.
- Runners may over run first base.
- Runners may not pass another runner while on the basepad.
- Intentional sliding is not permitted and will result in an automatic out.

8.) Player Conduct

- Referees may eject any player for unsportsmanlike conduct or unruly behavior.
- Players will receive one (1) official warning, the second results in an ejection.

9.) Additional Notes

- Cleats are not allowed on the Statehouse lawn.
- Rain-outs will be made up, schedule permitting.
- Any game cancellations will be reported to the team captains by 2:30 p.m. on game day.
- Eight (8) runs in a inning ends the inning for the kicking team.
- Games will be scored by completed innings only and average 40-45 minutes in length.
- HAVE FUN. Thank You for your cooperation and good sportsmanship.