



# **PGCBGC CO-ED YOUTH KICKBALL LEAGUE**

“COME KICK IT WITH PGCBGC!”

**Kickball Age Groups:** 6U 8U 10U 12U 14U

**Player Eligibility:** (6U – 14U) age is set by player’s age on **July 31<sup>st</sup>** of the Calendar year.

**Player Age Verification Methods:** All Government Issued ID’s / League Sanctioned ID’s

## **Equipment:**

**Apparel:** Athletic shoes/all-purpose rubber cleats are recommended.

**Metal cleats are not allowed.**

**Ball Sizes:** Teams are required to provide sanctioned Rubber Playground balls for game.

## **Sanctioned Balls**

### **8.5-inch Rubber Playground Balls**

WAKA Official Kickball Youth 8.5” / Mikasa P850K / Voit Red 8.5”

Rubber bases and cones can be used to make up the field.

## **Description and Purpose**

Kickball is a simple, fun game consisting of two team and played like baseball, the object is to score more runs than the opposing team. It is played with up to minimal of 8 to 10 fielders, 6 innings or 60 minutes, 2 base coaches, 1 umpire, no “bouncies”, no head shots, and a one base on an overthrow.

Age groups are 6U, 8U, 10U, 12U 14U. Player eligibility is set by player’s age on July 31<sup>st</sup> of calendar year. PGCBGC places an emphasis on basics, fundamentals, sportsmanship, and youth leadership skills. The idea is to provide knowledge of the game and our core principles that will stay with youth later in life and to provide youth with confidence, so they will learn how to provide healthy competition, not destroy one’s confidence while participating in athletics.

## **General Rules**

- Games will be played at multiple field locations throughout Prince George’s County.
- Certified Officials and Umpires will be provided and only 1 Official for per game is needed. Umpires will be assigned by the PGCBGC. All calls on the field should be honored. If there is a question regarding a ruling on the field, a timeout can be requested once the play has stopped, and time is called.
- An umpire’s judgement should not be questioned. A clarification on a ruling can be requested. All official protests must be logged with the PGCBGC offices in Greenbelt.



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- If no Kickball official arrives for a scheduled game, an individual(s) may be used to officiate the game. If the game is started with a volunteer official, it must be completed with that official(s) unless the assigned kickball official arrives.
- Scorekeeping: Each team will have a scorekeeper as selected by the Head Coach. The home team will be the official scorer for each game. Scorekeepers must maintain their own team's score sheet and be aware of the other team's players and score. After each half inning, the scorekeepers shall meet and reconcile their scorebooks.
- Play-Offs are single elimination and one championship game for each division. Play-Off format and number of teams to be determined later in the season. In the event of a tie score at the end of a play-off game, additional innings will be played until a winner is declared.
- Inclement Weather: If inclement weather occurs for the scheduled games, coaches and parents should call the PGCBGC weather line (301-927-0822) for updates on field playing conditions. If the county weather line does not state “all games are cancelled” or games are cancelled for the field at which your game is scheduled, the coaches shall meet at the field to make a positive playing determination at that time. Any team that does not appear will forfeit the game

## Playing Field

The Kickball diamond is a square with equal sides of 60 feet (approximately 20 paces). The pitching mound is 42 feet from home plate in the center of the diamond. Corner to corner measurement through the pitching mound is 84 feet.

**In the 6U Division, the playing field base distance is 50 feet and pitching rubber distance is 30 feet.**

- The strike zone extends from 1 foot on either side of home plate, and 1 foot high.
- All participants must respect and obey all rules and regulations pertaining to the respective field used for play during the game.
- Once the pitcher has the ball in control and on the mound, the play ends.
- Designated runners, courtesy runners, and designated kickers are not permitted in kickball, unless an injury occurs.

## Teams

- Teams shall consist of a maximum of **10 players** on the field and a minimum of at least eight (8) players at all times. **The 6U Division will field eight (8) players.** There is no maximum to the number of players on your team roster.
- Teams must wear consistent colors and/or jerseys and not match the opposing team.
- Teams shall have at least 1 coach who will be responsible for the team.
- Coaches must ensure that: All team players present must kick, and any player not in the starting lineup must report as a substitute prior to kicking. The original player may re-enter the game but only for that player in the written score-book order.



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- Only the Head Coach may dispute calls; Each team may have up to (3) Coaches: A dug out coach, first base coach and third base coach; The base coaches will assist in retrieving fouls balls.

## Game Play

- Regulation games are 60 minutes or six (6) full innings, whichever comes first. When game time has reached sixty minutes, no new innings will be started. Unlike baseball, there are no extra innings, the game can end in a tie. The game clock should start with the first pitch of the game.
- Mercy Run rules will be in effect as follows: Teams are limited to scoring 10 runs in one inning. After the tenth run of the inning is scored the teams will switch sides regardless of the number of outs. If a team leads by fifteen (15) runs or more after four innings the game will be declared over.
- A game called off after four (4) full innings of play shall be considered a regulation game.
- A team failing to field at least eight (8) players at game time will forfeit the game or play with a “ghost” out. A forfeit shall count as a loss.
- Each team will be allowed two (2) one-minute timeouts per game.

## Pitching/Catching

- No “bouncies”. A pitch that is higher than one foot at the plate, and called as such, results in a ball. Pitching must be made underhand. No side-arm pitching is allowed. **In the 6u Division the OFFENSIVE COACH will be allowed to pitch to their players. In the 8U Division the pitcher will be allowed to pitch with two hands.**
- The pitcher must remain in contact with or 2 feet in front of the pitching line until the ball is kicked. Failure to do so results in a ball.
- The catcher must field directly behind the kicker and may not impede the Kicker's vision or cross home plate before the ball is kicked. Failure to abide by this rule results in a ball.
- When the pitcher takes the pitching rubber for the first inning, he/she will be allowed three (3) warm up pitches. After the first inning, the pitcher is permitted only one warm-up pitch between innings, unless a new pitcher is starting the inning. New pitchers are allowed 3 warm-ups.

## Kicking

- All kicks must be made by foot or leg below the knee.
- All kicks must be taken at or behind home plate.
- A kick in front of home plate is called a foul.
- Bunting by either gender is not allowed. All kicks must reach a line that is 10 feet from the plate. The ball must stay at or beyond the line to be fair.
- Kickers may not stop the ball with their foot and then kick it. If this type of “Double-Kick” occurs, the kicker is out.



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## Running

- Runners must stay within the base line.
- Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
- Leadoffs or stealing a base are not allowed. A runner leading off base before the ball is kicked is out.
- Runners cannot be hit above the chest/shoulder line. Any runner hit above the shoulders/chest line is considered safe. **In the 6U Division throwing the ball at the runner is not allowed.**
- If the runner intentionally uses the head to block the ball, the runner is out.
- All ties will go to the runner. Runners may ONLY overrun first base.
- Runners may advance one base on an overthrow: an overthrown ball that travels out the field of play, a runner is awarded one additional base beyond the one originally running toward when the ball was thrown.

## Fielders

- All fielders must stay out of baseline. Fielders trying to make an out on base may have their foot on base but must lean out of the baseline.
- Defensive players may also throw the ball at a base runner to get them out. When a base runner is struck with a ball thrown by a defensive player, the base runner is out even if the ball bounces before it hits the runner.
- No player may field in front of the pitcher other than the catcher, and no baserunners can advance forward until the ball is kicked.
- There are no restrictions on fielder positioning provided they are situated behind the first to third base diagonal line.

## Strikes

- A count of three (3) strikes constitutes an **OUT**.
- A strike is a pitch within the strike zone either not kicked, or else missed by the kicker.
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## Balls

- A count of four (4) balls advances the kicker to first base.
- A ball is: a. A pitch outside of the strike zone b. An illegal bouncy (pitch more than two bounces) c. Any fielder or pitcher advancing on home plate before the ball is kicked d. Any catcher crossing home plate before the kicker or failing to field behind the kicker.



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## **Fouls**

- A count of three (3) fouls constitutes an out, fouls also count as strikes.
- A foul is:
  - a kick landing out of bounds
  - a kick landing in bounds but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play)
  - a kick in front of home plate d. A kick that does not meet the minimum kick requirement distance of 10 feet

## **Outs**

- A count of three (3) outs by a team completes the team's half of the inning.
- An out is: a. a count of three (3) strikes or (3) fouls b. a runner touched by or touching the ball at any time while not on base c. any kicked ball (fair or foul) that is caught d. a ball tag on a base to which a runner is forced to run e. a runner off his/her base when the ball is kicked
- All throw outs must be below the shoulder/chest line. Any intentional head shots, the runner will be awarded an extra base, and the player throwing the ball will be warned. If the same player does it again, the player will be suspended for the remainder of that game.

## **Ball in Play**

- Once the pitcher has the ball in control and on the mound the play ends.
- If a runner intentionally touches or stops the ball, the play ends and an out is charged

## **Designated Runner/Player Positions**

- In case of injury or illness, a time-out may be requested for player removal and replacement. If the player later returns to play, he/she must be inserted in the same kicking order position previously held.
- The pitcher may only be replaced on the mound once per inning.

**League Scoring**

**Win= 2 points**

**Tie= 1 points**

**Loss = 0 points**

**Playoffs Top 2 per conference / Top 4 teams in a division will make the playoffs.**

Playoff seeding will be determined by League Scoring Point totals

**The World Kickball Association (WKA) Rules will govern play in conjunction with the PGCBGC Ground Rules and the PGCBGC Official Kickball Rules.**