

Mrs. Smith's Kickball Rules

1. You must touch each base. If you do not touch a base and go to the next base you are out.
2. Time goes to the runner (TIE).
3. No 2 team mates on a base at the same time, the person who forgot to run is out/or the person who did not look to see if base was empty is out.
4. Bat around – all players get to bat one time, if teams are uneven the first person on the team gets to bat twice on the team with the least amount of teammates, next time it is the next person in the batting order. The second inning teams only get 3 out and then take field positions. Both teams must bat the same amount of innings to determine final winners.
5. Each time a batter comes up to bat the team rotates positions. That is pitcher, rotates to 1st base, to short field(between 1st & 2nd base), to 2nd base to short field(between 2nd & 3rd), to 3rd base, to outfield ,Left field behind 3rd & 2nd bases, to center field (behind 2nd base), to right field(behind 2nd & 1st) then to catcher behind home plate then to pitcher. If there are not enough players to have an outfield the short field and short stop play outfield.
6. Rotate each position after each batter.
7. Pop up-if caught this is an automatic out for the batter. If you are a runner on a base you must not leave your base until ball is caught. If you are off the base when the ball is caught you must tag up (touch the base again) then you can run to the next base. You must be aware that any team mate on the base you are running to is also running to the next base. No team mates may be on the same base at the same time.
8. No sliding this is an automatic out.
9. No leading. No stealing bases.
10. One base on an overthrow that goes out of bounds (usually 1st, 3rd and home).
11. You can keep running if ball is inbounds and pitcher does not have the ball on the pitcher position.
12. If runner is forced to run to the next base, fielders only need to tag the base and not the runner. If not a force, fielders must tag the runner.
13. All batters must stay behind cone or in designated area and may not interfere in fielders attempt to get runner out. If a batter comes up to the playing area during the play that play is out, always wait till the play is over.
14. Anytime the ball hits the base or the base is tagged before the runner gets there, on a forced run the runner is out.
15. A forced run is anytime there is a runner behind you and you must go to the next base and when you bat you are forced to run to first base.
16. All kicks are from a stationary ball at home plate. Batter kicks the ball and runs to 1st base, if they are safe there they can stay on base and the next batter kicks the ball they need to pay attention to their team mates so you can decide if it is safe to run to the next base.
17. As a fielder you need to know if you get the ball where are you going to throw the ball, if there is a runner coming to your area it is best to throw the ball to the base closest to you, as long as your team mate is ready for the ball. If you can tag the runner or the base yourself you can. It is not usually a good idea to throw the ball at the runner if the runner is more than 2 steps away.