

St. Louis ASA - Kickball Modified Rules

Games will be governed using ASA Slow Pitch Rules with the **following modifications** specific to kickball.

Rule 1: Definitions – Only Use Those That Apply

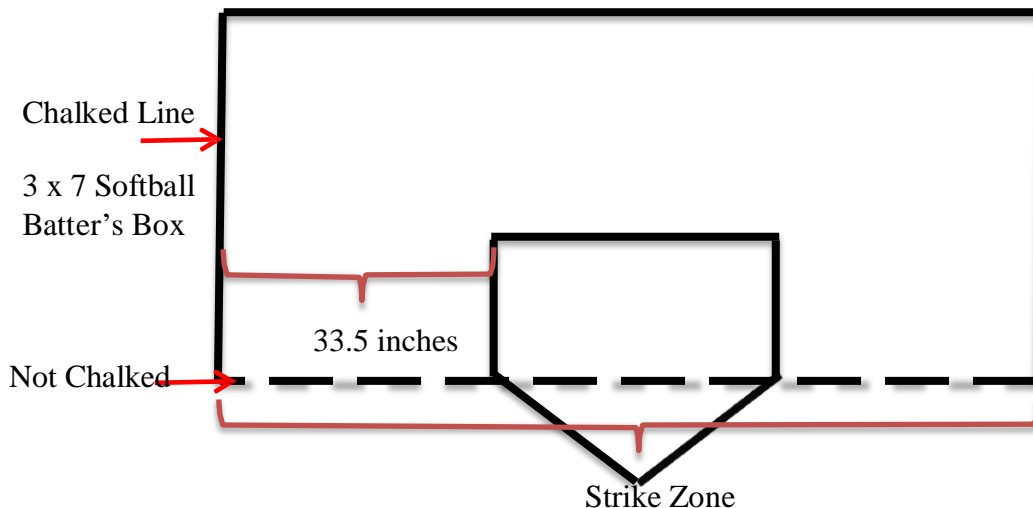
Pegged: When a thrown ball contacts a Kicker-Runner or Runner While Off The Base. Effect: Out

Rule 2: The Playing Field

Section: 1

Bases: 70 Feet
Pitching: 50 Feet
Fences: Permanent

Section: 3C – Batting/Kicking Area – Modified (see drawing below)



Section: 3F – There shall be a 16-foot circle, eight feet in radius, drawn from the center of the pitchers plate.

Rule 3: Equipment

Section 1 & 2: No Bats!

Section 3: Official Ball – 10 inch Rubber Playground Ball

Section 4 & 5: No Glove or Catcher's Equipment

Section 6: Uniform

Shirts – similar in Color – Visible 6 inch (or larger) Number On Back – Each Player Must Have Their Own Number

Shoes – Must Be Worn – No Metal Cleats

Rule 4: Players, Coaches, Substitutes

Section 1 – Players: May have up to 12 Kickers (If Co-ed, 50% must be female); Additional Players Are Subs

- Must Have 8 Kickers to Start/Finish – Anything less than 10 counts as an out each inning.
 - Vacant positions must be listed last in kicking order
 - Once Player Arrives and is Ready To Play, Insert them into Kicking Order in Vacant slot
 - May play “Shorthanded” for any reason, other than ejection.
 - If less than 10 players, each Vacant slot counts as an out each inning.
- Up To 10 Players may play Defense

Section 6 – Substitutes:

- Defense: Free Substitution
- Offense: Kicking Order May Not Change – (If Co-ed, alternate genders)
 - Courtesy Runner – 1 Per Inning / Gender
 - No Outs – Kicker Due Up Last In That Inning / Gender
 - Outs – Last Kicker Of That Gender To Make An Out
 - Unlimited Re-Entry

Rule 5: The Game

Time Limit: No New Inning May Start After 50 Minutes -OR- Seven (7) Innings – whichever comes first. Game May End In A Tie.

Tie-Breaker Guidelines:

May only be used at the end of seven (7) innings, and provided the new inning starts before the 50 Minutes.

International Tie-Breaker: Offensive Team starts with the kicker who is due up last that inning on 2ND Base.

Section 7: Conferences – None Allowed After 45 Minutes Have Elapsed In the Game.

- Offensive – One Per Game
- Defensive – Two Per Game – Limited To 30 Seconds

Section 9: Runs Ahead Rule

20 After 3 Innings

15 After 4 Innings

10 After 5 Innings

Rule 6: Pitching

Sections 1-3:

Starting Position: Inside the Circle

Arm Motion: Underhand, past the front portion of the body

Feet: One foot **MUST** be in contact with the pitchers plate when the ball is released!

Bounce: The ball shall be delivered so that it **ROLLS** on the ground and not bounce higher than the kicker’s knee when in the kicking area.

Effect: Violation of Sections 1-3 results in an illegal pitch. NO RUNNERS ADVANCE!

If the ball is kicked - it’s a live ball and may be played, or may lead to the result of a play.

If the ball is not kicked, the illegal pitch results in a ball.

Section 4: Intentional Walk – Not Permissible

Co-ed: Walking - A Male Kicker is Awarded 2ND Base and Female Gets Option

Section 5: Defensive Positioning

All Players In Fair Territory (as in slow pitch) Except The Catcher Who Must Remain Behind The Kicking Area Until The Ball Is Kicked

Co-ed: Battery – Must Contain A Person From Each Gender.

Section 9: Warm-Up Pitches

Beginning of game / new pitcher – Five (5) Warm-up Pitches

Between Innings – Up To Two (2) Warm-up Pitches

Rule 7: Kicking

Section 3: Position

Kicker must remain behind the home plate area until the pitch crosses the chalked line in front of plate.

Section 4: A Strike Is Called By The Umpire

- For each legally pitched ball, where the majority of the ball enters the strike zone, and
- Where the bounce of the ball is not higher than the kicker's knee.

Section 5: A Ball Is Called By The Umpire

- For each legally pitched ball, where the majority of the ball does not enter the strike zone, or
- Where the bounce of the ball IS HIGHER than the kicker's knee.

Section 6: The Kicker Is Out

- When the Kicker's Pivot foot is completely in front of the kicking area, and contact with the ball is first made with the kicking foot.
- When the Kicker makes contact with the ball and it goes FOUL on the third strike.
- When the Kicker "Bunts" the ball by
 - Lightly tapping the ball – Leg Does Not Fully Extend
 - Lightly tapping the ball – Turning The Foot & Hitting The Ball With The Instep
 - Lightly tapping the ball – With the shoe laces
 - Judgment of the official will determine if the ball was bunted.

Rule 8: Kicker-Runner & Runner

Section 2: Kicker-Runner Is Out

- If after kicking the ball, the ball makes contact with the runner in fair territory
 - If contact is made in foul territory, it's a foul ball. If third strike, Kicker is out.
 - When Forced Out At First Base
 - When Pegged Out Going To First Base
 - When, On A Third Strike, The Ball Becomes FOUL

Section 4: Runners Are Entitled To Advance With Liability To Be Put Out

- When contact with the ball is made by the kicker
- When a legally caught fly ball is first touched by a defensive player.
- If A Fair Ball is Kicked and played like any slow pitch game.

Section 5: Runners Are Entitled To Advance Without Liability To Be Put Out

- When forced to vacate a base because the kicker was awarded a base on balls.
- When A Thrown Ball Goes Out Of Play
 - Two bases are awarded from the time of the throw

Section 7: The RUNNER is Out! (These are not included or are different from the rules in the ASA Rule Book)

- When Pegged Out. See definition above.
- When, after the ball is kicked and is ruled fair, the ball contacts the runner in any manner while they are off a base.

Section 8: The RUNNER is NOT Out!

- Look Back Rule – Pitching Circle
 - Once The Ball Is Returned To The PITCHER, in the pitching circle, the umpire shall call time and the ball is dead. Runners may NOT advance further than the base they are going to. If more than one runner is between two bases, the lead runner determines where the trailing runners will be placed.

Rule 9: Protest – Not Accepted

Rule 10: Umpires – Same Duties

Rule 11: Scoring – The Team With The MOST Runs Wins!