



NOT IN THE FACE KICKBALL RULES NITF -2024

Game Rules:

1. The UMP's decisions are firm. Only ONE captain (designated before the start of the game) can calmly ask for clarification from the Ump.
2. One time-out is allowed per team per game and only to be called by the captain.
3. Everyone present must kick in the same order. Kicking out of order may result in an out.
4. Fielders can rotate positions. 11 players can field. 10 in the field and 1 catcher. **** see example on page 4**
5. No Pegging- (no hitting to get a player out). If the runner is intentionally pegged, they may advance one base.
6. As a fielder, you cannot kick the ball to advance it to another player. In this case the runner will advance to the next base safely and then be awarded another base. Example - runner is headed towards 3rd base, outfielder kicks it to the 3rd baseman. Play is dead. Runner advances safely to 3rd and then it's awarded home plate.
7. All kicks must occur: At or behind home plate. The kicker may step on home plate to kick, however, no part of the plant foot may be in front of or cross the front edge of home plate.
8. After a kick, the fielder can let the ball bounce as much as she wants to see if the ball will go foul. Use caution since the runner can advance if the ball is fair.
9. A fielder may not block the base to prevent the runner from touching the base. If you interfere, the Ump can call the runner safe.
10. No Bunting-If the Ump says you bunted, you are out. Give it all you got!
[Example of a Bunt Video. NOT ALLOWED](#)
11. No Leading -You can only leave the base when the kicker kicks the pitched ball. Stealing bases is not allowed.
12. Tag-Up- The baserunner must hold their base until an opposing player catches a ball kicked in the air or the ball drops. If the fielder catches the ball, the runner must return to touch the base and can stay or attempt to advance. This is for fly balls. Ground balls...feet don't fail me now!
[Tag-Up Example Video](#)
13. Runner can only run 4 feet off the baseline to avoid being tagged out.

14. A Forced Play occurs when a baserunner is no longer permitted to legally occupy a base and must attempt to advance to the next base.
 - You can not have two runners on one (1) base.
 - If a runner is being forced to run to a base. You don't need to tag them if you throw the ball to someone standing on the base and they catch the ball. Then the runner is out.
 - A runner can be tagged if they are running to a base in which they are forced to run, but they don't HAVE to be tagged.
 - You can throw to a teammate who is standing on the base but if a runner is going to a base in which they are NOT forced to. Then they NEED to be tagged.
 - So the runner only needs to be tagged if they are not forced
15. A player can ONLY overrun First base but can be tagged out (must be touched with the ball) if the player attempts to advance to 2nd base.
16. A runner in the field who gets hit with a ball is OUT. For example, running from 2nd and 3rd base and the kicked ball from your team hits you on your way to 3rd. This includes if the ball bounces from the kick and hits you.
17. Only one (1) base on an overthrow. Not a missed or fumbled catch.
 - At First base, a runner can take one extra base on an overthrow, at their own risk. All other bases, you can attempt as many bases as you can.
 - **Martinsville ONLY:** *Mary Lou Retton* there are no limits on bases on an overthrow
[One Base Over Throw Example Video](#)
18. No run may score on an inning-ending play in which the 3rd out is a forced out.
 - A forced out is when you have no choice but to run to the next base and are tagged out.
 - If a runner crosses home plate before the third out occurs and the third out runner is not forced to run to his base then the run counts.
 - For instance, if a runner on second base crosses home plate before the batter tries to stretch a single into a double the run counts.
19. Three (3) fouls are an OUT.
20. Pitching the ball means rolling the ball, not skipping or hopping the ball.
21. The kicker can let as many pitches go by as they want. No penalty
22. If a kick is foul and a fielder can catch it, that's an OUT. If the fielder attempts to catch or touch the ball in foul territory but misses, it's still a foul.
23. Kickers may not touch a pitched ball. Only the Catcher can touch/return a pitched ball. If the kicker touches the ball this will be a foul and three (3) fouls equal one (1) out.
24. If a player gets injured after a kick. The team may use a pinch runner for a base runner. A pinch runner can only be used ONCED for the injured runner.
25. If a player cannot kick, field, and run, they cannot play. They can cover base coaching if they are well enough to stay.

26. Max Seven (7) innings or 10 minutes to the top of the hour (6:50 or 7:50) whichever comes first.
 - Regular season games can end in a tie.
 - Playoffs a tie at the end of regulation results in One more full inning.
 - If the end of one full inning is still a tie International Tie Breaker Rules (ITB) are in effect. ITB: Runner who made the last out in extra inning starts at 2nd base. A full inning will be played ITB until a winner is determined.
 - If the 7th inning starts before the top of the hour the inning must be completed, top and bottom of the inning must be played.
27. Five (5) innings will constitute a complete game if seven (7) innings cannot be played due to rain or other circumstances.

Team Rules:

1. Subs will only be allowed if you have less than 8 players.
 - You can only have up to 8 players max if you need subs.
 - You can only borrow registered players from another team in the same town.
 - **Martinsville ONLY:** *Mary Lou Retton* players can not sub for other divisions, however, other divisions can sub for *MLR*.
 - A player can sub for multiple teams, but can only sub once for the same team.
 - If you are a sub, you need to wear your regular team tee, don't try to assimilate by wearing the same color as the team you are subbing for.
2. Five (5) minutes before the game starts, one captain from each team will meet the UMP at home plate to introduce themselves and shake hands. Captains are the only people who can ask for rule clarifications. **A reminder that the UMPS decision is final.**
3. Both teams will cover half the cost of the Umps for the scheduled season games.
 - The Umps get paid 36 dollars per game.
 - Each team pays half (18 each) to the Ump by Cash, Venmo, Zelle, or preferred cash app.
 - The teams do not pay for the Umps for Playoffs or Championship Games.
4. The **Home Team** is responsible for providing two game balls. Should one ball end up out of play you need to play with the other ball while the other is being retrieved.
5. The team who arrives at the field 1st can choose the bench they want. This does not automatically default to the HOME team.
6. The **HOME** team plays their music. Please keep the volume so everyone can hear the Umps.
7. Coaches/Base Coaches can be family members as long as they are 16 or older. Base Coaches must be associated with your team, they can not be random bystanders.
8. You can have a First (1) and Third (3) base coach.
9. Only players, stats persons, or coaches are allowed in the player bench area. These non-players must be at least 16. All spectators must be in the spectator area.
10. Both teams should do a high-five line at the end of a game.

POINTS

WIN=2 points

TIE=1 point

LOSS= 0 points

TIEBREAKERS

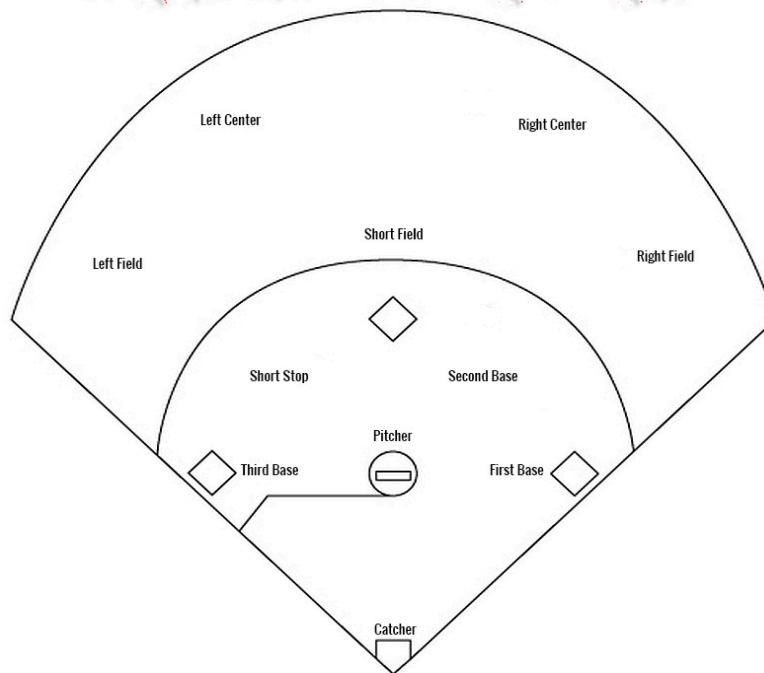
Most Wins

Head-to-Head

Runs for (Max amount is Five (5) runs)

Runs against

Kickball Field Positions



**** Breaking Down the Fielding Positions** Your Fielding setup may be different. This is an example.**

When looking at the above diagram from the top left corner, to the bottom, the kickball field positions are as follows:

Left Center – this position covers deep kicks and throws the ball to short field for a relay or second base.

Right Center – this player covers deep kicks and throws the ball to short field for a relay or second base.

Short Field – covers the second base and as the pitcher tells her otherwise. Must be ready to back up in case of a power kick.

Left Field – runs in to help Third Base and also has the role of covering the base itself. Must be ready to throw the ball to third base (short kicks to the left and fouls)

Right Field – runs in to help First Base and gets overthrows to first. Must be prepared for fouls and short kicks to the right.

Short Stop – must stop the ball and get it to the base at play. Also must run and cover the second base if the Short Field has to leave that base for some reason.

Second Base – positions opposite of the shortstop to protect from short kicks. Backs up the first base and has to be ready to run and cover the second base in case the Short Field has to leave that base for some reason. In case a long kick is expected, then you should be covering the second base, while telling Short Field to move further back.

Pitcher – must check the field to ensure everyone is ready for the play. Stays on the mound to end the play a.s.a.p.. Covers home base if the Catcher has to run out for a short bunt. Should be calling out plays to the team for proper communication.

Third Base – must rush to catch the long or short kicks. Has to have a strong hand to be able to throw the ball to second base. Short Stop or the Left Field will cover his base if s he has to run off to catch the bunts.

First Base – must stay planted on his base. Right Field and Second Base will get the overthrows to the First Base.

Catcher – Positions behind the kicker. Is the only one allowed to return the pitched ball to the pitcher. Needs to stay alert for any fouls or short kicks that can help get an out and they need to pay close attention when a runner is coming home should the play be at home base.

Should you have any additional questions or concerns please reach out to [Nicole Rutigliano](mailto:nitfkickball@gmail.com), commissioner of Not In The Face: nitfkickball@gmail.com

