



## CYO Kickball rules

**Player eligibility:** There are two league offerings for CYO Kickball. Must be a **current** student in 2<sup>nd</sup> – 5<sup>th</sup> grade, or 6<sup>th</sup> – 12<sup>th</sup> grade. Coed teams.

**Coach requirements:** Must be background checked and CaSE-trained. 2 or more coaches per team is ideal, as that allows one coach to umpire while the other stays with the team or acts as a base coach.

### Supplies needed:

- 4 bases
- At least one rubber ball
- Pinnies to identify team
- A minimum of 2 cones to clarify field eligibility. Any kicked ball must be within fair territory to be considered active.

### Playing rules:

- The game will begin after a pre-game prayer.
- Games will be played in **9v9** formats. If your team has less than 9 players on that day, play with what you have. Consistent to CYO Soccer and Basketball, the other team may have to lend players to even up the ratio of players per team to ensure a game can be played.
- Games will last 6 innings. If the home team is leading after the opposing team has kicked 6 times, the game is over after 5.5 innings.
- Play begins when the pitcher rolls the ball to home plate. The kicker must be standing behind home plate and kick the ball from that location.
- If the ball is kicked and it goes out of bounds before passing 1st or 3rd base, the ball is foul, and the kicker returns to home base and tries again.
- If a ball is thrown by a defending player and it goes out of bounds, any runner on base gains 1 additional base for the ball going out of play.
- There can only be one player on each base at a time, and runners cannot pass any runners ahead of them.
- The teams switch sides when the fielding team has gotten three members of the kicking team out, or when the kicking team has scored **seven** runs in the inning.
- While the kicking team is trying to make its way around the bases, the fielding team's goal is to either catch the ball outright and get the runner out by default **or** retrieve the ball if nobody catches it. If a fielding player attempts to catch the ball, touching it but failing to hold on, the ball is still considered in play. Upon retrieval, there are 3 options:
  - Directly touch the runner with the ball while they're running to their next base, getting them out. For safety purposes, do not throw the ball at the running player.
  - Throw the ball to one of the defensive players standing on a base where a runner must go on that play. If the player catches the ball on the base before the runner arrives, the runner is out. This is known as a force out.
  - Return the ball to the pitcher, ending the play. When the pitcher possesses the ball in the area in which they roll the ball to the kicker, runners may no longer advance bases. This is known as a dead ball.