

KNOCKERBALL®

Get in the Ball

KB Kickball Rules

All WKA (World Kickball Association) rules are the same, except the following:

Offense:

Kickers/Runners

- Runners will be in the ball unless they decide otherwise.
- If runner decides to not be in a ball, then normal rules apply.
- Kickerball Runners (KR) are allowed to slide by doing a front roll over 1st base and home plate only. All other rules apply.
- If KR runner does not roll over the base and is tagged, they will be out.

Defense:

Blockers Defense will have 2 blockers.

Blocker 1 (B1)

- B1 defends in-between 1st and 2nd base.
- Blocker will be allowed to bump the KR from 1st base up to halfway to 2nd base.
- B1 is not allowed to interfere with KR while running through 1st base.
- If KR turns 1st to go to 2nd base B1 is allowed to defend.

Blocker 2 (B2)

- B2 defends 2nd base up to halfway to 3rd base.
- Cannot defend 3rd base to home plate.
- Cannot go to assist B1.

Referees:

Base Referee (BR) follows normal positioning for kickball.

- BR not only has to watch for the tags for an out, but also must watch Blockers.
- If Blockers do an illegal block, then the KR should be awarded 2 bases.
- If Blocker is trying to catch a live kick ball, then Blocker has position and KR must yield the line of base and run around. Failure to do so will be considered a catch by Blocker.
- A Catch by Blocker is 3 outs, end of ½ inning.
- Thrown balls by Defense that bounce off a Blocker and hit a KR, they are out.
- If KR started the roll through 1st base with one foot off the ground, the throw does not count, and the KR is safe.
- No contact is allowed to KR during the roll.
- If KR rolls to the left or right of the plate and is tagged, they will be out.

Plate referee (PR) follows normal plate calls.

- PR will assist with calls on bases and watch home plate rolls.
- If a ball is kicked and bounces off a Blocker and another defender catches without hitting the ground, the KR is out.
- Roll rules apply, must roll over the plate. No contact to roller allowed. If contact is made, the KR is safe.
- KR get 2 points for scoring; normal runners get 1 point.