

Cub Scout Sports: Kickball



REQUIREMENTS

Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners. Parents and partners do not earn loops or pins.

Belt Loop

Complete these three requirements:

- _____ 1. Explain the rules of kickball to your leader or adult partner.
- _____ 2. Spend 30 minutes practicing the skills of kickball (pitching, kicking, base running, catching, throwing). This may be over two different practice periods.
- _____ 3. Play a game of kickball.

Sports Pin

Earn the Kickball belt loop and complete five of the following requirements:

- _____ 1. Demonstrate the following kickball skills: pitching, kicking, base running, catching, throwing.
- _____ 2. Explain the rules of base running.
- _____ 3. Describe the basic defensive positions in kickball (pitcher, catcher, infielder).

- _____ 4. Draw a kickball field to scale; include the starting defensive positions.
- _____ 5. Report to your den or family about the similarities between the rules of baseball and kickball.
- _____ 6. Explain the role of being the captain of a kickball team.
- _____ 7. Play five games of kickball using basic rules.
- _____ 8. Help set up a kickball field for a game.
- _____ 9. Serve as a referee for one game of kickball.
- _____ 10. Participate in a pack, school, or community kickball tournament or a supervised kickball league.

Kickball Resources

About.com

Web site: <http://grandparents.about.com/od/projectsactivities/qt/Kickball.htm>

Wikipedia.org

Web site: <http://en.wikipedia.org/wiki/kickball>

World Adult Kickball Association

Web site: <http://www.kickball.com>

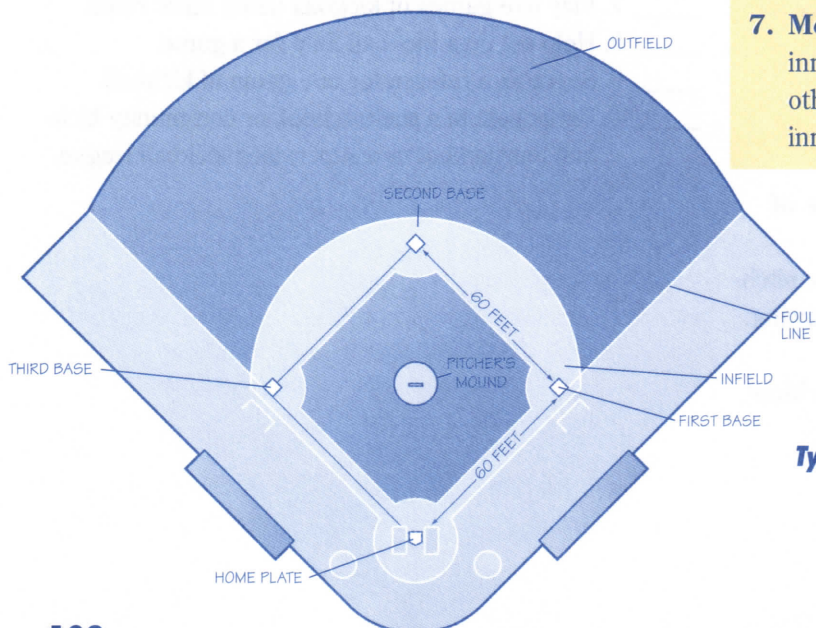
Kickball vs. Baseball

Kickball, as it is played by most kids in the United States, is modeled after baseball with a few differences. The main difference is the use of a soft rubber ball, typically red, that is slightly larger than a basketball. Here are a few more differences.

- Teams play for a maximum of five innings (not nine), though demand for field space can limit games to 45 minutes.
- Instead of nine fielders, teams may have as many as they agree upon on the field. Extra bases may be used to create a larger field for more players.
- As in baseball, three strikes and you're out. Hitters also get a limit on foul balls.

Special Rules for Cub Scout Kickball

1. **The field.** Depending on the kind of ball you use and the age group, base paths should be 50 to 60 feet (around 20 paces) and a pitching distance of 35 to 45 feet. Field size may be modified to accommodate different ages and number of players.
2. **The ball.** Use a standard 8- to 10-inch rubber playground ball. Do not use a soccer ball, which is too hard, too heavy, and may increase the risk of injury.
3. **Pitching.** The ball must roll—not bounce—across home plate to be considered a strike. No intentional walks are allowed.
4. **The kick.** No bunting is allowed, and the kick must reach the imaginary line from third base through the pitcher's mound, to first base. Each foul ball, missed kick, or pitch that rolls over the plate and is not kicked, is a strike. Three strikes and the kicker is called out. Four balls is a walk.
5. **Base running.** No lead-offs and no base stealing are allowed. The player must tag-up on a fly ball that is caught. One base is given on an overthrow into foul territory. No cleats are allowed. Runners may not advance to another base once the pitcher has the ball within the pitcher's circle.
6. **Outs.** Runners may be tagged out or forced out with a throw to the baseman. The ball may not be thrown at a runner. Striking the runner with a thrown ball results in an extra base for all runners on the field.
7. **Mercy rule.** Any team that scores 10 runs in one inning automatically takes to the field, and the other team comes to bat, except in the fifth (final) inning or during tie-breaking extra innings.



Typical kickball field