

# **KICKBALL**

## **OFFICIAL RULES OF THE GAME**



**2007**

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## **KICKBALL AT A GLANCE**

Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, the game plays with 11 fielders, 5 innings, 2 base coaches, no boundaries, no head shots, one base on an overthrow, forced outs, and no ghost men. At the end of a game the team with the most runs wins. The following rules will govern all games played. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed or tolerated.

## **PLAYING FIELD**

1. The kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate.
2. The strike zone extends to 1 foot on either side of home plate, and 1 foot high. Do not place cones next to home plate to mark a strike zone.
3. All participants must respect and obey all rules and regulations pertaining to the field used for play during all games. Alcohol is prohibited on the field unless expressly permitted by field regulations. Participants breaking field rules must be ejected from the game.
4. Any ball touched by a player or Referee wholly or partly in fair territory is automatically in play.

## OFFICIALS

1. Games must be officiated by at least one participant, the Head Referee. When available at least two participants referee each game; a Head Referee and a First Base Referee. The Head Referee governs all game plays and issues all final rulings, and has final authority on equipment issues.
2. The Head Referee must begin each game by reading the following:

**“Every player must be 18 years of age or older, have adequate current health insurance, and be officially registered by having submitted a complete Participant Application to participate. I am the Head Referee, my name is \_\_\_\_\_ and I will issue all final rulings if necessary. The only participants who may dispute a call are the team’s designated Captain. Who are the Captains for today’s games? (Get Names) Rules to keep in mind include: the pitcher and all fielders must stay behind the pitching strip line until the ball is kicked; the catcher must play behind the kicker; the kicker must kick at or behind home plate; once the pitcher has the ball in control and on the mound, the play ends; and all fielders must stay out of the baseline-fielders may have their foot on the base, but MUST lean out of the baseline. Are there any questions?”**
3. Referees have jurisdiction over play and may call a time out or call off a game due to darkness, rain or other cause at the referee’s discretion.

## PARTICIPANTS

### 1. Player Eligibility:

- a. All players must be 18 years of age or older by the date of the game to play.
- b. All players must be adequately and currently health insured against any injury that may arise from the kickball play.
- c. All players must be properly registered (have submitted complete Participant Application).

### 2. Base Coaches:

- a. two members of the team must coach first and third base.
- b. base coaches may not physically assist runners while the ball is in play.

### 3. Teams:

- a. teams must field at least eight (8) players and no more than eleven (11).
- b. each team shall have only one (1) Captain.

### **3. Teams continued...**

- c. the Team Captain will ensure that all team players present will kick in the written scorebook order, but not all players have to field. The first infraction of this rule by a team will result in an out for the next kicker in the written scorebook order. A second infraction by a team will result in a forfeit of that game.
- d. only the Captain may dispute calls with the Head Referee.
- e. the Team Captain will designate a score keeper who will record game statistics in a score book.
- f. exchange of the kicking order shall be as follows:
  - the team Captains will exchange their team written scorebook kicking orders prior to the start of the game
  - any eligible player that shows up to a game after that game has begun must be added to the end of the written scorebook kicking order.
  - refusal to provide the written scorebook kicking order when requested by the opposing team or any referee will result in a forfeit of that game.

## **GAME PLAY**

### **1. Regulation Games:**

- a. Regulation games last five full innings
  - in the event of a tie score at the end of the game, the game shall be marked as a tie
  - at the discretion of the division board, a single time limit may be set for all of the games- such time may not be shorter than 45 minutes
  - a game that is called off by the Referee after three (3) full innings of play shall be considered a regulation game
- b. A team playing a non-registered person, an improperly registered person, or a person not registered on that team will forfeit the game.

### **2. Pitching and Catching:**

- a. there are no boundaries
- b. the pitcher must start the act of pitching within the pitching mound
- c. no player may field forward the pitcher other than the catcher until the ball is kicked, and no player may advance forward the 1<sup>st</sup>-3<sup>rd</sup> base diagonal until the ball is kicked

### **3. Kicking:**

- a. all kicks must be made by foot or leg, below the knee-any ball touched by the foot or leg below the knee is a kick
- b. all kicks must occur at or behind home plate and within the kicking box
- c. bunting is allowed

#### **4. Running and Scoring:**

- a. runners must stay within the base line
- b. fielders must stay out of the base line
- c. neither leading off base, nor stealing a base is allowed, except when the runner is sliding-any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits the runner-if the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out
- d. tag-ups are only required before advancement on a caught ball-after a kicked ball is touched or caught, runners are forced to tag their originating base before running to the next base-if the runner has not moved off of base before the ball is touched or caught, the runner may run forward without a forced tag up
- e. all ties will go to the runner-runners may overrun first base
- f. base running on overthrows are as follows:
  - an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base
  - a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory
  - one base on an overthrow is a restriction on the runner-not an automatic right for the runner to advance

#### **5. Strikes:**

- a. a count of three (3) strikes is an out
- b. a strike is a pitch within the strike zone that is not kicked or an attempted kick missed by the kicker inside or outside of the strike zone
- c. foul balls never count as strikes

#### **6. Balls:**

- a. a count of four (4) balls advances the kicker to the first base
- b. a ball is considered as such if a kicked ball lands in foul territory or a kicked ball lands in bounds, but travels out of bounds on its own at any time before reaching first or third base

#### **7. Fairs and Fouls:**

- a. a count of four (4) fouls is an out
- b. a foul is considered as such if a kicked ball lands in foul territory or it lands in bounds, but travels out of bounds on its own at any time before reaching first or third base

## **8. Outs:**

- a. a count of three (3) outs by a team completes the team's half of the inning
- b. an out is:
  - a count of three(3) strikes or four (4) fouls
  - any kicked ball (fair or foul) that is caught
  - a ball tag on a base to which a runner is forced to run, before the runner arrives at the base
  - a runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play
  - a ball tag of a runner on base, in which the runner does not tag his/her originating base when a ball is caught
  - a runner off of his/her base when the ball is kicked
  - a runner physically assisted by a base coach during play
  - any kicker that does not kick in the proper kicking line up
  - a runner that passes another runner

## **9. Ball in Play:**

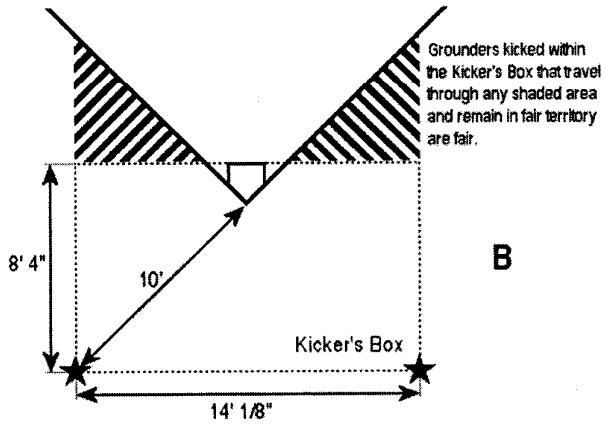
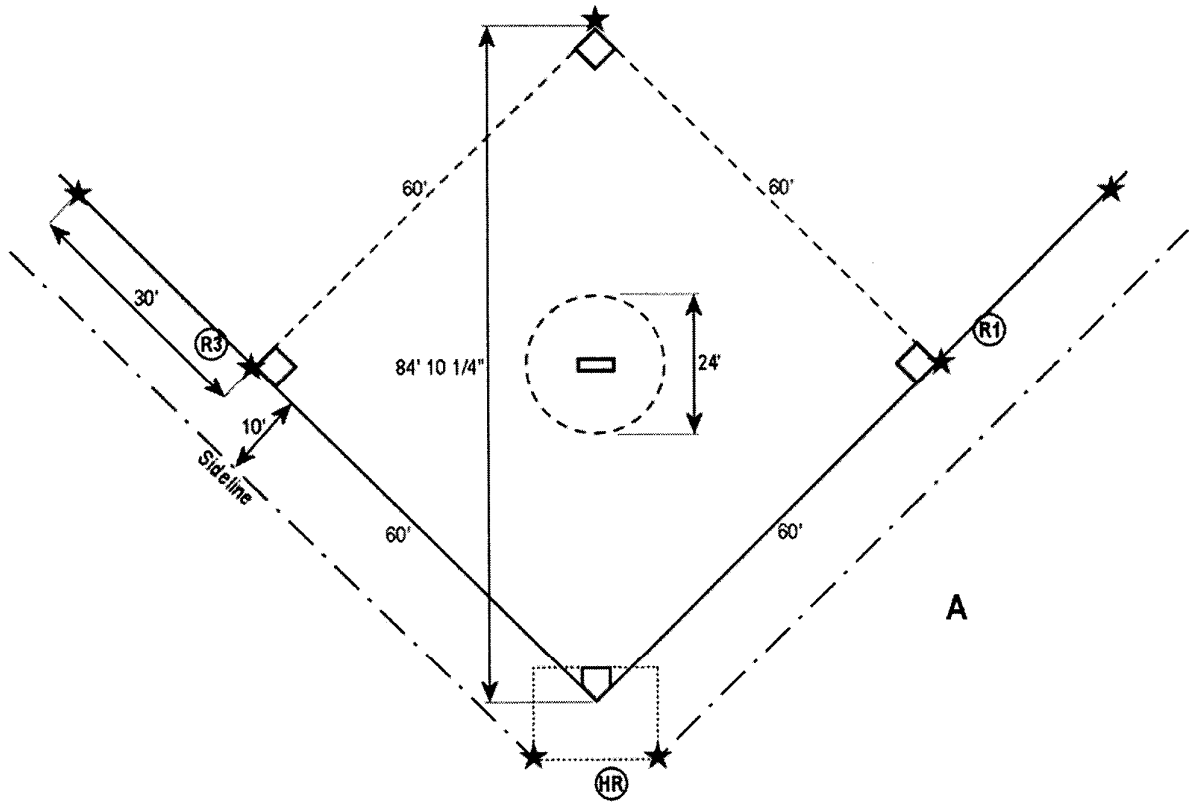
- a. once the pitcher has the ball in control and on the mound, the play ends
- b. if a runner while not on base intentionally touches or stops the ball, the play ends and the runner is out

## **10. Ghost Men:** ghost men are not allowed

## **OTHER**

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. HAVE FUN OUT THERE!

**Diagram 1**  
**WAKA Kickball Field Dimensions**

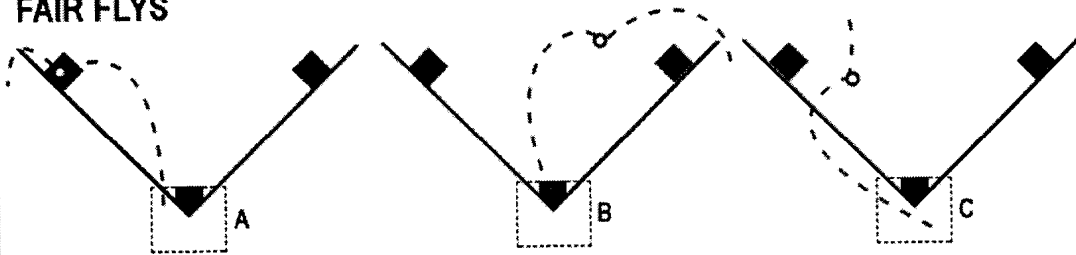


★	Cone location
Ⓜ	Head Referee location
Ⓜ	1st Base Referee location
Ⓜ	3rd Base Referee location (optional)
<b>LEGEND</b>	

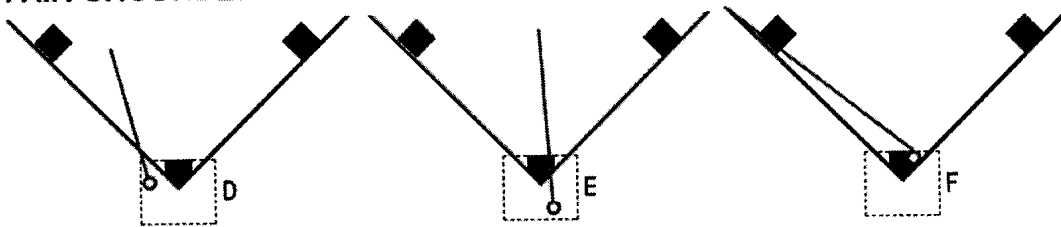
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**Diagram 2**  
**WAKA Kickball Fair and Foul Examples**

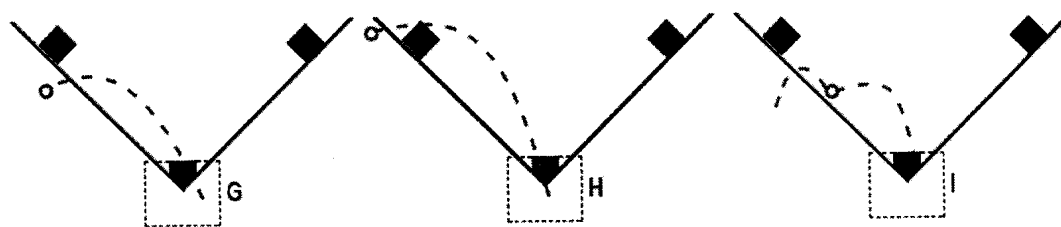
**FAIR FLYS**



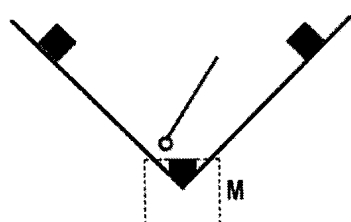
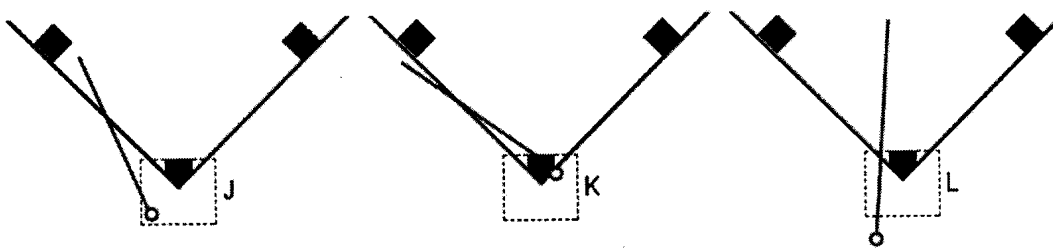
**FAIR GROUNDERS**



**FOUL FLYS**



**FOUL GROUNDERS**



Path of ball in the air	- - - -
Path of ball on the ground	————
First ground contact point	○
<b>LEGEND</b>	

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