

Wendell Parks and Recreation

Kickball Rules



WAKA (World Adult Kickball Association) Kickball rules will govern this league. The following rules listed below are to help highlight the major rules. Kickball is a simple game consisting of two teams, bases, and a big red ball. It is played like baseball; the object is to score more runs than the opposing team. Games are played with 10 fielders, 7 innings, 2 base coaches, no head shots, one base on an overthrow, forced outs, no ghost men, and no bunting. The WAKA rules do allow bunting, but Wendell does not (kick the ball).

1. No **WHINING!!!** The first and foremost rule of the game is to have fun. If you are hoping to recapture your athletic glory days from the past, this is not the game for you.
2. **The Season:**
 - A- Length of season: 8-week long season, weather permitting.
 - B- Game Length: All regular season and tournament games will consist of a forty-five (45) minute time limit, seven (7) innings of play, or the ten (10) run rule after five (5) innings, whichever comes first. Regulation games CAN end in a tie. Tournament games will continue until a winner has been determined.
 - C- Game Start Time: Games must start on time, since we will have multiple games each night.
 - D- Home team will be the team listed first on the schedule.
3. **Field and Equipment:**
 - A- Bases 60 feet and the Pitchers Plate will be 42 feet.
 - B- Kicking Box will be defined by 2 disc.
 - C- WAKA official 10 inch kickball will be provided for all games.
 - D- Each team should have a designated color for their team upon sign up. Color preference will be determined by the team that signs up first. Teams must wear their color shirt during games.
 - E- Athletic shoes are required. No flip flops, bare feet or metal spikes are allowed.
4. **Teams and Players:**
 - A- All players must be 15 years of age by the beginning of the season.
 - B- All players must pay the \$25.00 registration fee to be eligible to play. Any game that a non-registered (illegal) player plays in without being registered will result in that team forfeiting any games that the illegal player played.
 - C- Roster size – Minimum of 12 players with and unlimited maximum number.
 - D- Teams must be able to field at least 8 players. 7 or less players will result in a forfeit of the game.
 - E- Continuous kicking lineup will be used with free defensive substitution. The lineup must alternate between sexes throughout. If 2 players of the same gender must kick back to

back, the opposing team has the option to take and out or allow them to play as is. A player entering the game late, that is of the missing gender, may be inserted into the missing slot in order to nullify the out.

- F- Courtesy runner is allowed for an injury, but it must be of the same sex and may not be up to kick. If the courtesy runner is on the base when it is his/her kick, then an out will be recorded.
- G- Ejected player must leave the game and field immediately and their position in the lineup will be an automatic out.

5. **Officials:**

- A- WPRD will provide one official per game. The official's calls are final.

6. **Game Play:**

- A- Outs – Any count of three strikes. Any count of 3 fouls. Any baserunner who is contacted by a fielded ball (thrown or tagged) while not safely touching a base is out, unless contacted while overrunning first base from the kicking box. Runner is safe if the thrown ball hits the runner in the head, provided the runner is not trying to dive, slide or duck to evade the ball. Baserunner that intentionally runs more than 4 feet outside the baseline, while intending to avoid a tag or throw, is out.
- B- Pitching – must be done underhand. The pitcher must have at least one foot on the pitching rubber. The pitcher must stay behind the pitching rubber until the ball is kicked. The pitched ball must bounce at least 3 times before crossing the front of home plate. The pitch must cross home plate no more than 12” to the left, to the right, or above any part of home plate to be considered a strike. Therefore, the strike zone is 41” wide, and 12” tall. 4 balls results in a walk. Intentional walks are illegal and will count as a HOME RUN. If a pitched ball bounces higher than the kickers knee after crossing the plate the pitch will be called a ball.
- C- Fouls – Three fouls result's in an out. Foul is considered any kicked ball that lands in foul territory or travels out of bounds on its own before reaching 1st or 3rd base. Fouls in kickball follow the same rule as baseball.
- D- Overthrows – Only one base is allowed on an overthrow. The one base is not automatic, and the baserunner must take the risk of being made out. The one base is only available before the play ends.
- E- Plays at Home - (Point of No Return line) will be half way between 3rd and home plate. Once a runner has passed the first line, they are committed to continue toward home and may not return to third base. Runners must touch the second home plate before the catcher receives the ball at the original home plate. The second home plate must be touched to count as a run. This is always considered a force play. This is to prevent injury's on plays at home.
- F- Catchers Position – The catcher must remain behind the kicker, within or directly behind the kicking box, and may not cross home plate nor be positioned forward of or next to the kicker before the ball is kicked. The catcher may not make contact with the kicker or stand so closely to the kicker as to restrict the kicking motion.
- G- Kicking – All kicks must be made by the foot or leg, below the knee. If the kicked ball hits above the knee, it will be ruled a foul. All kicks must occur at or behind home plate (kicking box). The kicker may step on home plate to kick the ball, however no part of the

planted foot may be in front of or cross the front edge of home plate. Doing so, will result in a foul ball. All kicks must be made in the kicking box. The kicker may line up outside of the kicking box.

H- To prevent forfeits, teams that have 7 original team members can add 2 players to their team from another team roster to make 9 total players during regular season. The added players must kick at the end of the line-up. If, or once their original team members arrive the added players must be substituted for and the original team members will stay in the game. An out will be recorded in the 10th player spot until that spot is filled by 10 original team members. This rule does not apply in tournament play. Teams must have 8 to play in tournament games.