Kickball

A. General

- The current WAKA (World Adult Kickball Association) will govern league play except where modified by local rules.

B. Time Factors

- Games will be 55 minutes or 7 innings whichever occurs first. In the event of a tie after 55 minutes or 7 innings, the international tie breaker will be used for one inning. The last out of the previous inning will go to second to start the inning. If the game is still tied after one complete inning utilizing the international tie breaker, the game will end in a tie.
- There will be a mercy rule:
- Teams ahead by 20 runs after 3 innings, 15 after 4 innings, or 12 after 5 innings will be declared the winner.
- In case of weather cancellations while a game is being played. A game will be considered complete if 3 ½ innings are played and 30 minutes have passed, and the home team is ahead. If this has not happened games will be void and rescheduled to start in the first inning.

C. Game Rules

- All teams must have a minimum of eight (8) players to start or continue a game. If a team falls below eight (8) players, the game will be a forfeit.
- A team must always have a minimum of 4 females on the field and in the lineup and must alternate genders in the lineup.
- A ten (10) minute grace period is allowed only for the 4:30pm games. The grace period is considered as part of the game time. However, if a team has eight (8) players, the game will start immediately or as soon as the eighth (8th) player arrives.
    - There is no grace period for any game starting after 4:30pm. All other game times, even if it is the first game of the night, will not have a grace period. They must start at the designated time. Exception: if a game runs late, the next game will start no later than 5 minutes after the previous game has ended.
- Teams may play with 10 fielders and can have a maximum of 12 players in the lineup if there is an equal number of males and females in the lineup.
    - If a team has only 4 females in the lineup there is an out between males.
- Teams may pick up players to make a legal team (8 players)
    - Once rostered players arrive and enter the game equal to or exceeding 8 players, the pickup player must exit the game.
- Late Players: Teams may add rostered players to reach 10 players once the game has started in the event that players are arriving late. Late players must be in the lineup prior to the start of the game as subs to be added to the active lineup and the staff and officials must be informed.
- Extra Players: Any player beyond the 12 allowed in the kicking line up must be written onto lineup as substitutes.
    - Substitutes may come in for a starter of the same gender. Once a starter comes out, they may only return to play for the sub that has replaced them. Once the sub comes back out, they may not return to the game.
- Teams will not be required to play a certain number of females in the outfield or infield. Defensive alignment is at the team's discretion.
    - Defensive alignment is defined as the positioning of players on the field regarding gender of the players in those positions.
    - There must be a minimum of 4 female players on the field regardless of defensive alignment.
- If a player is hurt during the game and must come out of the game, the captain must report that the player is coming out of the game immediately. If the team doesn't have a player to place in the injured player's spot it will not be an automatic out no matter the gender and the original player cannot return to the game.

- If a player is ejected for unsportsmanlike conduct and the team does not have a substitute to place in the lineup than that vacant spot in the lineup will be an automatic out.
- Innings may end on an automatic out.

D. Pitching, Catching and Fielding

- Balls must be pitched (rolled) by hand. There are no restrictions on pitching style. Balls that have extreme bounces are not allowed and will be considered an illegal pitch. Speed of the pitch must be kept at a moderate speed (this will be the umpire's judgment).
    - An extreme bounce shall be defined as bounces that are at or above the knee.
- The pitcher will have a 1 ball, 1 strike count when the kicker comes up. There will be one extra foul.
- The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly in front of the pitching plate when releasing the ball.
- All fielders except the pitcher and catcher must start play and remain behind the 1st and 3rd diagonal, the defensive line, until the ball is kicked.
    - A pitcher may not run past the defensive line before the ball is kicked on a female kicker but may cross once the ball is kicked. The pitcher may cross the defensive line before the ball is kicked on a male kicker.
- The catcher must field behind the kicker, within or directly behind the kicking box, and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. The catcher may not contact the kicker, nor be positioned so closely to the kicker as to restrict the kicking motion.
    - The catcher may chase/tail a female or male kicker so long as they are not obstructing the kick.
- Failure to be properly positioned on defense the first time will result in a team warning to the team that caused the infraction. The team's second infraction will result in the kicker being awarded first base regardless of the outcome of the play.

E. Kicking

- 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.
- All kicks must occur:
    - 60 ft. Base Paths
    - Defense must start behind this line before kick!
    - 40 ft. Pitching Plate
    - Kicking Box 3ft each side of home plate. 5ft long from the top of the plate.
    - At or behind home plate. The kicker may step on home plate to kick; however, the planted foot may not be in front of or across the front edge of home plate.
    - The kicker must have at least a portion of the planted foot within the kicking box during the kick. The kicker may line up outside the kicking box.
- Bunting is allowed.

F. Running Bases

- Stealing is not allowed. Players off the base before the ball is kicked are automatically out.
- Runners may only run one base on an overthrow. That's one extra base per attempt at a runner. Players advancing on an overthrow are advancing at the risk of being put out.
    - If the defensive team continues to attempt outs at the advancing running after an overthrow, the runner may continue to advance. (Ex: An overthrow at first would allow the runner at first to advance to second, if the team attempts the out at second and creates another overthrow, the runner may attempt to advance to three, as the ball remains live.)
- The defense may throw the ball at the runner with the following guidelines:

- If the defensive player makes any throw that hits a runner in the face, head or neck, the runner will receive their base automatically. However, if a runner ducks to avoid a throw and it hits them above the shoulders, it will be an out.
- Overhand throw must have two hands on the ball at the release and may hit the runner from the back to the feet.
- Under-hand throws (hand can't be above the waist) are only required to have one hand on the ball and players must hit the runner below the waist.

- Players that continue to hit players in the head during the game will be a defensive ejection and will not be allowed to play on defense the remainder of the game; however, the player may still kick. Once a team receives a defensive ejection, they must play the remainder of the game a player down on defense if they don't have a sub.
- It is the runner's responsibility to avoid unnecessary contact with a fielder. A runner who intentionally or recklessly collides with a fielder will be called out at the umpire's discretion.
- There is only one courtesy runner allowed per inning for a team. The courtesy runner must be the same gender as the player they are running for and must be the last recorded out for that gender. If the courtesy runner is still on base when it is their turn to kick, the team will be charged an out for the runners turn at the plate.

G. Balls and Strikes:

- Kickers will come to the plate with 1 ball, 1 strike count. There will be one extra foul.
- The strike zone will be 1 chalked line on each side of home plate.
  - Any rolled ball that is not kicked that crosses that strike zone will be a called strike.
  - If a ball does not cross the strike zone, it will be called a ball.

H. Camp Gideon Field Specific Rules:

- There will be one field at Camp Gideon marked with chalk paint.
- The field will be measured to the Kickball regulation standards described in this rule book.
  - The outer boundary of the outfield will be marked.
  - Any ball kicked beyond the outfield boundary will be considered a ground rule double. All runners will take two bases.
  - Any ball thrown beyond the outfield boundary or beyond the field of play, non-intentionally (umpires' discretion), will be considered an overthrow and the runners will be held at the next base. Ex: if the runner is in the pathway to 2nd base, they will be allowed to take 2nd base but will be held at 2nd.
- There will be a safety base painted onto the field at first base. The runner has the right to the safety base. Fielders may not obstruct the safety base, especially when they do not have the ball or a play at first. It will be the umpire's discretion whether the fielder has obstructed the runner's path to the safety base.
- Lineups must be turned in to the umpire prior to the start of the game.
- Score and time will be kept on field by the umpire and score cards will be signed by the captain of both teams at the conclusion of the game.