NG BACKYARD SPORTS

CO-ED ADULT KICKBALL LEAGUE — OFFICIAL RULES

A. General

1. Except where modified by the local rules set forth herein, league play shall be governed by the rules of the World Adult Kickball Association (WAKA).

B. Time Factors

1. A game shall consist of fifty-five (55) minutes or seven (7) innings, whichever occurs first.
2. **Regular Season:** In the event the score is tied at the conclusion of fifty-five (55) minutes or seven (7) innings, the game shall be recorded as a tie. No tiebreaker procedure shall be applied.
3. **Playoffs:** In the event the score is tied at the conclusion of fifty-five (55) minutes or seven (7) innings, extra innings shall be played in accordance with standard procedure until a winner is determined.
4. **Mercy Rule:** A team leading by twenty (20) runs after three (3) innings, fifteen (15) runs after four (4) innings, or twelve (12) runs after five (5) innings shall be declared the winner. This provision shall apply immediately upon the threshold being met, without regard to whether the top or bottom of the inning is in progress.
5. In the event of a weather cancellation during an active game, the game shall be deemed complete if three and one-half (3½) innings have been played, thirty (30) minutes have elapsed, and the Home Team is leading. If these conditions have not been met, the game shall be declared void and rescheduled to resume from the first inning.
6. **Home Team Designation:** The Home Team shall be the team listed first on the official schedule for that game.
7. **Regular Season:** Games shall commence at the scheduled start time. No grace period shall be granted. A team that does not have the minimum required players (eight (8), including at least four (4) females) present and ready at the scheduled start time shall forfeit the game.
8. **Playoffs:** A five (5) minute grace period shall be granted for all playoff games.

C. Roster, Lineup & Substitution Rules

1. A team must field a minimum of eight (8) players, including at least four (4) females, to start or continue a game. Should a team's active player count fall below eight (8), or its female count fall below four (4), during the course of a game, the game shall be recorded as a forfeit.
2. A team shall maintain a minimum of four (4) females on the field and in the kicking lineup at all times.
3. **Lineup Composition:** A team's starting lineup shall consist of a minimum of eight (8) and a maximum of twelve (12) kickers. An automatic out shall be assessed at any point in the kicking order where two (2) male kickers kick consecutively, including the point at which the order wraps from the final kicker back to the first.
4. *This provision is intended to preserve competitive balance within the co-ed format, permitting a team to field a lineup without a full complement of female players while maintaining fairness relative to opponents who field a fully alternating lineup.*
5. **Regular Season Only:** A team may supplement its roster with outside players from other rostered teams in order to field a lineup of ten (10) kickers (five (5) females and five (5) males). Upon the arrival of a sufficient number of rostered players to reach or exceed ten (10), the substitute player shall exit the game and the arriving rostered player shall enter immediately in that player's place.

6. **Late Arrivals:** A lineup spot occupied by a player who has not yet arrived shall be recorded as an automatic out each time that spot comes up in the kicking order, until such time as the player arrives. Upon arrival, the player shall resume their normal turn at the next occurrence of their lineup spot.
7. **Additional Players:** Any player in excess of the twelve (12) permitted in the kicking lineup shall be designated a substitute on the official lineup card. A substitute may enter the game only in place of a starter of the same gender. Once a starter has been removed from the game, that player shall not re-enter.
8. Defensive alignment, defined as the positioning of players by gender, shall be at the discretion of the team, provided that a minimum of four (4) female players remain on the field at all times.
9. In the event a player is injured and must be removed from the game, a substitute of the same gender may enter at that time. If no eligible substitute is available, the vacated lineup spot shall be recorded as an automatic out.
10. In the event a player is ejected for unsportsmanlike conduct and no substitute is available, the vacated lineup spot shall be recorded as an automatic out.
11. An inning may conclude on an automatic out.

D. Pitching, Catching and Fielding

1. All pitches shall be delivered underhand by rolling the ball by hand. No restriction shall be placed on pitching style, provided that pitches exhibiting extreme bounce (defined as a bounce reaching or exceeding knee height) shall be ruled illegal. Pitch speed shall be maintained at a moderate pace, as determined by the umpire.
2. The pitcher shall begin and complete the pitching motion from within the pitcher's box, which shall be marked on the field of play in accordance with the official field diagram.
3. All fielders, with the exception of the pitcher and catcher, shall remain behind the defensive line (the first-to-third base diagonal) until the ball has been kicked. The pitcher may not cross this line prior to a kick by a female kicker but may do so once the ball has been kicked; the pitcher may cross this line prior to a kick by a male kicker.
4. The catcher shall field from behind the kicker, within or directly behind the kicking box, and shall not cross home plate or position forward of the kicker prior to the kick. The catcher shall not make contact with the kicker, nor position so as to restrict the kicking motion. The catcher may track a kicker of either gender, provided no obstruction of the kick occurs.
5. A first violation of defensive positioning requirements shall result in a team warning. A second violation shall result in the kicker being awarded first base, regardless of the outcome of the play.

E. Kicking

1. A kick shall be defined as contact with the ball made by foot or leg below the knee.
2. All kicks shall occur within the field layout prescribed herein: sixty (60) foot base paths, a forty (40) foot pitching plate, and a kicking box measuring three (3) feet on each side of home plate and five (5) feet in length from the top of the plate.
3. Contact with the ball must be made at or behind the line marking the top of home plate. A kicker may kick from any position, including while standing on home plate, provided contact with the ball occurs at or behind this line. Contact made in front of this line shall be ruled a foul ball, subject to the count provisions set forth in Section F.
4. Bunting shall be permitted.

F. Balls, Strikes & Fouls

1. Each kicker shall begin their turn with a count of one (1) ball and one (1) strike.

2. A count of four (4) balls shall result in a walk, with the kicker awarded first base. A count of three (3) strikes shall result in a strikeout, with the kicker declared out.

3. The strike zone shall be defined by a single chalked line on each side of home plate. Any rolled ball not kicked that crosses the strike zone shall be ruled a strike; any rolled ball that does not cross the strike zone shall be ruled a ball.

4. **Foul Ball Count Provisions:**

5. a. The first foul ball kicked during a kicker's turn shall be treated as a free foul; it shall not be assessed as a strike, and the count shall remain unchanged.

6. b. Any foul ball kicked thereafter, once the free foul has been used, shall be assessed as a strike.

7. c. Should a kicker with a count of two (2) strikes, having already used the free foul, kick an additional foul ball, that kicker shall be declared out. The foul ball shall be assessed as the third strike.

8. d. *Illustration: A kicker begins at a count of 1-1. A first foul ball is the free foul; the count remains 1-1. A second foul ball is assessed as a strike, advancing the count to 1-2. A third foul ball is assessed as a strike and results in a strikeout, as the free foul has already been used.*

9. A ball contacted in front of the top of home plate line, as described in Section E, shall be ruled a foul ball and shall be subject to the provisions of this section.

G. Running Bases

1. Stealing shall not be permitted. A runner leaving a base prior to the ball being kicked shall be declared out automatically.

2. **Overthrows:** A runner may advance no more than one base per overthrow attempt and does so at the risk of being put out. Should the defense continue to attempt outs on an advancing runner and commit an additional overthrow, the runner may continue to advance one base at a time while the ball remains live. Should the defense not continue to attempt outs on the runner (e.g., the ball leaves the field of play into an unplayable area), the runner shall be limited to a single base of advancement.

3. **Interference:** Should a thrown or live ball make contact with a member of the kicking team positioned along the sideline awaiting their turn to kick (in lieu of a dugout), interference shall be ruled. All runners shall be held at their respective bases, at the discretion of the umpire.

4. Defensive throws directed at a runner shall be governed as follows: a throw that strikes a runner in the face, head, or neck shall result in the runner being awarded the next base automatically, unless the runner ducks into the path of the throw, in which case the runner shall be declared out. An overhand throw shall be released with two hands and may strike the runner only from the back to the feet. An underhand throw, released with the hand no higher than waist level, shall require only one hand and may strike the runner only below the waist.

5. A player who repeatedly strikes opposing players in the head shall be ejected from the game at the discretion of the umpire.

6. **Collision and Obstruction:** A runner shall bear sole responsibility for avoiding unnecessary collision with a fielder. A defensive player in possession of the ball who is actively attempting to apply a tag or record a force out may lawfully occupy and obstruct the base. A defensive player not in possession of the ball, and merely positioned in anticipation of a thrown ball for the purpose of applying a tag or force out, may not obstruct the runner's direct path to the base. In such circumstance:

7. a. A runner electing to stop at the obstructed base may stop adjacent to the bag and shall be declared safe, at the discretion of the umpire.

8. b. A runner electing to advance through the obstructed base may proceed around the obstructing fielder and advance to the next base without being required to touch the obstructed base.

c. Sliding is discouraged for safety purposes but shall not be prohibited.

Tagging Up: Upon a fly ball caught in the air by a defensive player, a runner electing to advance must first return to and touch the base legally occupied at the moment the ball was first touched or caught, prior to advancing to the next base. A runner may depart their base prior to the completion of the catch; however, should the ball be caught, the defense may record an out by tagging the base vacated by the runner before the runner returns to it. A runner may not tag up from any position other than the base legally occupied at the time of the catch.

First Base Safety Base: A safety base shall be placed adjacent to first base, offset into foul territory. On a play at first base, the runner shall run through the safety base and shall avoid collision with the first baseman. The defense shall record the out using the regulation first base, not the safety base.

Home Safety Base: A safety base shall be placed at home plate, offset into foul territory, and shall function in the same manner as the safety base at first. A runner must touch the home safety base in order for a run to be scored. On a play at the plate, the defense shall record the out either by tagging the runner prior to reaching the safety base, or, in the case of a force play, by using the regulation home plate rather than the safety base.

One (1) courtesy runner shall be permitted per team per inning. The courtesy runner must be of the same gender as the player for whom they are running and must be that gender's most recently recorded out. Should the courtesy runner remain on base at the time their own turn to kick arrives, the team shall be charged an out for that turn.

H. Fair and Foul Territory

A kicked ball shall be ruled **fair** if it comes to rest, is touched by a fielder, or passes first or third base while within the base lines.

A kicked ball shall be ruled **foul** if:

a. It comes to rest, or is touched by any player, outside the base lines prior to reaching first or third base;

b. It initially lands or rolls within fair territory but rolls outside the base lines prior to passing first or third base, without having been touched; or

c. It is kicked backward and rolls outside the base lines behind home plate.

d. Contact with the ball is made in front of the top of home plate line, as set forth in Section E.

A kicked ball shall remain **fair** if:

a. It lands or rolls within fair territory and passes first or third base prior to rolling outside the base lines; or

b. It is touched by a fielder while positioned over fair territory, notwithstanding that it subsequently rolls outside the base lines.

Illustrations:

a. A ball that comes to rest outside the base lines prior to reaching first base shall be ruled foul, notwithstanding the proximity of a fielder positioned in fair territory.

b. A ball that rolls within fair territory along the third base line, passes third base, and subsequently rolls outside the base lines in the outfield shall be ruled fair.

c. A ball fielded while positioned outside the base lines near home plate, prior to reaching first or third base, shall be ruled foul regardless of the fielder's position.

d. A ball kicked in the air that lands within fair territory beyond first base and subsequently bounces outside the base lines shall be ruled fair.

15. All foul balls, regardless of cause, shall be governed by the count provisions set forth in Section F. A foul ball caught in the air shall be subject to the tagging up provisions set forth in Section G.

I. Camp Gideon Field Specific Rules

1. One (1) field shall be maintained at Camp Gideon, marked with chalk paint and measured to the regulation standards set forth herein (see field diagram).
2. The outer boundary of the outfield shall be marked. A kicked ball crossing this boundary shall be ruled a ground-rule double, entitling all runners to advance two bases. This shall constitute the maximum award for a kicked ball, irrespective of distance traveled.
3. Safety bases shall be painted at first base and home plate, offset into foul territory, in accordance with Section G.
4. The pitcher's box and kicking box shall be marked on the field in accordance with the field diagram.
5. Official lineups shall be submitted to the umpire prior to the start of the game.
6. Score and time shall be recorded on-field by the umpire. Scorecards shall be signed by both team captains at the conclusion of the game.