



Draper Parks and Recreation ADULT KICKBALL RULES

MOST IMPORTANT RULES:

1. All teams must understand that this is a league for fun, for meeting friends and social exercise. Anyone out for "win at all costs" is in the wrong league.
2. This League will be managed by a supervisor.
3. The League is an on your honor league. There will be no umpires.
4. All players must sign the TEAM ROSTER before they are eligible to play
5. All players must try to have fun and be engaging.

FIELD:

1. The kickball diamond is a regular size softball field with **60** feet base paths.
2. The distance from home plate to second base and from first base to third base is 91 feet 11 inches.
3. The pitching plate is 50 feet from home plate. A circle will be drawn around the pitching mound for the area of control.

TEAMS:

1. Teams shall consist of a maximum of 11 players on the field and a minimum of 9 players, to not forfeit. One of the players must be catcher. The maximum number of players on your team roster is 20.
2. All players can kick.
3. The kicking order cannot change but you can change the fielders (free defensive substitution)
4. All players must be at least 16 years of age and in high school.
5. All players must have signed the official roster before they are eligible to play or participate.
6. The official kicking order must be provided to the scorekeeper 10 minutes before game time.
7. Team jerseys must be worn at all times. Leniency is the exception, not the rule.
8. No metal cleats are allowed. Anyone caught using them will be ejected immediately.
9. ALL PLAYERS MUST REMAIN IN THE DUGOUT WHEN NOT PLAYING. YOU CANNOT STAND IN FRONT OF THE DUGOUT.
10. The 11th defensive player may play anywhere in the field desired. A maximum of 7 players may play the infield (dirt) 3 of them must be women. **All other players must start on the grass until the ball is kicked.**

REGULATION GAMES:

1. Games will consist of 52 minutes. No new inning will start after 52 minutes.
2. Any team that is not ready to take the field within 5 minutes after the scheduled kick off time shall forfeit the match unless the opposing team manager (with enough to play) decided to give you more time. After 15 minutes, a Forfeit will be declared.
3. **YOU MUST PLAY AT LEAST 5 WOMEN IF YOU HAVE 11 PLAYERS, YOU CAN PLAY IF YOU HAVE AT LEAST 9 PLAYERS PRESENT TO PLAY, 4 OF WHICH NEED TO BE WOMEN.** You must take automatic outs for every player under 11. Kicking order must be male/female. You will recycle your girls in the batting order if you have more guys than girls. The only time you can have guys kick back to back is if they are at the end of the lineup and the leadoff kicker. **YOU MUST ALWAYS HAVE AT LEAST MORE GIRLS THAN GUYS, EVEN NUMBER GIRLS AND GUYS OR AT MAXIMUM, ONE LESS GIRL THAN GUY.** Any deviation from this will not be allowed.
4. The inning is over when 3 outs have occurred.
5. Any eligible player arriving after the start of the game must be added to the end of the team's kicking order.
6. **There will be a commit line and a scoring line at home. Once a player crosses the commit line, said player must continue to the scoring line or be called out. Any play at home will be a force out. Any Player touching home will be called out. All players must move away from home and cross the scoring line.**

PITCHING/CATCHING:

1. No bouncing of the ball to the kicker higher than one foot (as measured from the bottom of the ball). If the ball is bouncing higher than 1 foot off the ground when it reaches the plate then it is a ball; however, the kicker does have the option of kicking it if he/she wishes.
2. The kicker gets 4 pitches to kick the ball, in order for the pitch to count it must be inside the kicker's box.
3. The pitcher must stay inside the pitching area on the mound until the ball is kicked. If the pitcher crosses outside the pitching area, an illegal pitch will be called. The kicker does have the option of kicking it if he/she so chooses, and takes the result of that play.
4. Infielders must start no closer than the chalked (or this may be an "imaginary") diagonal line from between 1st to 3rd bases through the pitchers rubber to the batter. After the ball is kicked, they may advance towards the batter to defend against a bunt or play a ball. The pitcher cannot leave the circle or cannot jump in the air or over the pitcher circle after releasing the ball.
5. If a fielder makes an out by illegally advancing beyond the 1st - 3rd base diagonal, the runner will be declared safe (or pitcher if he/she comes out of the circle before the ball is kicked.)
6. The catcher must be positioned at least 3 feet from the kicker and behind the plate on the outside of the box until the ball is kicked. The catcher cannot interfere with the kicker.
7. The pitcher will pitch 4 balls to each kicker. If the kicker doesn't kick the ball within 4 pitches, then he/she is declared out. If a pitch is outside the kicker's box it will be declared a bad pitch and not count as one of the 4 pitches, and the kicker will be granted another pitch.
8. Pitching must be underhand only. No sidearm or overhand delivery is permitted. Curving the ball or excessive speed on the pitches will not be permitted. *This is a kickball league not a walk ball league. Strikeouts are not encouraged!*

KICKER:

1. All kicks must be made by foot or leg.
2. All kicks must be taken at or behind the line in front of home plate or a strike will be called. The kicker may step on the line to kick, however no part of the planted foot may be in front of or across the line in front of home plate.
3. If the ball is kicked over the line and the kick is caught 'out' by a fielder (or a force out occurs), the kicker is out. The kicker may line up outside the kicking box but the kick contact must be made inside the box.
4. *Bunting is legal. However, it must cross the 38ft arc marked on the field. If the ball comes to a complete stop and does not cross and is still in the field of play, you will be out, or if the ball goes foul it will count as one of the pitches. If the ball is touched before the ball crosses and it still in play it will be a fair play.*
5. No part of the plant foot may cross over the line.
6. Kickers may not stop the ball with their foot and then kick it.

RUNNING:

1. Runners must stay within the base line.
2. Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.
3. Fielders trying to make an out on base may have their foot on the base and can lean out of the baseline.
4. If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgement call. If you don't have the ball stay out of the base path. If you need the supervisor to make a judgement on this, they will err on the side of the offensive team.
5. There is a double base at First base. The double base on the inside of the field is for the fielder to tag. The orange base on the outside is for the runner. The runner must use the outside base at first base. An out will be called when the fielder tags the inside base before the runner touches the orange base and not the regular base. The fielder may not interfere in any way with the runner tagging first base. If a runner is attempting to turn at first base and run to second base, the runner may touch the white base. The fielder must not interfere.
6. It is the responsibility of the runner to avoid a collision. Please save yourself and your opponents from injury by paying attention. Ties go to the runner....There's no need to take out the baseman.
 - a. When a defensive player has the ball and the runner remains upright and crashes into the defensive player, it is considered a "crash". If the act is determined to be flagrant, the offender shall be ejected.
7. No leading off a base is allowed. No stealing a base is allowed.
8. A runner leading off the base before the ball is kicked is out.
9. **Hitting a runner with the ball above the shoulder level is not allowed** and the runner is SAFE and advances one (1) EXTRA base except for the following situations:
 - a. If the runner intentionally uses the head to block the ball, and is so called by the official/scorekeeper, in which case the runner is out.
 - b. If the runner is ducking, diving or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this is an out.

10. If the runner intentionally hits or kicks the ball out of bounds after being tagged out, the ball is dead and all runners must return to their original bases.
11. When a runner is hit with the ball above the shoulder level, other runners on base may advance on a force.
12. The runner may leave the base as soon as the **ball is kicked by the kicker**.
13. On an overthrow, all players advance as far as they desire at risk of getting out (live ball). On balls out of bounds (over a fence....dead ball) the runner advances to the base they were originally going to + 1. (one extra base on overthrow).
4. When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.
15. A kicked ball that lands fair and then bounces over a boundary fence will be considered a ground rule double.

FOUL BALL:

1. If the last pitch is a foul ball, the kicker will be declared out. This rule is intended to speed up the game.
2. A foul ball is:
 - * A kick landing out of bounds.
 - * A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base (any ball touching a fielder in fair territory is automatically in play).

OUTS:

1. A count of three (3) outs by a team completes the team's half of the inning.
2. An out is:
 - a. Doesn't kick the ball within four pitches or fouls the last ball pitched in the count.
 - b. A runner touched by the ball at ANY time while not on base.
 - c. A runner who is on the same base with another runner and is tagged with the ball.
 - d. Any kicked ball (fair or foul) that is caught.
 - e. A ball tag on a base to which a runner is forced to run.
 - f. A runner leading off base before a ball is kicked.
 - g. Foul ball on the last of 4 pitches.
 - h. Any runner that interferes with the defense fielding a ball in play.
 - i. A base coach who interferes with a live ball.
 - j. A runner hit by a ball thrown by a defensive player that contacts the runner below the neck.
 - K A ball that is bunted and in play but stops before crossing the 38ft mark.
3. Hitting the base with the ball alone does NOT count as an out. The fielder must hit the runner with the ball or tag the base while maintaining control of the ball.

PLAY BALL:

1. Once the pitcher has the ball in control and is inside the area of control, the play is over. Play will resume once the next pitch is thrown.

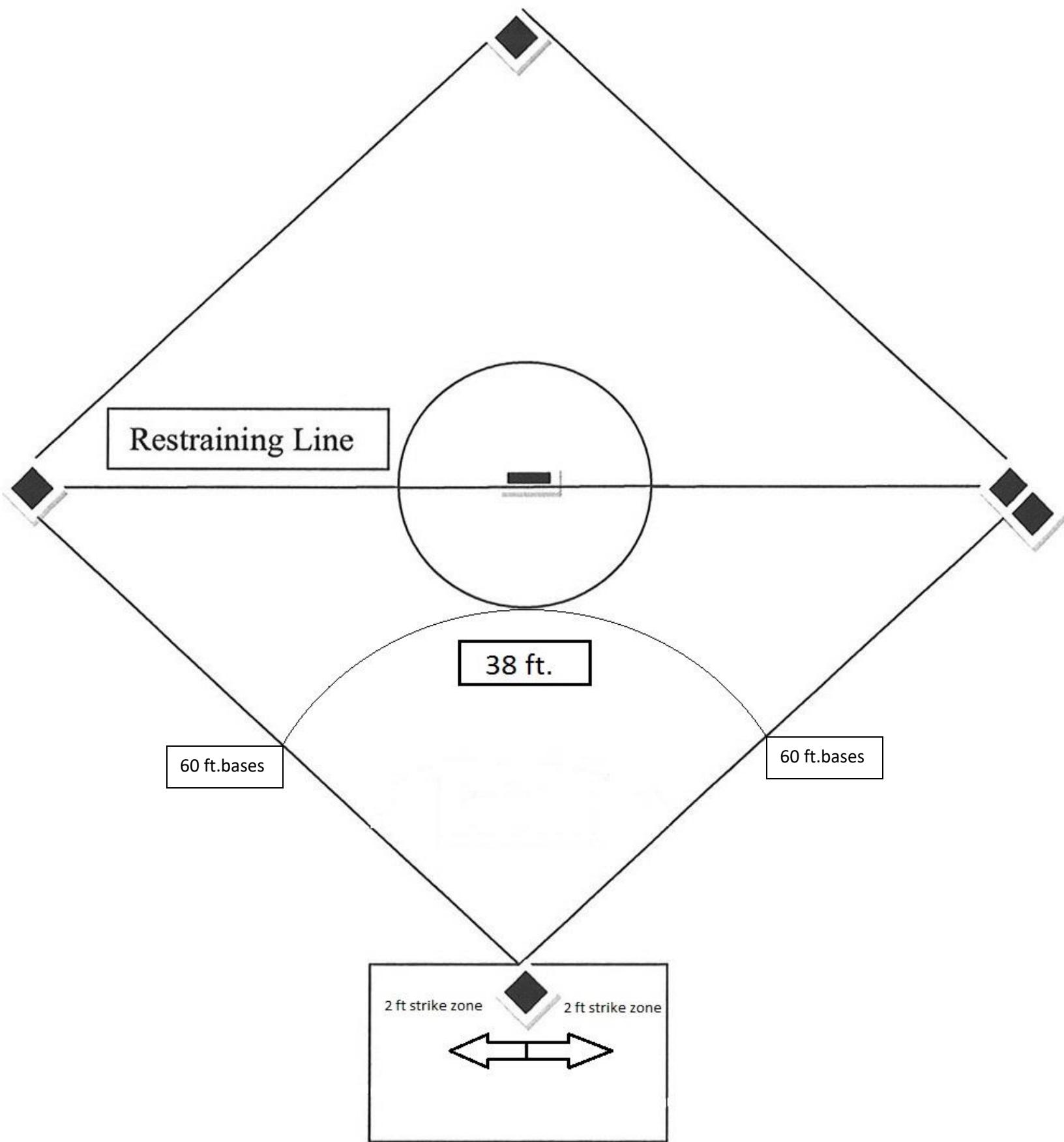
OTHER RULES:

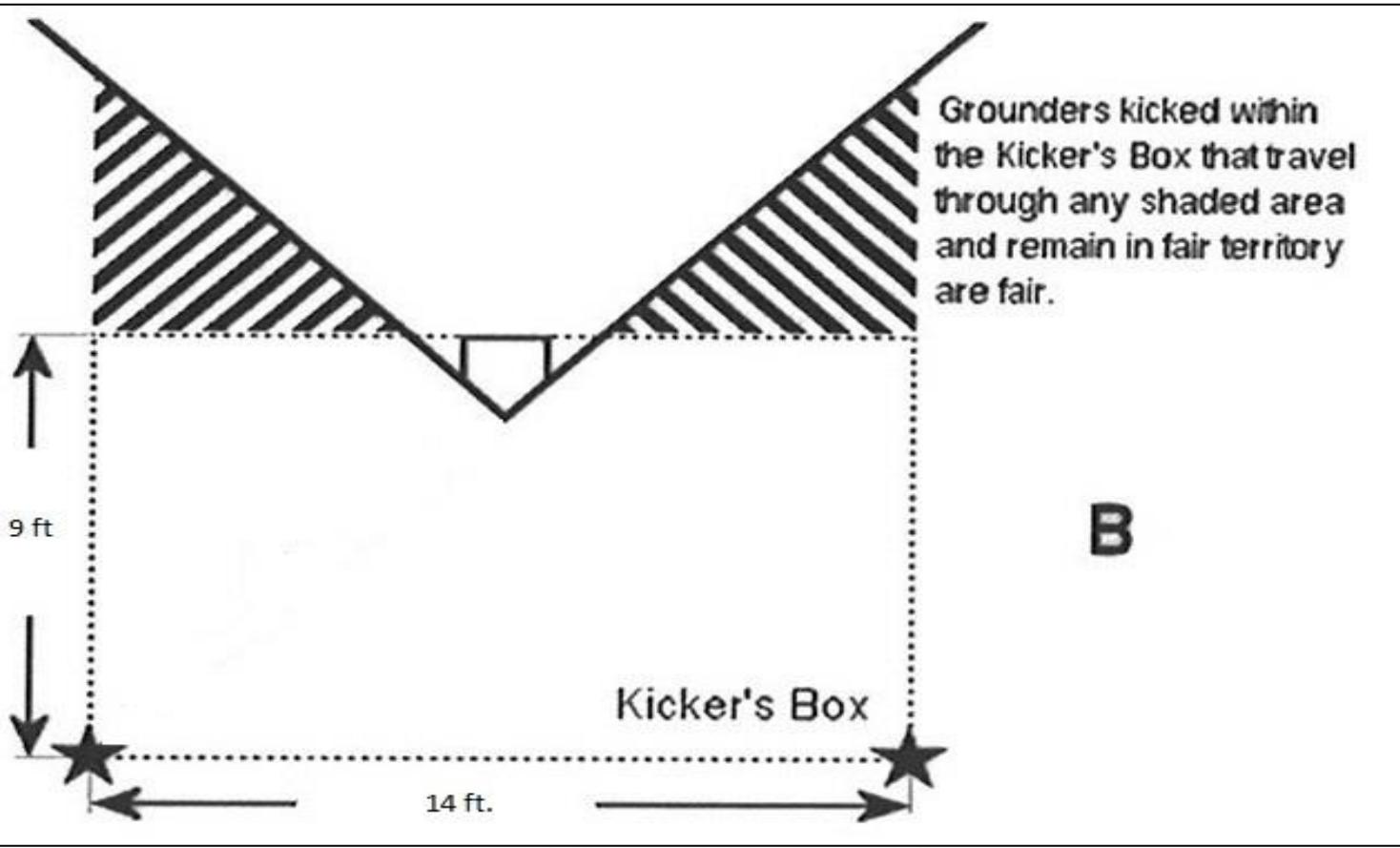
- * Foul language is not allowed.
- * No alcohol on the field or in the dugout or the stands. There is a Park Ordinance against alcohol in the park.
- * Coaches are responsible for controlling their team. We are adults...please act like it.
- * Coaches are responsible for keeping track of the scoring, batting order, inning and who is up. Please keep things moving. When in doubt consult the site supervisor.
- * There is no **Infield Fly Rule**
- *Games ending in a tie will receive one extra inning. In that extra inning, each team will start with a runner on second base (the last out of the order) and continue play as normal. If the game is still tied after that inning, the game will be considered a tie and will end.
- *A team playing a non-rostered or an ineligible player will forfeit that game.**

PLEASE PRACTICE GOOD SPORTSMANSHIP AT ALL TIMES!

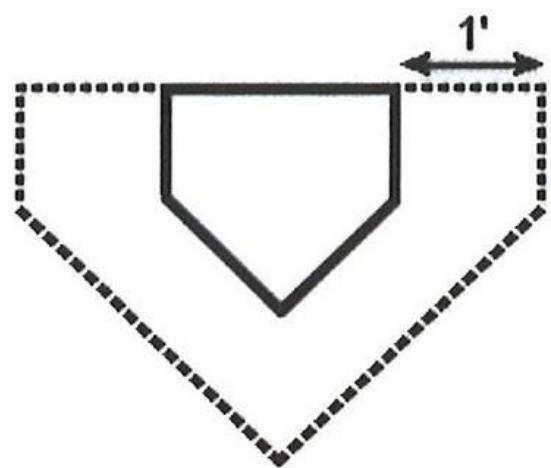
THIS IS AN ADULT LEAGUE....PLEASE ACT LIKE IT!

HAVE FUN.

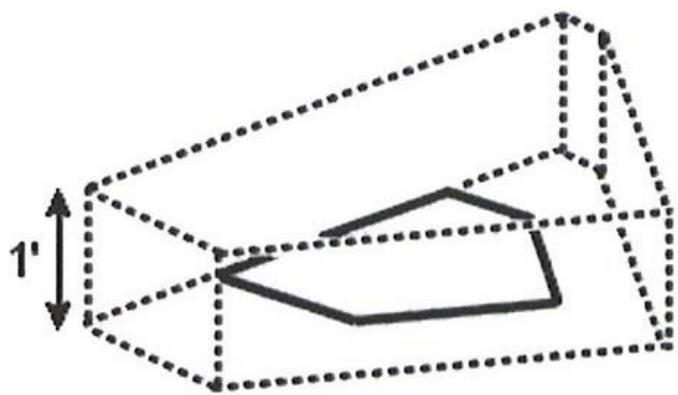




WAKA Kickball Strike Zone



TOP VIEW
(not to scale)



3-D VIEW
(not to scale)