



2026 Spring Kickball Rules

I. Introduction

The City of El Paso Parks and Recreation Department Kickball League will be conducted under WAKA (World Adult Kickball Association) rules and regulations, except as amended herein. The following local rules/procedures take precedence in all cases.

II. Organization

The Sports programming section of the City of El Paso Parks and Recreation Department will be the governing body for this program. The application, construction, and interpretation of these rules and regulations or the eligibility requirements, shall be solely at the discretion of the Program Supervisor and sports staff to include any changes.

III. Entry Fee/Leagues

- A. **Refund Policy: Once a team is posted on the schedule no refunds will be issued. Refunds will only be issued when the cause of the program cancellation was initiated by the City of El Paso.**
- B. Schedule requests will be considered but NOT GUARANTEED.
- C. No Schedule change will be made after the schedule is released, unless initiated by City staff.
- D. **All League Fees Must Be Paid In Full**
- E. 10-game season guaranteed, plus single elimination playoffs

IV. Awards

- A. Awards will be given to *play-off champions*.

V. Managers/Coaches Responsibilities

- A. Pay all league fees before registration deadline.
- B. **Ensure all players read league rules and park policies prior to participation.**
- C. Inform Sports Center Staff of changes in address' and telephone numbers.
- D. Coaches/captains will be held responsible for the actions of their players and team spectators. Spectators are subject to the same penalties as players. Any concerns must be brought up to the team coach and the coach will bring these concerns to the City staff.
- E. **Coach/Captain are responsible for having all players' ID's available at the time Sports staff requests.**
- F. Only Coach/Captain can dispute, protest, complaints, etc. to field supervisor. **Only one can represent team.**
- G. Coaches/Captains will also be responsible to sign final roster.
- H. **Follow the schedule.** No Changes will be made to the schedule after initial release unless initiated by the City of El Paso.

I. Music Policy

- Music **MUST NOT** contain abusive or offensive language nor reference any illegal substances.
- The volume of the music must be maintained at a level that is audible only within the vicinity, and not outside of, the bleachers or dugout area of the team playing the music.
- Volume is at the discretion of the umpire and El Paso Parks and Recreation Staff.
- Teams will be given one warning about the music before being asked to turn it off or have the music player removed from the complex.

J. Alcohol and Smoking are not allowed anywhere in the Park or in the Sports Complex. Anyone caught drinking within the complex will be ejected from the Park and for the day. If a player is caught drinking during a game in the dugout area the game will be stopped immediately and a forfeit will be issued to the team for that game.

- If a spectator is caught drinking, they will be told to leave the complex immediately. If the spectator refuses to leave, the coach of the team they are affiliated with will be tasked with getting that spectator to leave. Failure to leave within 2-minutes will result in team forfeit.
- If a team is caught drinking in the dugout, the game will be immediately forfeited and the team will be issued a team suspension.

II. Player Eligibility/Rosters (must be submitted online through www.quickscores.com/elpaso)

- A. All players must be 18 years of age or older.
- B. Rosters must be submitted online prior to the first game.
- C. Waiver form must be printed, signed and dated by the head coach or team representative before the first game.
- D. Teams must keep lineup cards and give a copy to the official before the start of the game.
- E. Teams are allowed to field 10 players with a minimum of 3 women. As many as 20 players can be in the lineup. Players on the field will be 10 players in the outfield (this includes the pitcher) + the catcher. Refer to DIAGRAM 1 on the back of the rules.
- F. Games can begin the game 8 players but must include 3 females. No automatic outs will be given if a team is playing with 8 or 9 players. If a roster player arrives late, that player may be inserted into the game, at any time. Empty positions must be at the bottom of line up.
 - If at any point, a team drops to 7 players, The game can start/continue with those 7 players (2 females at minimum), however, the team will receive an out every at-kick for being below the minimum.
- G. Players will **not be** allowed to be added to the roster by April 20, 2026, at 11:59 pm. Online rosters will have an automatic lock out date and no players will be allowed to be added after.
- H. Rosters shall not exceed 20 players.
- I. All players must have a valid/current City of El Paso Adult Sports ID and bring it to every game. Field Supervisors may do a Roster check at any point of a game & issue a forfeit for noncompliance. Digital copies of Sports ID's are acceptable, as long as Expiration are visible.
 - All Adult Player ID's must have a valid expiration date with a current logo. "Lifetime Memberships" will not be accepted. No exceptions!
- J. Players Are **Not Allowed** to play for more than 1 team.
- K. **Roster checks are done BEFORE every game. Players must bring their ID to every game. No ID**

card means No Play. Coaches/Managers may request a single player ID check before the 30-minute mark.

- Player identified as an illegal player will be one that is not on the roster. Forfeit will be given to any team who's playing an illegal player

III. The Game

A. All games will have a 50-minute drop dead time limit (If 5 innings were played before time expires the game will be considered done).

- **Playoffs:** playoff games will be 50-minutes drop dead. Coin-flip before the game will decide home and away.

- ONLY Semi-finals and Championship games will be 5-complete innings.

B. Official will set timers at 50 minutes and will start timer at game time.

C. 10-minute grace period will be available for the first game of the day ONLY, if a team has less than the required number of players to start. Officials time will start during grace period

D. Double forfeits will be assessed in games when neither team has the required number of players. EXCEPTION: Playoffs. Coin Flip will determine winner.

E. Field dimensions will be 60 ft. bases and 42'6 ft. pitcher's rubber.

F. All players must stay in the dugout. Only players allowed on the field when kicking are the base coaches, the kicker and the on deck player.

G. PITCHING, CATCHING AND FIELDING

- The pitcher must start the act of pitching within the pitching area. The pitcher must stay in the pitching area until the ball is kicked. No part of the pitcher's front foot may be in front of or across the front edge of the pitching area. Pitching must be done by hand. A team's first infraction will result in a warning to the team that caused the infraction. The second and each subsequent infraction by a team during the game will result in an automatic base for the kicker.
- A half circle will be drawn for the pitcher and will not cross the first/ third diagonal.
- Legal pitches must be within the circle, any pitch outside the circle will be considered a ball.
- The ball must return to the pitcher in the circle for the time to be called (at the umpire's discretion).
- No player may field forward the 1st-3rd base diagonal line other than the catcher until the ball is kicked, and no portion of a player's body may be forward the 1st-3rd base diagonal line until the ball is kicked. A team's first infraction will result in a warning to the team that caused the infraction. The second and each subsequent infraction by a team during the game will result in the kicker being awarded first base. Defensive players will not be penalized if the ball is not kicked.
- The catcher must stay 3 feet behind the back line of the kicking box until the pitched ball is contacted by the kicker. The first infraction will result in a warning. The second and subsequent infraction will result in a base for the kicker. (there will be a chalk drawn line 3 feet behind the kicking box)
- The strike zone extends to 1 foot on either side of home plate and 1 foot in height. A pitch outside the strike zone is a ball. Refer to DIAGRAM 4.
- There is no minimum/maximum pitching velocity.
- Balls must be pitched by hand, bounce at least twice before reaching home plate. A female pitcher must pitch the first 3 innings.
- The catcher may not contact the kicker at any time during the at-kick or immediately following the at-kick. The first infraction of this rule will result in a warning. The second and subsequent

infraction will result in a base for the runner.

- Interfering the base runner is not allowed. If a fielding player interferes the baserunner without making an attempt for a play; the runner will be called safe and awarded one (1) base (at the umpire's discretion).
 - Examples of interference include but are not limited to: tripping, colliding, pushing, standing in the way of the baseline, etc.
- One courtesy runner per inning ALLOWED (must be the same gender of the runner on base).
- Should the ball be thrown out of play (by accident) by the pitching/fielding team, the umpire will call time and the kicking team will be awarded one (1) base.
 - Clarification: Out-of-bounds will be considered outside the field of play (does not include foul-ball territory) and inside the dugout.

H. In the event a game is delayed, teams are required to wait for instructions from the Field Supervisor. If play resumes, absent teams will receive a forfeit. In cases of inclement weather (i.e. rain, lightning, wind or any other circumstances not within our control.) games will be considered complete after 3 innings

I. Tag-ups are only required before advancement on a caught ball in bounds. Tag-ups are NOT allowed on caught foul balls, after a kicked ball TOUCHED in the air the runner may 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 by a fielder, the runner may run forward without a forced tag-up.

J. During the **regular season**, if at the end of regulation teams are tied, the game will be decided by a **longest-kick tiebreaker**. Each team will select **one player** to participate. Both players will kick the ball, and the distance will be measured based on **where the ball first makes contact with the ground after being kicked**. The team whose player's kick lands the farthest will be declared the winner.

If both kicks appear equal or unclear, each team will select a new player and the process will repeat until a winner is determined.

K.

L. During playoffs, if a game is tied after regulation ITB extra innings will follow until a winner is declared.

- A female player will start on 2nd base.
- The last person to pitch for both teams will be pitching.
- Kicking order will resume where the lineup left off when the final inning ended.

M. Mercy rule will come in affect if a team is up by 15 or more after the 3rd inning.

N. **RUNNING, SCORING AND KICKING**

- Runners must reasonably stay within the base line. A runner who runs off the base line to avoid being tagged out will be considered out.
- Runners heading to first base must stay to the right of the foul line and use the orange extended base. If runner decides to attempt to run to second base they may.
- A runner attempting to make a play for second, could be tagged out.
- Base Runners that deliberately crash into a defensive player holding the ball and waiting to apply a tag will be called out.
- There is no leading off or stealing of bases. A runner off base when the ball is kicked will be called "Out".
- Hitting a runner's neck or head with the ball is not allowed, except when the runner is dodging a ball or sliding. Any runner hit in the neck or head is safe, unless the runner was making an attempt to dodge the ball
- Sliding is not allowed.
- If a male player is walked, intentionally or otherwise, and a female kicker follows in the kicking order, the following female kicker will be given the option of kicking or being awarded a base.

- Male and Female batters may kick in any order on their lineup.
 - **All players who are on the roster and present at the time of their game must be listed on the lineup and must kick.**
- **Bunting is allowed.**
- All kicks must occur within the kicking box
- 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. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box
- **Either 3 strikes or 3 fouls are considered an out. 4 balls is considered a walk**
- **Foul balls never count as strikes.**
- **No Intentional Foul Balls to waste time. This will result in an automatic Strike (at the umpire's discretion).**
- If a player is caught kicking out of the lineup order, the opposing team must protest immediately after the play and before the next pitch to the next kicker for an out to be called.

IV. Injury Substitutions

In the event of an injury that causes a team to fall below the minimum number of players, a team may substitute an injured player but must follow the following criteria:

- Player(s) being substituted must be same gender as injured player
- Must be of age and have a City of El Paso Player ID
- Added to the bottom of the lineup
- Must be added to the roster to replace the injured player (if not already on roster)
- Injured player will be removed from the roster

Notice: Coaches will be responsible for notifying the staff of a player that is no longer returning due to injury. Each injured player is allowed only one substitution (i.e. Injured Player A is being substituted by Player B one week and Player C the next. That is NOT ALLOWED)

V. Equipment/ Uniforms

- Official Balls: 10 inch diameter WAKA ball 1.5lbs
- Shirts:**
 - Must be similar in color
 - Non-duplicated and visible numbers (Must Be Permanent)
 - Team logos are encouraged but not mandatory. If you do decide to have a logo; it must NOT contain any vulgar, obscene, or explicit material.
 - Failure to comply will result in an automatic Out
- All cold weather attire (i.e. hoodies, long sleeves, etc.) must be worn under jersey**
- Players out of uniform may play defense.**
- It will be an automatic out each time the player(s) out of uniform is up to kick.**
- No metal cleats allowed.**
- Athletic shoes or plastic cleats only.
- All teams must be in uniform by Monday, April 20, 2026. Refer to rule C under equipment/ uniforms for players who do not have their uniform by April 20, 2026.**

VI. Protests/ Ejections

- A. **Umpire judgment calls CANNOT be protested.**
- B. Scores must be corrected prior to the first pitch of the next half inning. Winning coaches verify score with umpire at the end of game.
- C. Home team's score book will be the Official Score Book in the event of a dispute.
- D. **Any player, coach, manager, sponsor, spectator or anyone affiliated with the team who is ejected from the game has 2-minutes to leave the complex. The "out of sight, out of sound" rule will apply. Failure to do so in the time mentioned above will result in a forfeit.**
- E. If players clear the bench at any time during the game teams will receive an automatic forfeit and could be subjected to further punishment. Any further punishment will be left up to the judgment of the program supervisor in charge.
- F. Ejection from a game may be subject to further disciplinary action depending on the severity of the incident.
- G. **If ejected, you cannot participate in any remaining games for that day.**

VII. FINAL STANDINGS AND AWARDS

- A. Standings are determined by the overall won-loss record. Scores and standings will be on our QuickScores website.
- B. Ties will be broken by the following procedures listed in order:
 - Forfeits
 - Head to Head
 - H2H Run differential
 - Highest total runs scored throughout the season
 - Lowest total runs allowed throughout the season
 - Coin flip

EL PASO KICKBALL ADMIN INFO:

Admin	City Cell #	Email Address
Ruben Martinez	(915) 588-0427	martinezrx1@elpasotexas.gov
Jannie Villasana	(915) 979-5828	VillasanaJA@elpasotexas.gov

DIAGRAM 1: FIELD OVERVIEW

HR = Home Plate Referee
1R = 1st Base Referee
3R = 3rd Base Referee

1BC = 1st Base Coach
3BC = 3rd Base Coach
BK = Backstop

K = Kicker
C = Catcher
P = Pitcher

(All Referee, Coach and Player positions are suggestions for demonstration purposes.)

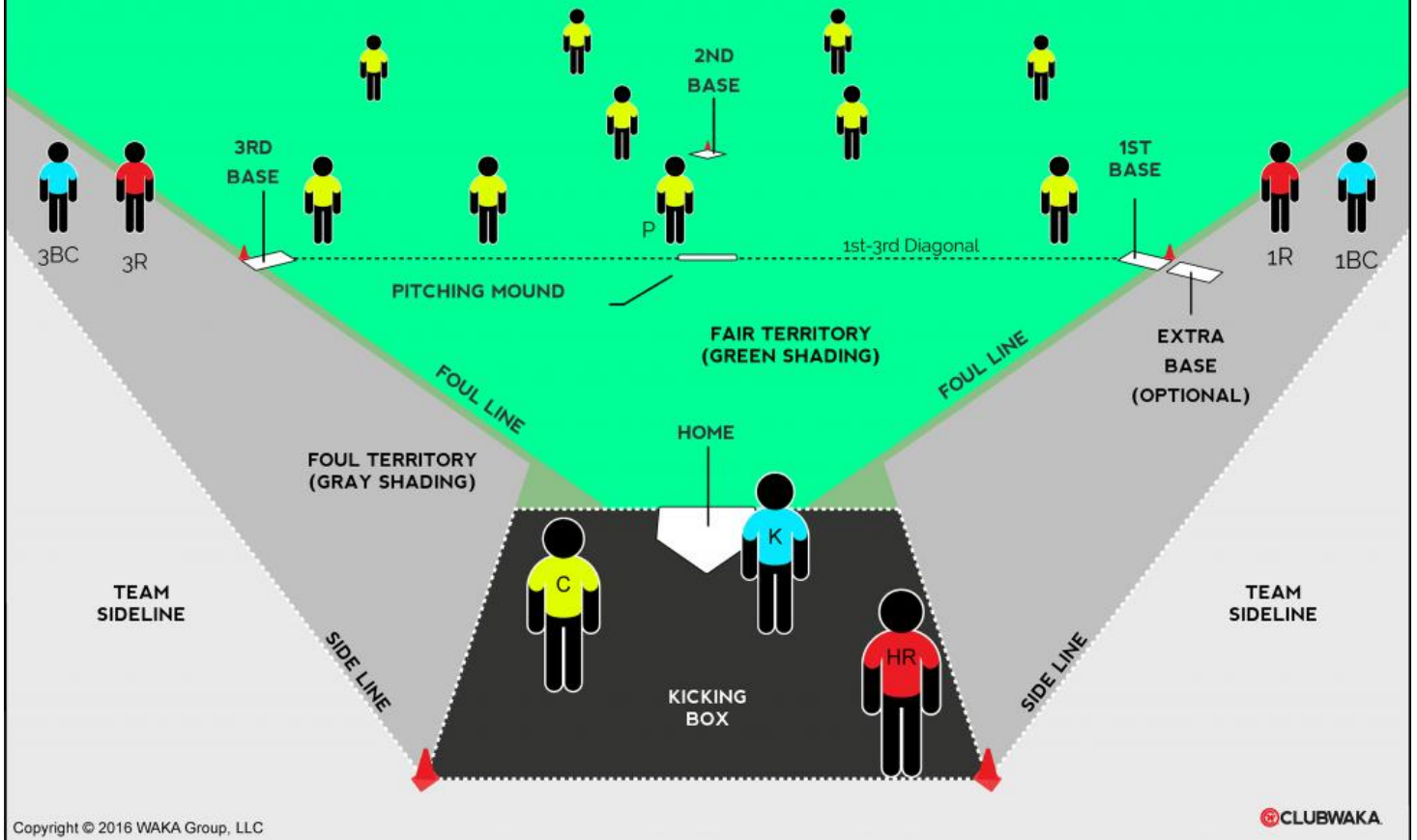
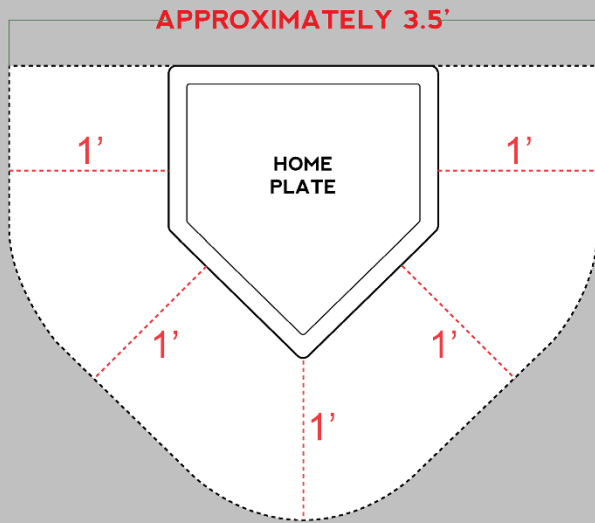
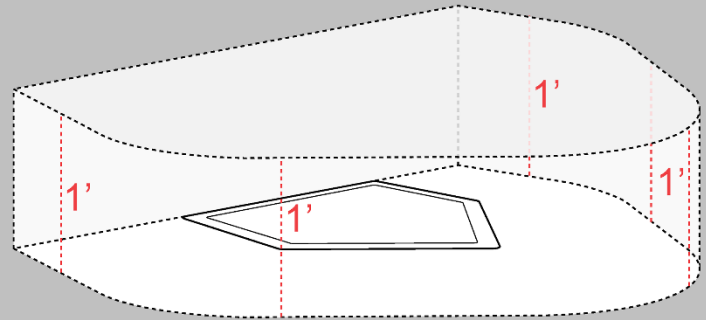


DIAGRAM 4: STRIKE ZONE

The Strike Zone extends 1' out from the side and rear edges of Home Plate (4a) and up to 1' directly above that plane (4b). (The Strike Zone is subject to Home Plate Referee's perception.)



4A: TOP VIEW OF STRIKE ZONE
(white shading)



4B: 3D VIEW OF STRIKE ZONE
(white shading)