



**Kickball Tournament**  
**Tournament Rules**

**By-laws to the Official WAKA Rules**

Kickball is a simple game consisting of two teams and a big red ball. Played like softball, the object is to score more runs than the opposing team. In short, kickball plays with 11 fielders, 7 innings (or 45 min), no bouncies, no head shots, and no ghost men. The following rules will govern all kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed nor tolerated.

**GOVERNING BODY: The O2 Ministries Kickball Rules, ASA Softball.**

The following rules are extracted from the WAKA official kickball rules. The umpires will have jurisdiction on the field they are officiating and will go through training. If in the result that these rules do not cover a specific situation then the officials will go to the ASA official rule book.

In the event of rule interpretation (during bracket play) and a protest is desired, the coach or manager of the protesting team will notify the umpire, he or she will then stop the game and take the protest to the Tournament rules committee for a final ruling. This ruling is final and then play is resumed. Due to time constraints the process of protest shall not take more than 15 minutes from the time the protest is brought to the umpire's attention. If a conclusion has not been made after the 15 minute time limit, then the call on the field stands and the protest is dropped.

**RULES:**

**1. The Playing Field**

- The strike zone extends to 1 foot on either side of home plate, and 1 foot high.
- All participants must respect and obey all rules and regulations pertaining to the field used for play and obey facility rules enforced by PARA during all games.
- 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 foul lines behind home plate. The area directly forward the kicking box is fair territory (see Diagram B). The kicker is not required to start in the kicking box; however the kick must occur within the kicking box.

## 2. Equipment

- Athletic shoes are required. Metal cleats are NOT allowed.
- Players may wear protective equipment proving it does not offer an unfair performance advantage. Any equipment deemed by the referee as a performance enhancement must be removed or the player will be removed from play.
- The official kickball is a red 10” playground ball (provided by O2 Ministries) and the air pressure will be checked and approved by the O2 Ministries rules committee.
- Uniforms, although highly recommended, not required for play. Arm bands will be provided at registration.

## 3. Officials

- Games will be officiated by at least one umpire. The head umpire governs all game play issues and final rulings, on judgment calls. See governing body information on rule interpretation.
- The head umpire must begin each game by having a plate conference with a coach or captain from each team. The head umpire may want to point out the following rules specific to the game of kickball:

Rules to keep in mind include: the pitcher must stay behind the pitching rubber and all fielders must stay behind the 1<sup>st</sup> and 3<sup>rd</sup> base diagonal until the ball is kicked; the catcher must play behind the kicker; the kicker must kick from within the kicking box; once the ball is in control and on or around the mound area, the play ends. Do you have any runners in need of a courtesy runner at 1<sup>st</sup> base only? Are there any questions?

- Umpires have jurisdiction over play and may:
  - Call a time out.
  - Call off a game due to rain, lighting, or other cause at the umpire’s discretion.
  - Penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game. Ejected player must meet with the Tournament rules committee along with their coach and the committee will make the decision if the player can return for play in any future games.
  - Any ball touched by a player or umpire wholly or partly in fair territory is automatically in play.

## 4. Participants

- All participants must meet the following requirements:

- Must have a waiver signed by either him or her self if over 18 years of age, or signed by a parent or guardian if under 18 years of age.
- Be on the official roster turned in at registration.
- Must wear the arm band provided at check in to be on the field to play.
- Must only be on one roster.
- Must not play kickball professionally.

## 5. Teams

- Each team must consist of at least 8 players on the roster, maximum of 20.
- Can play up to 11 players in the field.
- Teams must field at least 8 players to start the game.
- Teams must field no more than 8 male players at any time.
- 1 adult male and 1 adult female (total of 2 Adults) can play on a team in the youth division. If you have more than 1 of either gender, only 1 can be in the field and in the kicking line up at a time.
- If fielding 10 or more players, the catcher position must be filled.
- Everyone that is on the roster and present at game time, kicks. They must be put on the lineup, and given to the umpire at game time. Exception: If you have 15 or more players on your roster and present at game time, then you can stop your kicking order at 15.
- Each team must have one captain/coach who is responsible for the team.
- No pickup players allowed at any time.
- All team captains must ensure that:
  - All team players must kick in the same order the entire game, as it is written on the line up card and given to the umpire.
  - All team players wear the arm band provided at registration.
  - That a player on their roster is not on another roster.
  - A team captain can raise a protest with the referee for a rule interpretation, but will accept the *rules committee final decision. See governing body.*

## 6. Base Coaches

- Two Members of the team at kick can serve as base coaches at first and third base. The base coaches must assist in retrieving foul balls and may switch with other teammates to remain in the proper kicking order.

-Base coaches may not physically assist runners while the ball is in play. Any runner assisted by a base coach during play is out *and the current base coach can no longer coach a base for the remainder of the game*

### **GAME PLAY:**

#### 7. Regulation games

- Regulation games last 7 innings, *or 45 min whichever comes first.*

- In the event of a tie at the end of 7 innings or 45 minutes, due to bracket play there must be a winner, so at the end of regulation play, each half inning will start with a runner on 2<sup>nd</sup> base. That runner is the last out of the previous inning. And we will play 10 more minutes or until we have a winner, if at the end of 10 minutes and there is still a tie, each half inning will start with a runner on 3<sup>rd</sup> base, that runner being the last out of the previous inning.

- A team that cannot field at least 8 players at any time will forfeit the game.

- Any team playing a non-registered or improperly registered (not on roster, or no wavier signed) player will be announced to the rules committee before the end of current game that the infraction was found for ruling on future participation (the team as a whole or the player after he or she properly registers)

- A game is ended if a team is winning by 15 or more runs any time after the 3<sup>rd</sup> inning.

#### 8. Pitching/Catching

- A pitch that is higher than one foot at the plate (a bouncy), and called as such, results in a ball.

- Any pitch that rolls excessively fast and is called as such, results in a ball. It is in the discretion of the umpire on what excessively fast is.

- The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to abide by this rule results in a ball.

- No player may field in front of the pitching rubber other than the catcher, and no player may advance forward the 1<sup>st</sup> and 3<sup>rd</sup> base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.

- The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.

- The strike zone extends 1 foot on either side of home plate and one foot high. A pitch outside the strike zone is a ball.

- Balls must be pitched by hand.
- No intentional walks.

## 9. Kicking

- All kicks must be made by foot or leg below the knee. Failure to abide by this rule results in a strike.
- All kicks must occur at or behind home plate. Kicker may step on home plate to kick, however no part of the planted foot may be outside of the kicking box. Failure to abide by this rule results in a strike.
- The kicker is not required to start in the kicking box; however the kick must occur within the kicking box.
- Bunting is not allowed. A bunt is a judgment call by the umpire.

## 10. Running

- Runners must stay in the base line
- Fielders must stay out of the base line. Fielders trying to make an out on a base may have their foot on that base, but must lean out of the baseline. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.
- Neither leading off the base nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
- Hitting a runner's neck or head with the ball is not allowed. Except when the runner is sliding. Any runner hit in the neck or head while running is safe and advances to the base they were running toward when the ball hit the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the umpire, is out.
- Tag-ups, after a kicked ball is touched or caught, runners must tag their originating base before running to the next base.
- One base on an overthrow into out of play territory. A runner may not run beyond the next base to the one originally running toward when the ball is thrown.
- Running past another runner is an out. The runner is out when he passes a preceding runner before such runner is out.

## 11. Strikes

- A count of three strikes is an out

- A strike is:
  - A pitch within the strike zone that is not kicked
  - An attempted kick missed by the kicker inside or outside of the strike zone
  - A foul.

## 12. Balls

- A count of four balls advances the kicker to second base.
- A ball is:
  - A pitch outside the strike zone as judged by the umpire where a kick is not attempted
  - A legally pitched ball that is deemed by the umpire as excessively fast.
  - A pitch that is higher than one foot at the plate,
  - Any fielder or pitcher advancing on home plate before the ball is kicked.
  - Any catcher crossing home plate before the kicker or failing to field behind the kicker.

## 13. Fouls- See diagram 3

- A foul counts as a strike
- A kick landing out of bounds or in foul territory
- A kick landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base. (Any ball touched by an in bounds player is automatically in play)
- A kickball kicked or touched more than once in the kicking box
- A kicked ball in flight touched by a fielder in foul territory and not caught.
- A kick made on or above the knee.
- A kicked ball outside the kicking box.

## 14. Outs

- A count of three outs by a team completes the teams half of the inning.
- An out is:
  - A count of three strikes.
  - A foul on the third strike.

- A runner touched by a ball or who touches the ball ANY time while not on base and the ball is in play. The only exception is a ball touching the body above the shoulders as there will be NO head shots unless player is sliding.

- A runner touched by an offensively kicked ball, even if hit above the shoulders, and the play is dead, and the runner is out.

- Any kicked ball in fair or foul territory and caught.

- A ball tag on a base to which a runner is forced to run.

- A runner off his or her base when the ball is kicked.

- A runner physically assisted by a base coach while the ball is in play.

#### 15. Ball in Play

- When the defensive team controls the ball at or around the pitching rubber, the play ends, to the umpires discretion.

- If a runner touches or stops the ball, the play ends and the runner is out.

- During a play where a ball is popped or deflates significantly, the play should be replayed with a new ball. Any time there is interference, play automatically ends and runners proceed to the base to which they were headed.

- Any ball touched by a defensive player or umpires wholly or partly in fair territory is automatically in play.

- If runners are on 1<sup>st</sup> and 2<sup>nd</sup> and less than 2 outs, the infield fly rule will be in effect.

#### 16. Ghost men

- There are no ghost men.

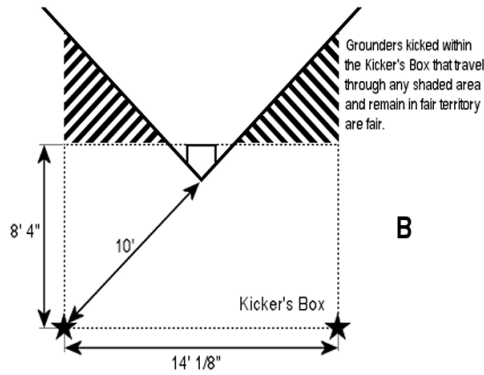
#### 17. Re entry and Substitutions

- In cases of injury or illness, a time out may be requested for participant removal and replacement with a substitute given the rules are followed. If the participant later returns to play, the participant must be inserted in the same kicking order as previously held.

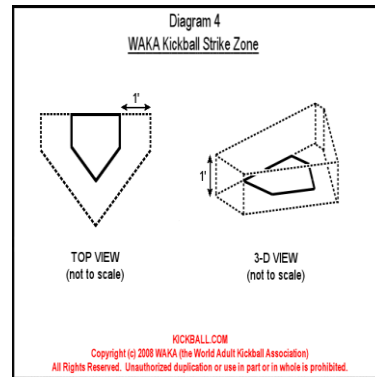
- If a player is ejected, injured, or becomes ill and cannot continue, a time out may be requested for participant removal and the line up will continue in the same formation less the removed player. If player is removed due to ejection, it is deemed an out each time it's that player's time to kick.

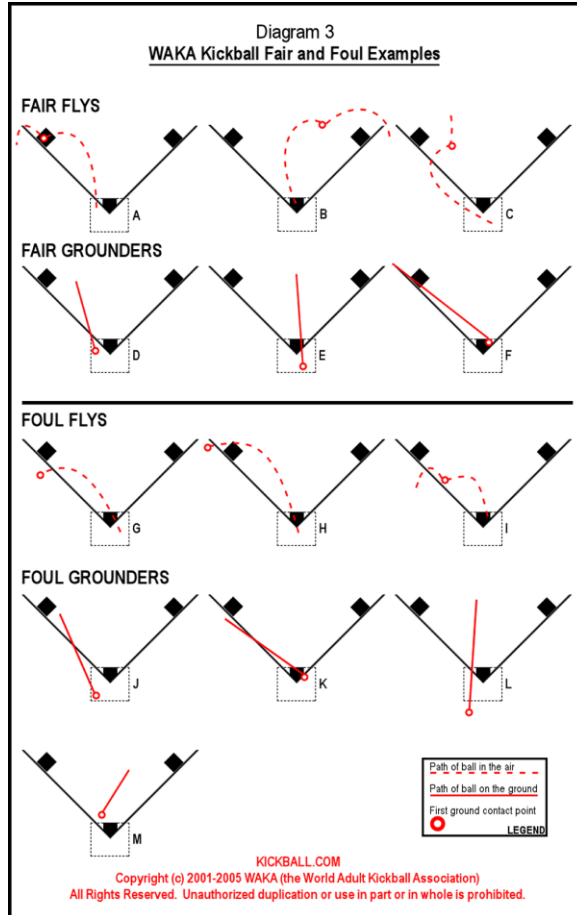
- An injured runner may call for a courtesy runner at 1<sup>st</sup> base only. In this situation, if the injury to the runner happened prior to the current game, then the coach or captain should make it aware to the umpire prior to the game that such runner will need a courtesy runner. If the injury happened during game play, then the umpire is already aware of the injury and will allow a courtesy runner for the injured runner at 1<sup>st</sup> base only and be replaced by the runner who made the last out. The injured player must be able to kick or must be substituted for abiding by the rules.

## Diagrams



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KICKBALL: Official Rules of the Game

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