



## 2009 Updates and Revisions to KICKBALL: Official Rules of the Game

This document outlines the updates and revisions to Kickball: Official Rules of the Game revision 1/2009. Changes are listed in blue under the text of the former rule, and additions are in bold blue type. Thank you & happy kicking!

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### Former Rule:

#### KICKBALL AT A GLANCE

WAKA Kickball - The World Adult Kickball Association is the preeminent adult kickball organization and the world governing body of kickball. Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, WAKA plays with 11 fielders, 5 innings, 2 base coaches, no bouncies, no head shots, one base on an overthrow, forced outs, and no ghost men. At the end of a game the team with the most runs wins. The following rules will govern all WAKA kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed or tolerated.

### 1/2009 Revision:

#### KICKBALL AT A GLANCE

WAKA Kickball - The World Adult Kickball Association is the preeminent adult kickball organization and the world governing body of kickball. Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, WAKA plays with 11 fielders, 5 innings, 2 base coaches, **bouncies**, no head shots, one base on an overthrow, forced outs, **no ghost men, and bunting is allowed so get a good catcher on your team.** The following rules will govern all WAKA kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed or tolerated.

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### Former Rule:

1.02 The strike zone extends to 1 foot on either side of home plate, and 1 foot high. Do not place cones next to home plate to mark a strike zone.

### 1/2009 Revision:

**1.02 The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate (see Diagram 4). The strike zone may not be marked by cones or other raised objects.**

*Diagram 4 added for this rule.*

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### Former Rule:

1.06 - Optional Extra Base – The option of using this field setup must be made by the division board of directors each season via formal vote and approval at a scheduled meeting prior to the third week of games played. Once use is

approved, this extra base must be used for all games of that division season and division tournament games. If the extra base is used:

- a. Fielders trying to make an out on first base must touch the base to the inside of the cone (first base). Runners hindered by a fielder touching the Extra Base will be safe.
- b. Runners not attempting to advance to second base and touching the first base will be out.
- c. If no fielder is on first base, and/or the runner is attempting to advance to second base, the runner may touch first base.
- d. The Extra Base is only available for runners traveling from home plate.
- e. Once a runner has reached first base safely the runner may not stand on or touch the Extra Base. Any runner doing so will be out.

**1/2009 Revision:**

1.06 -

**d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out.**

**Rules 1.06 a, b, c, and e reordered.**

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**Former Rule:**

3.02 The Head Referee must begin each game by reading the following:

"Every player must be 21 years or older, have adequate current health insurance, and be officially registered with WAKA to participate. I am the Head Referee, my name is \_\_\_\_\_ and I will issue all final rulings if necessary. The only participants who may dispute a call are the team's designated Captain and Co-Captain. Who are the Captains and Co-Captains for tonight's games? (Get Names) Rules to keep in mind include: the pitcher and all fielders must stay behind the pitching strip line until the ball is kicked; the catcher must play behind the kicker; the kicker must kick at or behind home plate; once the pitcher has the ball in control and on the mound, the play ends; and all fielders must stay out of the baseline - fielders may have their foot on the base, but **must** lean out of the baseline. Are there any questions?"

**1/2009 Revision:**

3.02 The Head Referee must read the following before every game:

"Every player must be officially registered to participate. I am the Head Referee and will issue all final rulings if necessary. Only the Captain and Co-Captain may dispute a call - please raise your hands. Rules to keep in mind include: the pitcher and all fielders must stay behind the pitching strip line until the ball is kicked; the catcher must play behind the kicker; once the pitcher has the ball in control and on the mound, the play ends; and all fielders must stay out of the baseline - fielders may have their foot on the base, but must lean out of the baseline. Are there any questions?"

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**Former Rule:**

5.01 Each division may have a maximum of 16 teams. Each team must consist of a minimum of twelve (12) and no more than twenty-six (26) registered players. Teams are encouraged to hold rosters of at least 18 members. Additional players may be placed on teams by WAKA or the division to level team numbers according to independent player availability and as the need arises.

5.02 Teams must field at least eight (8) players and no more than eleven (11). Teams must field a minimum of four (4) players of each sex. (see Rule 7.04) If fielding 11 players, one player must play the position of catcher. At any time during the game teams may only field one pitcher and one catcher (see Rule 8.07).

**1/2009 Revision:**

5.01 Each division must have at least four (4) and no more than sixteen (16) teams.

5.02 Each Team:

- a. should have at least eight (8) female and eight (8) male players, to avoid potential forfeits;
  - b. must field at least eight (8) and no more than eleven (11) players, and the 11th player must play the position of catcher;
  - c. must field a minimum of four (4) players of each sex (see Rule 7.04);
  - d. may only field one pitcher and one catcher at any time during the game (see Rule 8.07).
  - e. may have additional players placed on their team by the league, and have no more than twenty-six (26) players.
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**Former Rule:**

7.01

b. At the discretion of the division board, a single time limit may be set for all of the division's regular season games. Such a time limit may not be shorter than 45 minutes. A game that finishes before a time limit remains a regulation game (see Rule 7.02 and 7.03).

**1/2009 Revision:**

7.01

b. At the discretion of the division board, a single time limit may be set for all of the division's regular season games. Such a time limit may not be shorter than 45 minutes **and cannot exceed 90 minutes. A game that finishes by being called off due to a time limit remains a regulation game (see Rule 7.02 and 7.03).**

**c. If a team is winning after the top of the 5th inning and is set to kick in the bottom of the inning, the game ends and will be marked as a regulation game.**

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**Former Rule:**

7.03 A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and shall be rescheduled if possible.

**1/2009 Revision:**

7.03 A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and **a new game may be rescheduled.**

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**Former Rule:**

7.07 Any game may be ended at the discretion of the losing team, if losing by 12 or more runs at any point in the game. This will be marked as a regulation game.

**1/2009 Revision:**

7.07 Any game may be ended at the discretion of the losing team, if losing by 12 or more runs at **the end of any inning.** This will be marked as a regulation game.

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**Former Rule:**

8.01 No bouncies (see Rule 1.02). A bouncy called as such results in a ball and is:

- a. a pitched ball that does not touch the ground at least once before reaching the kicking box;
- b. a pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box;
- c. a pitched ball, prior to reaching the kicker, that exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone;
- d. a pitched ball that is higher than one foot at the plate.

**1/2009 Revision:**

8.01 Bouncies are allowed (See Rule 12.02).

*See 2009 Section 12 for details of Bouncy rule.*

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**Former Rule:**

8.02 The pitcher must start the act of pitching within the pitching mound (see Rule 1.01d). The pitcher must stay behind the pitching strip 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 strip. 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 regardless of the outcome of the kick.

**1/2009 Revision:**

8.02 The pitcher must start the act of pitching within the pitching mound **and have at least one foot on or directly behind the pitching strip when releasing the ball (see Rules 1.01d and 15.01). A team's first infraction of this rule will result in a Pitcher Position Warning to the team that caused the infraction. The second and each subsequent Pitcher Position infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.**

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**Former Rule:**

8.03 No player may field forward the 1st-3rd base diagonal other than the catcher until the ball is kicked, and no player may advance forward the 1st-3rd base diagonal 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 regardless of the outcome of the kick.

**1/2009 Revision:**

8.03 No player may field forward the 1st-3rd base diagonal other than the catcher until the ball is kicked, and no player may advance forward the 1st-3rd base diagonal 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 strip until the ball is kicked.** A team's first infraction of this rule will result in a **Fielder Encroachment Warning** to the team that caused the infraction. The second and each subsequent **Fielder Encroachment** infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.

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**Former Rule:**

8.04 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 (see Rule 12.02c).

**1/2009 Revision:**

**8.04 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. A team's first infraction of this rule will result in a Catcher Encroachment Warning to the team that caused the infraction. The second and each subsequent Catcher Encroachment infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.**

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**Former Rule:**

8.05 The strike zone extends to 1 foot on either side of home plate to the side of the kickball, and 1 foot high to the bottom of the kickball. A pitch outside the strike zone is a ball (see Rule 11.02).

8.06 Balls must be pitched by hand. There are no restrictions on pitching style.

8.07 Backstop assistant. A captain may choose to enlist a team member as a backstop assistant to retrieve balls no longer in play. This assistant does not count as a catcher or fielder (see Rule 5.02), must be behind the kicking box and sufficiently back from the catcher, and may not be involved in any play.

**1/2009 Revision:**

*Deleted Rule 8.05. Moved Rule 8.06 to 8.05 and Rule 8.07 to 8.06.*

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**Former Rule:**

10.05 Tag-Ups are only required before advancement on a caught ball. After a kicked ball is touched or caught, runners are forced to 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.

**1/2009 Revision:**

10.05 A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out (see Rule 14.02f).

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**Former Rule:**

10.06 All ties will go to the runner. Runners may overrun first base.

**1/2009 Revision:**

10.06 All ties will go to the runner. Runners may overrun first base, **and may only be tagged out if actively attempting to advance to second base.**

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**Former Rule:**

10.07 Base Running on Overthrows;

d. Once an overthrown ball is back on the field of play, and the defense attempts a play other than returning the ball to the pitcher, runners may commence base running.

**1/2009 Revision:**

10.07 Base Running on Overthrows;

d. **if any fielder attempts to make an out prior to returning the ball to the pitcher**, runners may commence base running.

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**Former Rule:**

11.02 A strike is:

- a. a pitch within the strike zone (see Rule 8.05) that is not kicked;
- b. an attempted kick missed by the kicker inside or outside of the strike zone (see Rule 8.05).

**1/2009 Revision:**

11.02 A strike is:

- a. a pitch that is not kicked and is not called a ball per Rule 12.02, that enters any part of the strike zone (see Rule 1.02);**
  - b. an attempted kick missed by the kicker inside or outside of the strike zone (**see Rule 1.02**).
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**Former Rule:**

12.02 A ball is:

- a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted (see Rule 8.05);
- b. an illegal bouncy (see Rule 8.01);
- c. any catcher crossing home plate or positioned forward the kicker before the ball is kicked (see Rule 8.04).

**1/2009 Revision:**

12.02 A ball is:

- a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted (see **Rule 1.02**);
  - b. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;**
  - c. a pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box;**
  - d. a pitched ball, prior to reaching the kicker, that exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone;**
  - e. a pitched ball that is higher than one foot at the plate.**
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**Former Rule:**

13.01 A count of four (4) fouls is an out.

13.02 A foul is:

- a. a kicked ball landing in foul territory (see Diagram 3G, 3H);

- b. a kicked ball landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base (see Diagram 3I, 3J, 3K);
- c. a ball kicked outside of the kicking box (see Diagram 3L, 3M);
- d. a kicked ball touched more than once in foul territory or stopped by the kicker in foul territory (see Rule 1.04);
- e. a kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such (see Rule 15.02c);
- f. a kick made on or above the knee (see Rule 9.01);
- g. a kicked ball touched more than once in the kicking box or stopped by the kicker in the kicking box.

13.03 A fair is:

- a. a ball kicked that lands and remains in fair territory (see Rule 1.04) (see Diagram 3A, 3B);
- b. a ball kicked that lands in fair territory then travels into foul territory beyond the 1<sup>st</sup>-3<sup>rd</sup> baseline (see Diagram 3C).

**1/2009 Revision:**

13.01 A count of four (4) fouls is an out. **Foul balls never count as strikes.**

13.02 A foul ball is:

- a. a kicked ball landing in foul territory (see Diagram 3G, 3H);
- b. a kicked ball touched in foul territory (see Rule 1.04);**
- c. a kicked ball landing in fair territory, but touching foul territory** on its own at any time before reaching first or third base (see Diagram 3I, 3J, 3K);
- d. a kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such;**
- e. a kick made on or above the knee (see Rule 9.01);**
- f. a kicked ball touched more than once or stopped in the kicking box by the kicker;**
- g. a kicked ball kicked outside of the kicking box (see Diagram 3L, 3M);**

13.03 A fair ball is:

- a. **a kicked ball landing and remaining** in fair territory (see Rule 1.04) (see Diagram 3A, 3B, 3C);
- b. a kicked ball landing in fair territory then traveling** into foul territory beyond the 1<sup>st</sup>-3<sup>rd</sup> baseline (see Diagram 3C).

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**Former Rule:**

14.02 An out is:

- g. a runner physically assisted by a base coach during play (see Rule 6.02).

**1/2009 Revision:**

14.02 An out is:

**[added] e. a kicker that intentionally hits the ball with their hand or arm (see Rule 15.02c);**

- h. a runner physically assisted by a team member during play (see Rule 6.02)**

Rules 14.02 e, f, g, h, i, and j reordered.

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**Former Rule:**

14.03 Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area except for the kicker, the catcher, referees and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. (see Rule 1.01e). The first infraction will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written scorebook kicking order on the team that caused the infraction.

**1/2009 Revision:**

14.03 Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area except for the kicker, the catcher, referees and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. (see Rule 1.01e). The first infraction **of this rule** will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written scorebook kicking order on the team that caused the infraction.

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**Former Rule:**

15.01 Once the pitcher has the ball in control and retains possession on the mound, the play ends and runners may advance to the base towards which they were headed.

**1/2009 Revision:**

15.01 Once the pitcher has the ball in control and retains possession on the mound, the play ends. **Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.**

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**Former Rule:**

15.02 Interference is:

- a. when any non fielder or non permanent object touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
- b. when any runner on or off base intentionally touches a ball. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came. (See Rule 14.02d)
- c. when any permanent object is touched by a ball in foul territory. This interference causes the play to end, and all runners shall return to the base from which they came (see Rule 13.02e).

**1/2009 Revision:**

15.02 Interference is:

- a. when any non fielder or non permanent object **except a referee**, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
  - b. when any runner on or off base intentionally touches a ball. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, **unless forced to advance**. (See Rule 14.02d)
  - c. when any kicker intentionally hits the ball with their hand or arm. This interference causes the play to end, the kicker to be out, and any other runners shall return to the base from which they came (see Rule 14.02e).**
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**Former Rule:**

18.03 Division tournaments, World Kickball Championships, and all other WAKA tournaments are regulated by the WAKA World Kickball Championship Guidelines found at [kickball.com](http://kickball.com)

18.04 All Regional and other World Kickball Championship play is regulated by the WAKA World Kickball Championship Guidelines found at [kickball.com](http://kickball.com).

**1/2009 Revision:**

**18.03 Division tournaments are regulated by the WAKA Kickball Division Tournament Guidelines found at [kickball.com](http://kickball.com).**

18.04 World Kickball Championship play is regulated by the WAKA World Kickball Championship Guidelines found at [kickball.com](http://kickball.com).