KICKBALL: Official Rules of the Game
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So, what does this all mean? Basically, we want you to do what you love, play and promote kickball, and have fun using our work. We don't care that you are not paying for the rules, but just let people know we wrote them, and don't blame us for what happens when you use them, that's all.

Happy kicking!

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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, games are played 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.

PLAYING FIELD AND EQUIPMENT

1. THE PLAYING FIELD

1.01 The Head Referee will designate a safe field suitable for play in accordance with the following provisions which equal the dimensions of a softball field (see Diagram 2):
a. the kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner;
b. the distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches or about 28 paces. The distance between any base and home plate shall be measured from the back corner of each;
c. the pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1st-3rd base diagonal;
d. the pitching mound extends 12 feet from the center of the pitching strip (see Rule 8.02);
e. the sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline area (see Rule 14.03);
f. cones are placed: at the outside corner of first, second, and third base, and not touching the base; on the foul lines 30 feet or about 10 paces behind first and third base; and on the sidelines 10' from home plate;
g. 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 area directly forward the kicking box is fair territory (see Diagram 2B). The kicker is not required to start in the kicking box, however the kick must occur within the kicking box (see Rule 9.02b).
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.
1.03 All participants must respect and obey all rules and regulations pertaining to the field used for games. Alcohol is prohibited on the field. In addition, various park permits may have stipulations that participants must

abide by to play at those facilities**.** Participants breaking field rules must be ejected from the game and will be considered by the league coordinator for disciplinary action including expulsion from the league. The league coordinator has final say in all judgment.

1.04 Any ball touched by a player or Referee wholly or partly in fair territory is automatically in play. A participant jumping from fair territory is in fair territory while in the air. A participant jumping from foul territory is in foul territory while in the air.

1.05 Upon notification to the Head Referee of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

1.06 - Optional Extra Base – When the option of using this field setup is selected by the league coordinator for a season of play, this extra base must be used for all games of that league's regular season and league tournament games. If the extra base is used:

a. The Extra Base is only available for runners traveling from home plate (see Rule 10.06);

b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe;

c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out, except under the exception in Rules 1.06f and 1.06g;

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;

e. No additional base may be used at any other base;

f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base (see Rule 14.02o);

g. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base. A runner (see Rule 1.06a) using or touching First Base in any other circumstance is out.

Diagram 1

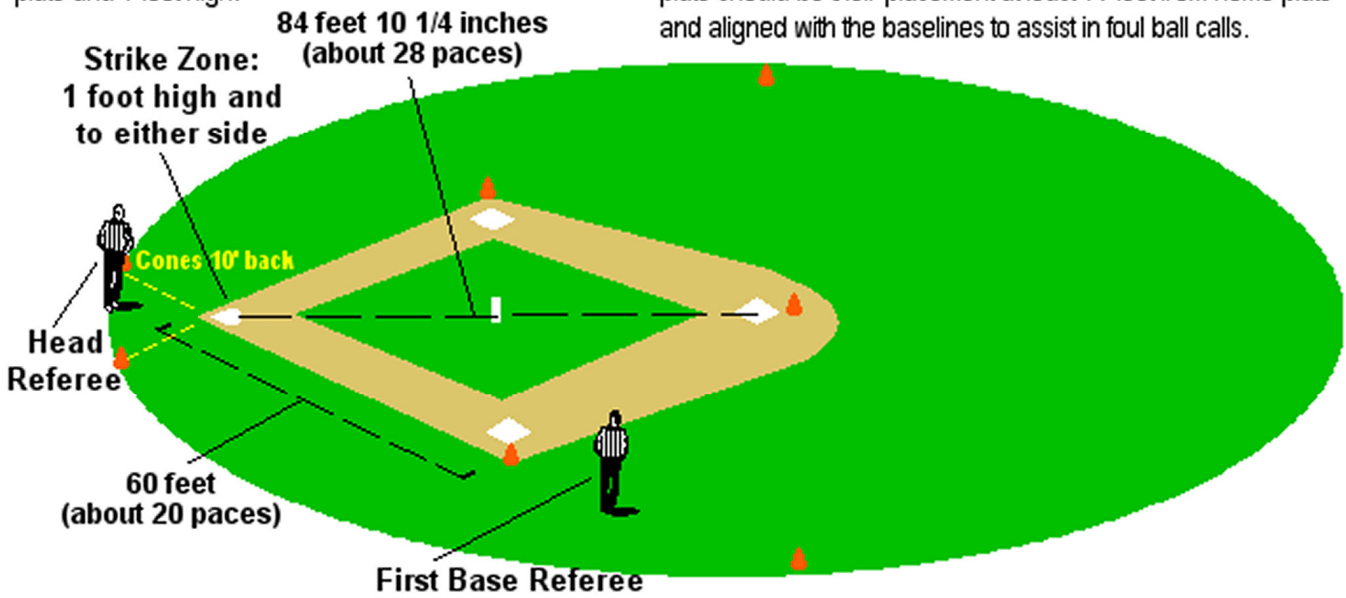
World Adult Kickball Association - Adult Kickball Field

THE FIELD

Kickball is played on a square field with equal sides of 60 feet. The pitching mound is 42 feet 5 1/8 inchese from home plate in the center of the diamond. Corner to corner measurement through the pitching mound is 84 feet 10 1/4 inches. The strike zone measures 1 foot to either side of home plate and 1 foot high.

REFEREES & CONES

The Head Referee stands by home plate and calls all pitches, third-baseline fouls, and plays at third and home. The First Base Referee stands on the foul line past first base and calls first-baseline fouls, and plays at first and second. The Head Referee makes all final rulings. DO NOT place cones next to home plate as a strike zone. The only use for cones near home plate should be their placement at least 10 feet from home plate and aligned with the baselines to assist in foul ball calls.



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2. EQUIPMENT

2.01 While participating in WAKA kickball, players must properly wear and fully display the official WAKA athletic clothing designated for their use. Teams with players who fail to abide by this rule forfeit that game.
2.02 Athletic shoes are required. Metal cleats are not allowed.
2.03 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee as a performance enhancement must be removed or the player will be removed from play.
2.04 The official kickball is the red WAKA Logo Kickball with a pressure of 1.5 pounds per square inch. No other ball is approved for use in WAKA kickball games. Do not over or under inflate the ball.
2.05 The uniform is an extension of the player.

OFFICIALS

3. REFEREES

3.01 Games must be officiated by at least one authorized WAKA participant, the Head Referee. When available at least two participants referee each game: a Head Referee, and a First Base Referee. The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. Other Referees may assist these officials when available.
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?"
3.03 Referees have jurisdiction over play and may:
a. call a time out;
b. call off a game due to darkness, rain or other cause at the Referee's discretion;
c. 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.
3.04 Referees have jurisdiction over play and must:
a. cancel the game if lightning is seen;
b. call off any game still in play after 90 minutes.
3.05 Referees will be designated and furnished for games as provided for by the league. A league may schedule and designate teams to provide Referees. A team failing to provide sufficient Referees in accordance with the league schedule will result in a "paper" forfeit in the team's record which will count toward its total number of forfeits. This paper forfeit does not count as a loss.
3.06 The Head Referee must ensure that the team captains exchange their written scorebook kicking orders.
3.07 Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

PARTICIPANTS

4. PLAYER ELIGIBILITY

4.01 All participants must meet the following requirements:
a. must be 21 years of age or older by the date of the first game;
b. must be adequately and currently health insured against any injury that may arise from kickball play;
c. must be properly registered with WAKA including but not limited to full completion of the registration process, and including the provisions noted in Rule 7.05 (see Rule 7.05);
4.02 A player may only sign up for one team per league, but may sign up for multiple leagues per season.

5. TEAMS

5.01 Each league must have at least four (4) and no more than sixteen (16) teams.
5.02 Each Team:
a. must field at least eight (8) and no more than eleven (11) players, and the 11th player must play the position of catcher;
b. must field a minimum of four (4) players of each sex (see Rule 7.04);

c. may only field one pitcher and one catcher at any time during the game (see Rule 8.03);
d. may have additional players placed on their team by the league, and have no more than twenty-six (26) players.
5.03 Each team shall have one Captain and one Co-Captain who are jointly responsible for the team. The Team Captains must ensure that:
a. all players participating in the game must kick in the written scorebook kicking order, but do not have to field;
b. only the Captain and Co-Captain may dispute calls with the Head Referee. A team Captain may raise protest with the Referee for blatant rule infraction, but will accept the Head Referee's final ruling. The league will consider protest beyond the Head Referee at its discretion.
5.04 The team Captain will designate a score keeper who will record game statistics in a scorebook.
5.05 Exchange of Kicking Order:
a. the team Captains or assigned team members will exchange their team written scorebook kicking orders prior to the start of the game;
b. any eligible player arriving after the start of the game must be added to the end of the team's written scorebook kicking order. Players may not be added to the game after the team has been once through the kicking order;
c. refusal to provide the written scorebook kicking order when requested by the opposing team or any Referee will result in a forfeit of that game;
d. a claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts: 1) that the written scorebook kicking order was exchanged in accordance with 5.05a; 2) that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker (see Rule 14.02i).

6. BASE COACHES

6.01 Two members of the team at kick must coach first and third base. The base coaches must assist in retrieving foul balls and may switch with other team members to remain in the proper written scorebook kicking order.
6.02 Base coaches may not physically assist runners while the ball is in play (see Rule 14.02h).

GAME PLAY

7. REGULATION GAMES

7.01 Regulation games last five (5) full innings.
a. In the event of a tie score at the end of the game, the game shall be marked as a tie.
b. At the discretion of the league coordinator, a single time limit may be set for all 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 Rules 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.
7.02 A game that is called off by the Referee (see Rule 3.04) after three (3) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.
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.
7.04 Teams must have at least four (4) men and four (4) women present and ready to play at the scheduled game time. Teams will be granted a 15 minute grace period for that day's first scheduled game(s), and a 5 minute grace period for any subsequent scheduled game(s). Failure to abide by this rule results in a forfeit (see Rule 5.02b).
7.05 A team playing a non-registered person, an improperly registered person, or a person not registered on that team, league, and season, will forfeit that game (see Rule 4.01c). This team will also lose the right to play in any post season tournament, league tournament or World Kickball Championship;
a. If such an infraction is claimed during the game, the team accused of the infraction bears the burden of proof. This can be done by presentation of a WAKA kickball player card and government issued photo ID, or a team roster printed from the MyWAKA system and a government issued photo ID.
b. If such an infraction is claimed after a game, the infraction must be announced to the league coordinator before the end of the next scheduled game or 1 week after the game, whichever comes first. The burden of proof rests

with the team claiming the infraction.
7.06 Game protests may not be made after the end of the game except as provided in rule 7.05.
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.

8. PITCHING, CATCHING AND FIELDING

8.01 Balls must be pitched by hand. There are no restrictions on pitching style. Bouncies are allowed (see Rule 12.02).
8.02 Fielder Positioning. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction will result in the kicker being awarded first base regardless of the outcome of the kick.
Proper Field Position is:
a. All fielders besides the catcher must start play and remain behind the 1st-3rd base diagonal until the ball is kicked.
b. 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 1.01c and 1.01d). 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.
c. 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. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
8.03 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 5.02c), must be behind the kicking box and sufficiently back from the catcher, and may not be involved in any play.

9. KICKING

9.01 All kicks must be made by foot or leg, below the knee (see Rule 13.02e). Any ball touched by the foot or leg below the knee is a kick.
9.02 All kicks must occur:
a. at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate (see Rule 13.02g).
b. within the kicking box (see Rule 1.01g). The kicker must have at least a portion of the plant foot within the kicking box during the kick (see Rule 13.02g). The kicker may line up outside of the kicking box.
9.03 Bunting is allowed.

10. RUNNING AND SCORING

10.01 Runners must stay within the baseline. Any runner outside the baseline is out (see Rule 14.02k):
a. Runners may choose their path from one base to the next, and may follow a natural running arc;
b. Runners are free to change course to avoid interference with a fielder making a play;
c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
10.02 Obstruction. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.
10.03 Neither leading off 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 (see Rule 14.02g).
10.04 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 is safe, and advances to the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
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).
10.06 All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.
10.07 Base Running on Overthrows;
a. an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;
b. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;

c. one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance;
d. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
10.08 Running past another runner is not allowed. The passing runner is out (see Rule 14.02j).
10.09 A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.
10.10 When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play (see Rule 1.01b).

11. STRIKES
11.01 A count of three (3) strikes is an out.
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).
11.03 Foul balls never count as strikes.

12. BALLS
12.01 A count of four (4) balls advances the kicker to first base.
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 as it enters the kicking box;
d. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker;
e. a pitched ball that is higher than one foot at the plate.

13. FAIRS AND FOULS
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 Rule 9.02) (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 3C, 3D, 3E);
b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal (see Diagram 3A, 3B, 3F).

14. OUTS
14.01 A count of three (3) outs by a team completes the team's half of the inning.
14.02 An out is:
a. a count of three (3) strikes or four (4) fouls;
b. any kicked ball (fair or foul) that is caught by a fielder;
c. a ball tag on a base to which a runner is forced to run, before the runner arrives at the base;
d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play (see Rule 15.02b);
e. a kicker that intentionally hits the ball with their hand or arm (see Rule 15.02c);
f. a ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught (see Rule 10.05);
g. a runner off base when the ball is kicked (see Rule 10.03);
h. a runner physically assisted by a team member during play (see Rule 6.02);
i. any kicker that does not kick in the proper kicking line up (see Rule 5.05d);

j. a runner that passes another runner (see Rule 10.08);
k. a runner outside of the baseline (see Rule 10.01);
l. a runner who misses a base, as called by a Referee upon the conclusion of the play;
m. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;
n. A runner tagged by the ball while on a base they are forced to vacate by the kicker becoming a runner;
o. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use - see Rule 1.06).
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.

15. BALL IN PLAY
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.
15.02 Interference is:
a. when any non fielder or non permanent object except a Referee or a runner, 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).
15.03 During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

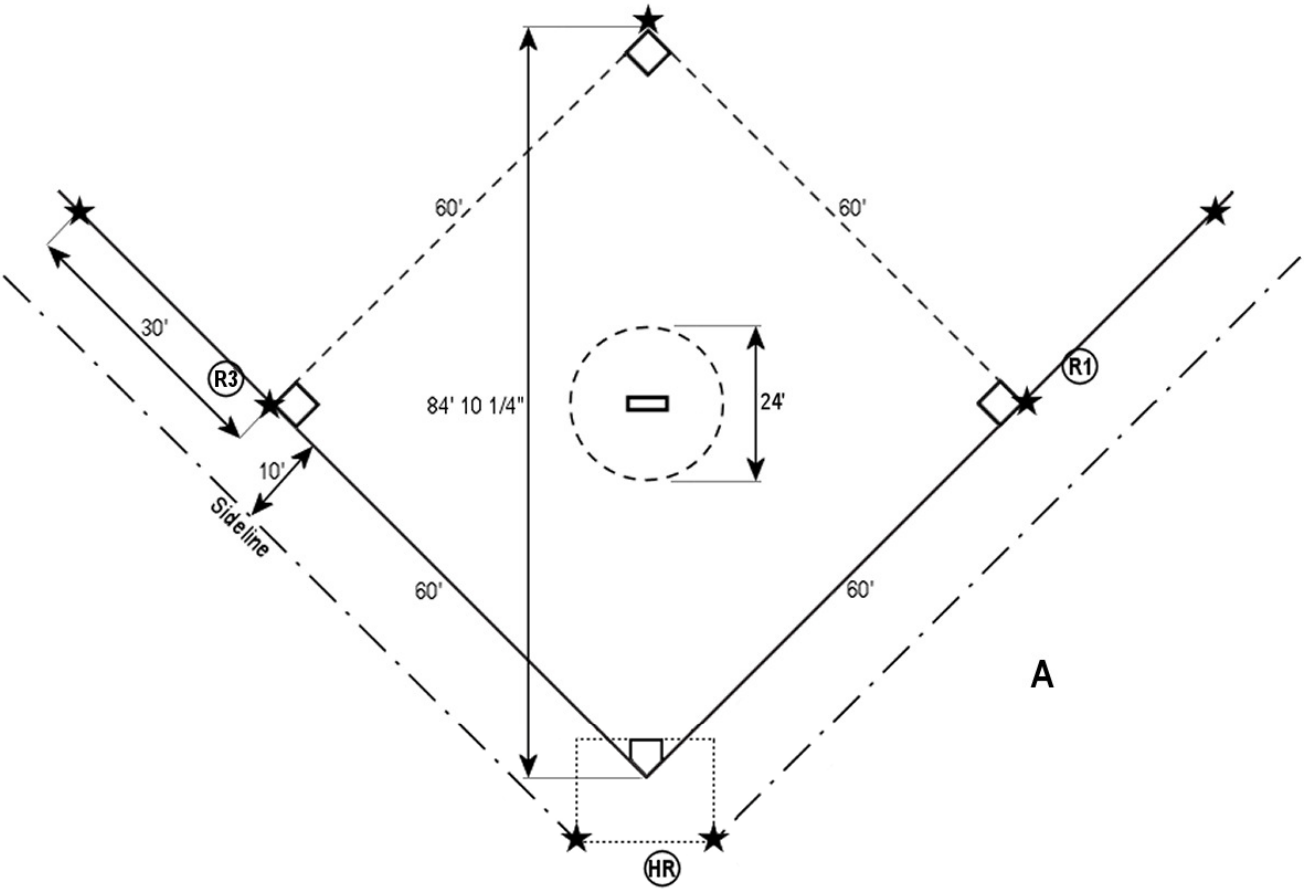
16. GHOST MEN
16.01 Ghost men are not allowed.

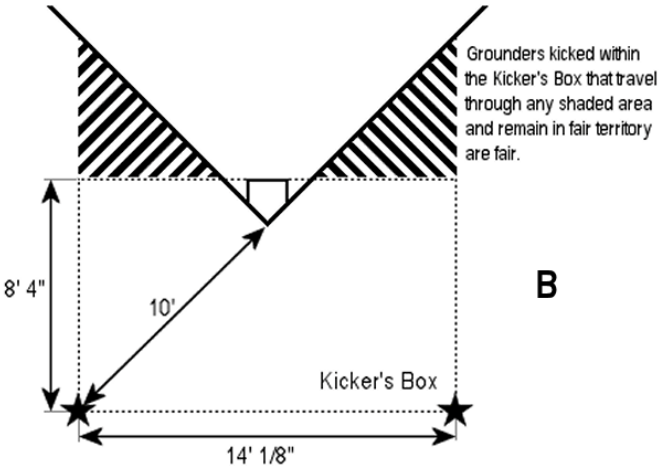
17. INJURY AND SUBSTITUTIONS
17.01 In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same written scorebook kicking order position previously held.
17.02 If a player is ejected, injured, or becomes ill and cannot continue, the written scorebook kicking order will continue in the same formation, less the removed player.
17.03 Injured players who do not kick shall not play in the game.
17.04 Any player removed from the game for injury or illness must be noted on both team written scorebook kicking orders and mentioned to the Head Referee.
17.05 The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution.
17.06 Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. All runner substitutions must be of the same sex. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

OTHER

18. OTHER
18.01 The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, WAKA will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules. These rules are subject to change without notice.
18.02 WAKA must approve all affiliates, partnerships, sponsorships, advertisers and league bars.
18.03 League tournaments are regulated by the WAKA Kickball League Tournament Guidelines found at kickball.com.
18.04 World Kickball Championship play is regulated by the WAKA World Kickball Championship Guidelines found at kickball.com.

Diagram 2
WAKA Kickball Field Dimensions





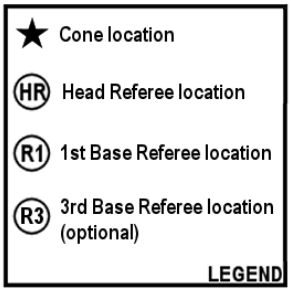


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Diagram 3

WAKA Kickball Fair and Foul Examples

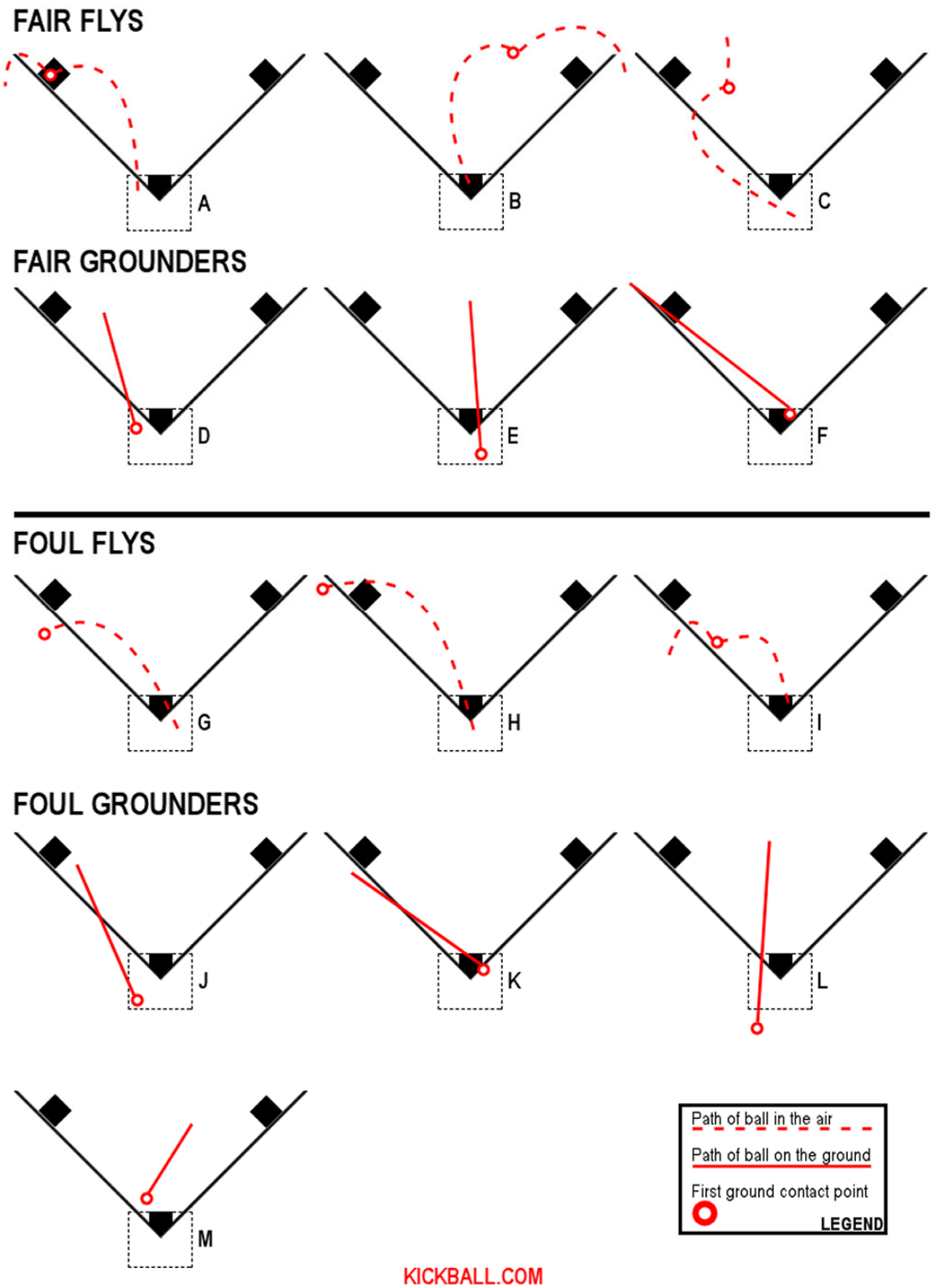

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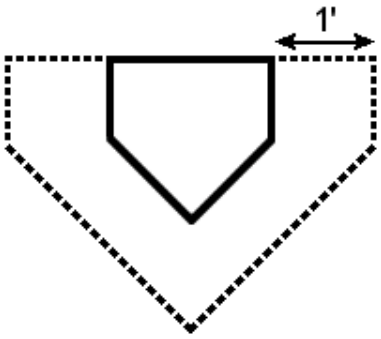
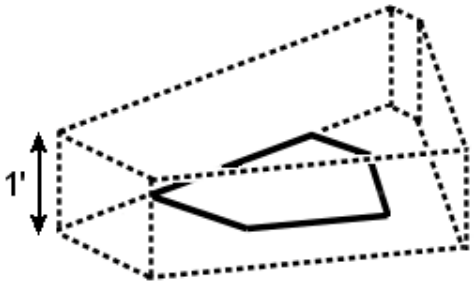
Diagram 4
WAKA Kickball Strike Zone



TOP VIEW
(not to scale)



3-D VIEW
(not to scale)

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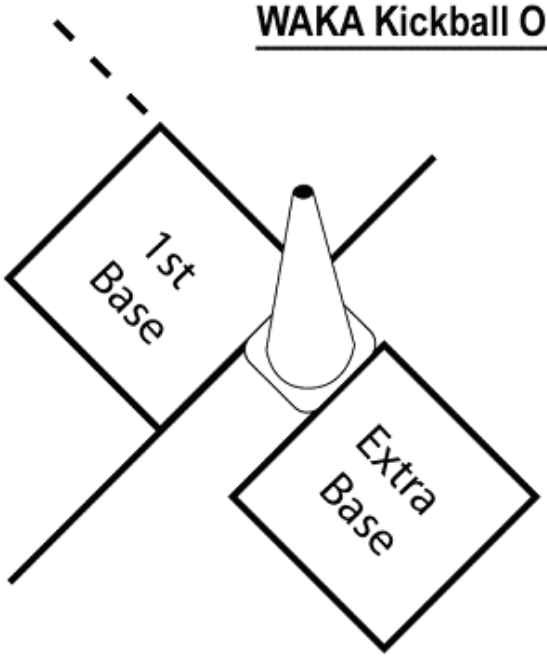
Diagram 5
WAKA Kickball Optional Extra Base



*Optional extra base may only be used in accordance with Rule 1.06

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