

The Official WAKA Kickball Rules are licensed for use around the world in a wide variety of contexts. For that reason, the Rules are kept free of regulations that would not be applicable in all situations.

This document states the default CLUBWAKA policies on a range of topics. **There may be policies on the local level that expand on or even supersede the default policies herein** - please refer to your local League page for any special policies in effect, and ask your CLUBWAKA Community Coordinator if you have questions.

Updated 4/24/2017

[Download PDF Version of Policies](#)

Topic	Global Default Policy	Remarks
Alcohol & other Field Regulations	Alcohol is prohibited on the field and anywhere on the premises, per park regulations. All participants and spectators are required to abide by any and all regulations imposed by Facilities at which CLUBWAKA activities are conducted.	CLUBWAKA is obliged to enforce regulations imposed by the park or field permit authority, and reserves the right to expel or otherwise discipline any player whose conduct jeopardizes the league's permits and field agreements.
Kicking Order (Kickball)	Written kicking orders are to be exchanged between Captains at the beginning of every regulation game. All players participating in the game must kick in the written scorebook kicking order, but do not have to field.	There is no requirement to alternate males & females in the kicking order. No challenges to rosters or kicking orders can be considered if written kicking orders are not exchanged.
Game Forfeits (Kickball)	To play a regulation game, a team must field a minimum of 8 players overall, and 4 of each sex. Failure to meet these requirements results in a Forfeit of that game. Leagues may allow a grace period for arrival of not more than 15 minutes past the first scheduled game time.	Game Forfeits count as both a Forfeit and a 5-0 Loss in the League Standings (plus a 5-0 Win for the other Team.) Not to be confused with administrative penalties known as "Paper Forfeits" (addressed below). Referees and opposing Team Captains are not at liberty to waive Forfeits (and it's considered poor form to pressure them to do so) - however, in cases a forfeit is declared, it is still encouraged that the teams should take the field and play an exhibition "honor scrimmage" with the time available.
Player T-shirts	While participating in CLUBWAKA games, players must properly wear and fully display the official CLUBWAKA athletic clothing designated for their use (once received). Repeated violations of this requirement may result in a paper forfeit (see below).	Modifications and decorations to T-shirts are allowable, provided that all original printed logos (front and back) are not altered or obscured. Wearing team T-shirts to the League Bar is typically required to qualify for CLUBWAKA specials and discounts.
Collisions - Baserunning and Fielding (Kickball)	Runners and fielders should make every attempt to avoid collisions.	Per Rule 17.01, The spirit of these rules is to ensure a fun environment and participant enjoyment. Players should avoid collisions -- there is no instance in the rules, FAQ's, or policies where intentional collisions are allowed or acceptable.
Backstop Assistants & other non-active players (Kickball)	Players from either team, while not active as fielder or kicker, may serve as "backstop assistants" to retrieve balls no longer in play. Such assistants must be behind the kicking box and sufficiently back from the catcher, and may not be involved in any live play.	For purposes of Interference calls, backstop assistants are not considered active players - however their team can be held responsible should the Ref judge there to be intentional interference. All non-active players, including Backstop Assistants and Base Coaches, are permitted to help retrieve foul balls.
In-game injury substitutions (Kickball)	Any baserunner or fielder removed due to injury per WAKA Kickball Rules must only be replaced by a player of the same gender.	
Late-arriving players (Kickball)	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.	Kicking orders as exchanged at the pre-game meeting may include expected players not yet arrived. If the expected player's place in the kicking order is reached before the player arrives, then at that time the Captain must notify the Head Ref and opposing Captain, and move the absent player to the bottom of the order.

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Time Limits (Kickball)	<p>In order to ensure adequate playing time for all teams, Leagues may impose time limits for all regular season games.</p> <p>Since innings begun must be completed (see remarks), CLUBWAKA recommends time limit policies be structured in the format "For games scheduled for X:XX, no new innings shall begin after Y:YY."</p> <p>Please consult your local League page for applicable details.</p>	<p>All innings begun must be completed (except where unnecessary due to the home team leading).</p> <p>Limits should be based on absolute clock times and do not "slide" if a given game starts later than scheduled.</p> <p>A game that completes three innings before being called off due to a time limit remains a regulation game.</p> <p>Time limits for single elimination League Tournament games (with potential extra innings) may differ from time limits for the regular season.</p>
Mercy Rule (Kickball)	<p>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.</p>	
Protests	<p>The league will consider protests beyond the Head Referee at its discretion.</p>	<p>Be advised that overturning of game results is discouraged in the strongest possible terms, but discussion of controversies is useful for avoiding them in the future.</p>
Lightning	<p>Referees must cancel the game if lightning is seen.</p>	<p>Putting the game on a 20-minute hold is a valid alternative where storms are known to come and go quickly. Lookin' at you, Miami.</p>
Referees	<p>Referees for each game are designated from within the pool of players in the League. Please see local League page for schedules by team and/or by individual Head Ref. Failure to provide Refs as assigned results in a "paper forfeit" for the offending team (see below).</p>	<p>All participating Refs are asked to review both the Rules and Rules FAQ at kickball.com, and to give the assigned games their full and sober attention. See your local League page for information on Rules Clinics and Head Ref programs, where available.</p>
Administrative Penalties aka "Paper Forfeits"	<p>A "paper forfeit" is an administrative penalty applied to a team, for failure to provide Refs as assigned or for other transgressions as might be deemed appropriate by League leadership and/or CLUBWAKA.</p>	<p>Paper forfeits, unlike game forfeits, do not also count as a Loss, nor do they nullify or replace the result of a given game -- they simply add a forfeit to the team's record, impacting their standings and counting towards the 3+ forfeits that would disqualify a team from tournament play. (See League Tournament Guidelines at kickball.com.)</p>
Player Eligibility	<p>All participants must meet the following requirements:</p> <ol style="list-style-type: none"> 1. be 21 years of age or older by the date of the first game; 2. be adequately and currently health insured against any injury that may arise from kickball play; 3. be properly registered with CLUBWAKA including but not limited to full completion of the registration process. 	<p>A player may only sign up for one team per league, but may sign up for multiple leagues per season.</p>
Roster Violations	<p>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. This team may also lose the right to play in any post-season tournament, league tournament or World Kickball Championship.</p>	
League Size	<p>Each League must have at least four (4) teams.</p>	<p>Maximum team numbers per league may vary with available field space.</p>
Team Rosters	<p>CLUBWAKA reserves the right to add additional players to teams during the registration period, up to a maximum of 26 players per roster.</p>	<p>See local League pages for additional guidelines and ground rules for registration.</p>
Sponsorships	<p>CLUBWAKA must approve all affiliates, partnerships, sponsorships, advertisers and league bars.</p>	

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□ Tournament Play	League tournaments are regulated by the WAKA Kickball League Tournament Guidelines found at kickball.com. □ World Kickball Championship play is regulated by the WAKA World Kickball Championship Guidelines found at kickball.com.	□
Ghost Men	Ghost Men are not allowed.	Ghost Men are still not allowed. :)