

## Referee Training (Copyright WAKA Kickball 2006 ©)

- I. Field Set-up and where it all belongs (see diagram page #2)
  - A. Bases (60 feet apart, about 20 paces)
  - B. Cones (see diagram page #2)
  - C. Pitching Rubber (42 feet 5 1/8 inches from home plate, about 14 paces)
- II. Basic/Major Rules You Must Know
  - A. Kicking
    1. All kicks must be made by foot or leg, below the knee (failure to abide by this rule results in a foul ball)
    2. All kicks must occur at or behind home plate. The kicker may step on home plate to kick (failure to abide by this rule results in a foul ball).
    3. Bunting is allowed
    4. All team players present must kick, but do not have to field
  - B. Pitching/Catching
    1. No player may field in front of the pitcher other than the catcher, and no player may advance forward the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball
    2. The pitcher must stay behind the pitching strip until the ball is kicked. Failure to abide by this rule results in a ball
    3. 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
    4. The strike zone extends to 1 foot on either side of home plate, and 1 foot high. A pitch outside the strike zone is a ball
    5. Balls must be pitched by hand
    6. 3 Strikes or 4 Fouls = 1 out
    7. 4 Balls = walk
  - C. Running
    1. No infield fly rule
    2. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked, is out
    3. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner so hit 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
    4. Tag-Ups. After a kicked ball is touched or caught, runners must 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, the runner may run forward without a tag up
  - D. Fair Ball/Foul Ball (see diagram page #3)
- III. Referee positions and areas of responsibility (These are suggested starting positions. Either ref may and should move in order to obtain a better view of the play.)
  - A. Head Referee
    1. Stands behind home plate
    2. Calls and keeps track of balls, strikes, and fouls

3. Calls fair/foul on third base line
4. Calls out/safe at home and third
5. Calls out/safe pop fly's in infield and left field

B. First Base Referee

1. Stands behind and toward foul territory side of 1<sup>st</sup> base
2. Calls out/safe at first and second
3. Calls fair/foul on first base line
4. Calls out/safe pop fly's in right field

**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 inches 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.

**Kickball Play**  
Stealing or leading off base is prohibited and results in an out. A bouncie pitch higher than 1 foot is called a ball. Runners hit with the ball below shoulder level are out. Runners may not advance more than one base on an overthrown ball. Games are five innings long unless called off by a referee. Tied games after five innings are marked as such.

The diagram illustrates a square kickball field with a side length of 60 feet (about 20 paces). The diamond is centered on the pitching mound, which is 42 feet 5 1/8 inches from home plate. The distance from home plate to the pitcher's box is 84 feet 10 1/4 inches (about 28 paces). The strike zone is 1 foot high and extends 1 foot to either side of home plate. Two referee positions are shown: the Head Referee at home plate and the First Base Referee at first base.

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IV. Basic Referee Tips

A. How to limit the chances of a controversy

1. Pay attention and know what's going on during the game
2. Know the rules
3. Be decisive (once you make a call stick with it)
4. Use your voice
5. Sell the close call
6. Use mechanics if needed

B. How to resolve a controversy if one occurs

1. Keep your composure
2. Objectively listen to the complaint first
3. Respond to the complaint in a firm yet respectful manner

4. Be polite, but always maintain your dignity, don't let people walk all over you

C. What to do if someone crosses the line or is a continual problem

1. **Politely** remind them "it's just kickball"
2. **Politely** ask the captain to get their teammate "under control"
3. If it's the captain "out of control" **politely** ask someone on their team to get them "under control"
4. Eject them from the game.
  - a. Don't be afraid to eject someone, if they cannot behave properly they don't need to be playing
  - b. After you eject someone walk away, staying near the situation usually leads to more trouble.
  - c. Let teammates (division president and/or board member if present) handle removing the ejected player from the field.

