

Town of Parker Adult Kickball Rules

These rules are intended to create a balance of play, to create an atmosphere of sportsmanship and fair play, and to emphasize cleverness and skill without limiting freedom of individual or team play. It is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or team should not be permitted an advantage which is not intended by a rule. Likewise, play which may lead to placing a player at a disadvantage not intended by a rule will not be permitted. All games will be played according to the following rules. Unless specifically listed below, rule interpretation and judgment calls are up to the discretion of the officials. All games will be played according to modified World Adult Kickball Association (WAKA) if not noted:

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decisions are final.

Alcohol Use

- I. **City Ordinance #12.03.1 Section 1 prohibits the possession or consumption of any alcohol on city park lands.** O'Brien, Salisbury and Bar CCC Parks are city parks.
- II. No player can be in the possession of alcohol while their game is being played.
- III. Officials and Sports Supervisors are responsible for monitoring the game and active participants during their designated game time within the field of play, dugouts and immediate adjacent areas. Active players observed in possession or consumption of alcohol within these areas will be issued one team warning by the official/supervisor to the manager. If the behavior persists, the game will result in a forfeit.
- IV. Outside the field of play, dugouts and immediate adjacent areas, Parker Police is responsible for enforcement of Ordinance 12.03.1 prohibiting alcohol anywhere within a Town of Parker park.

Field of Play

- I. The field will consist of a 42 foot mound and 60 foot bases
- II. The distance from home plate to second base and from first base to third base is 84 feet 10 ¼ inches. The distance between any base and home plate shall be measured from the back corner of each.
- III. 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.

Equipment

- I. Each team must wear similar colored jerseys. The uniform IS an extension of the player.
- II. Athletic shoes are welcome except steal toed cleats, golf shoes, or baseball cleats. Flip flops are not allowed. Shoes must be worn.
- III. Knee, ankle, and wrist braces/wraps can be worn and will need to have official approval.
- IV. The official kickball is the red WAKA Logo kickball

Number of Players and Substitutions:

- I. Games are played with 11 fielders

- II. There will be no limit on the size of team rosters.
- III. In order to start the game you may use any of the following combinations.
 - A. 3 men and 5-8 women, not to exceed 11 on the field.
 - B. 4 men and 4-7 women, not to exceed 11 on the field.
 - C. 5 men and 3-6 women, not to exceed 11 on the field.
- IV. The game must start with a minimum of 8 players using the above combinations.
- V. In order to continue a game once it has begun, you must have a minimum of 8 players and you may use any of the following combinations.
 - A. 3 men and 5 women.
 - B. 4 men and 4 women
 - C. 5 men and 3 women
- VI. There are no restrictions to which positions any player plays and there is no limit to the number of players in the kicking order.
- VII. The kicking order must alternate sexes, regardless of how many males and females show up for the game. If you have an odd number of men to women, the player order may change but it must always be in a boy-girl-boy-girl rotation.
 - A. One copy of the order must be provided to the game officials.
- VIII. All players in the kicking order may freely substitute *in the field* at the beginning of each inning only, but must stay in the guidelines of rules D and E above.
- IX. If additional players are added once the game has begun, they are placed at the end of the order.
- X. If sickness or injury occurs and the player cannot continue, he/she will not be allowed to re-enter the game. If no substitute is available, an out will **NOT** be recorded when it is the injured player's turn in the line up.
 - A. If the player is injured while on base, if they were safe at a base, a courtesy runner can be provided. The courtesy runner must be the last recorded out of the same sex.

Rosters

- I. Each player must sign a release of liability form, which will also serve as the team roster.
 - A. Failure to do so will result in an illegal player causing a forfeit.
 - B. There will be no limit on the size of team rosters.
- II. No player will be allowed to play unless he/she is on the official team roster.
 - A. Teams may add players at any time prior to each game by contacting the field supervisor.
 - B. Any team caught playing with illegal team members will result in a forfeit.
 - C. The illegal player must have been identified either by the opposing team or the field supervisor prior to the end of the game.
- III. ***No team may add players to their roster for the tournament.***
 - A. A player must have played during the regular season in order to be eligible for the tournament.
 - B. A player on the roster that did not play during the regular season is not eligible for the tournament.
 - C. If a player is identified participating illegally, the penalty is an automatic forfeit.
- IV. No player can play on more than one team in the same league.
- V. Each player is required to have a photo I.D. with them at all games.
- VI. Any player wanting to change teams in the same league may do so one time.
 - A. All transfers must be done prior to the third game.

Regulation Game Play

- I. Regulation games last 7 full innings or 55 minutes, whichever occurs first. If the Home team is winning after the top of the 7th, the game ends.
- II. Referees and captains will determine Home and Away with a coin toss or paper/rock/scissors prior to the start of the game
- III. Captains of each team must keep score to compare with each other and the referee for official game score. See scoresheet at www.ParkerRec.com.
- IV. Game time is forfeit time. Umpires will not work forfeited games. There will be a five minute grace period for the first game of the evening, but the clock will run at game time. The field supervisor will have the final say on a forfeit.
- V. In case of inclement weather, or a game has been called off by an official for another reason, a game will be declared official if 3 or more full innings have been played.
 - A. The game score at the end of the last full inning shall determine the winner.
- VI. In the event the score is tied at the end of 7 innings or the end of regulation time, the next inning will begin with a runner on second. Each kicker will receive one pitch – if it is a ball, the kicker walks, if it is a strike, the kicker is out. If the ball is kicked foul, the kicker is out. Each team will receive one chance to kick, each extra inning.
- VII. **IN PLAYOFFS ONLY:** If the game is still tied after the first extra inning, one additional inning will begin with the runner on third base. The same format shall occur.
 - A. The runner on second (or third in the second extra inning) will be the last recorded out from the previous inning.
- VIII. Forfeits – Teams who no-call, no-show twice within one season will be ineligible for playoffs and tournament play.

Pitching, Catching and Fielding

- I. Balls must be pitched by hand. There are no restrictions on pitching style.
 - A. Bouncies *are allowed up to knee height on the kicker.*
 - B. Spinning the ball upon pitch is not allowed.
 1. The first spin attempt will be declared a dead ball (before the ball reaches the kicker – the kicker should NOT kick the ball).
 - a. One warning *per team* will be given on this first attempt. The pitch is then a do-over with no strike or ball awarded.
 - b. All other attempts will be called a Dead Ball and declared a “ball.”
 - C. The speed of the pitch is up to the discretion of the plate official. If they feel the pitch is too fast, they will call for one re-do as a warning and subsequent pitches at the same high speed will result in a “ball.”
- II. Fielder Positions
 - A. Each team may field up to 11 players: pitcher, catcher, 1st/2nd/3rd base, short stop, short field (rover), right field, right center, left center, left field. See Field Position worksheet at www.ParkerRec.com
 - B. 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.
 - C. Proper Field Position is:
 1. All infielders besides the catcher must start play and remain behind the 1st-3rd base diagonal until the ball is kicked.

2. All outfielders must start beyond the dirt infield prior to the ball being kicked.
 3. 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. 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.
 4. The catcher must field behind the kicker 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.
- D. The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution.
- III. Kicking
- A. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
 - B. All kicks must occur 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 home plate.
 - C. Bunting ***IS NOT*** allowed.
 1. If the catcher touches or fields the ball before it crosses the 1st/3rd diagonal, the kick will be ruled **an out**.
 2. If any other player fields the ball in front of the 1st/3rd diagonal, the ball is now live and in play.
 3. Each team will receive one warning *per game* and that bunt will result in a re-pitch. Every bunt from then on out by the perpetrating team will be considered an out.
- IV. Strikes and Balls
- A. 3 strikes = an out; 4 balls = a walk
 - B. A strike is:
 1. A pitch that is not kicked and is not called a ball, that enters any part of the strike zone.
 2. An attempted kick missed by the kicker inside or outside of the strike zone
 3. Foul balls ***never*** count as strikes
 - C. A ball is:
 1. A pitch outside of the strike zone as judged by the Referee where no kick is made
 2. A pitched ball that does not touch the ground at least twice before reaching the plate
 3. A pitched ball that exceeds one foot in height from the bottom of the ball at any time being pitched, before, at or after the plate
 4. *****Bounces cannot exceed one foot or they will be counted as a ball*****
- V. Fairs and Fouls
- A. 4 fouls = an out
 - B. A foul ball is:
 1. A kicked ball landing OR touched in foul territory
 2. A kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base (cannot be touched fair by a player).
 3. A kick made on or above the knee
 4. A kicked ball touched more than once or stopped in the kicking area by the kicker

- C. A fair ball is:
1. A kicked ball landing and remaining in fair territory
 2. A kicked ball landing in fair territory and travelling to foul territory beyond the 1st – 3rd base diagonal
 3. A kicked ball touched in fair territory by a defending player.

Running and Scoring

- I. Runners are free to change course to avoid interference with a fielder making a play but must stay within the baseline. Any runner outside the baseline is out.
 - A. The determination of a runner leaving the baseline is up to the officials. By general rule, when attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- II. 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 place.**
 - A. Runners heading to first base must use the orange safety bag if they are running straight through the base. If they use the white bag when running through first, they will be declared out.
 - B. Runners **may** use the white bag if they are rounding toward second base.
- III. Runners cannot lead off the base or steal a base. A runner off base when the ball is kicked is out.
- IV. 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 they were hit with the ball.
 - A. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
- V. Runners must tag-up on a fly ball that is caught.
- VI. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base; a runner may advance **only one base beyond the base the runner is on or running toward** when the ball travels into foul territory.
- VII. Running past another runner is not allowed. The **passing** runner is out.
- VIII. Runs do NOT score if the 3rd out is a force out.
- IX. Runners may NOT touch home plate to score – rather there will be two safety lines drawn down the third-baseline.
 - A. The first line, the “Point of No Return line, is located 25 feet from home plate. Once a runner has passed this line they are committed to continue toward home and may *not* return to third base.
 1. Any attempt to do so will result in the runner being called out.
 - B. The second line, the Home Plate Line, must be crossed to count as a run.
 1. This is the line perpendicular to the 3rd base line extending from home plate to the backstop.
 2. Crossing this line is in place of touching home plate and all a runner has to do to score, is have one foot hit the ground across the Home Plate Line *before* the catcher receives the ball at home plate.

- C. All plays at home plate will be played as a force out, however, the catcher may also tag the runner for an out.
 - 1. For an out to occur at home plate, the catcher must have control of the ball with his foot anywhere on home plate *before* the runner crosses the line.
- D. A player who touches home plate will be considered “Out”.
 - 1. The runner will also be called out if he steps inside the batter’s box.
 - a. A player is out when the player’s foot is *touching the ground* on or beyond the line defining the batter’s box.
 - 2. The runner must cross the Home Plate Line.
- X. Ghost men are not allowed
- XI. Only runners who are injured *while traveling to the base, and who successfully make it to a base*, may be substituted by another runner of the same sex.
- XII. Mercy Rule: If one team is ahead by a certain amount of runs, the game will be declared complete. Runs and Inning requirements for the mercy rule are as follows:
 - A. 10 runs after 4 ½ or 5 innings
 - B. 15 runs after 3 ½ or 4 innings

Outs

- I. 3 outs by a team completes that half of the inning; 3 strikes or 4 fouls = 1 out
- II. An out is:
 - A. Any kicked ball (fair or foul) caught in the air by a fielder
 - B. A ball tag on a base to which a runner is forced to run, before the runner arrives at the base (either caught by the baseman or tagged by the baseman, cannot be thrown at the base)
 - C. A kicker who intentionally hits the ball with their hand or arm
 - D. A ball tag of a runner on base, in which the runner does not tag-up as required
 - E. Any kicker that does not kick in the proper kicking line up
 - F. A runner:
 - 1. who passes another runner
 - 2. that is outside the baseline
 - 3. that is off base when the ball is kicked
 - 4. that is physically assisted by a team member during play
 - 5. that is touched by the ball or who touches the ball at any time while not on base while the ball is in play
 - 6. who misses a base as called by the Referee upon the conclusion of the play
 - 7. who fails to properly tag up on a caught ball as called by a Referee upon the conclusion of the play
 - 8. tagged by the ball while on a base they are forced to vacate
 - 9. who touches home plate to score
 - G. There is no infield fly rule.

Ball in Play

- I. Dead Ball: A play shall be called ‘dead’ by the umpire once all the runners have stopped their momentum at a base AND all the following has occurred:
 - A. The ball is in the infield
 - B. The ball is in the hands of any defensive player

- C. The defensive player with the ball is not attempting to make a play at another base
- II. A dead ball will also occur when there are no runners on any base and the kicker runs through first base and, in the opinion of the umpires, does not intend to advance towards 2nd base.
- III. 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.
 - 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 runner to return to the base they came from
- IV. During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

League Standings and Playoffs:

- I. The last weeks of each session will consist of a tournament schedule, including a championship and consolation bracket. Teams will be seeded according to win/loss record. The following criteria will be used in case of a tie in standings:
 - A. Any team forfeiting a game with a no call, no show in the season will automatically be dropped from the tie
 - B. Head to head competition
 - C. Score differential
 - D. Coin flip

Sportsmanship and Behavior (see Town of Parker behavioral policies for further explanations) Unsportsmanlike actions before, during or after games may result in suspension from the league up to and including lifetime suspension and/or legal charges.

ELASTIC POWER:

The Parker Sport staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.