



Springdale Parks and Recreation
2016 Adult Kickball Rules and Regulations



General Disclaimers

- All players must read the league rules and sign the roster before they are permitted to play in the Springdale Parks and Recreation Volleyball League.
- Anyone willfully causing damage to the facilities or its fixtures will be held liable for the cost of repair or replacement of said fixtures or facilities and will be removed from the league.
- Anyone with heart conditions, pregnancy, or having any health condition that restricts them from physical activity should avoid participating in this activity.
- No one under the influence of drugs or alcohol will be permitted to participate in this league.
- All teams must submit their roster before the given date. Failure to do so will result in forfeits for all games until it has been submitted.

Appropriate Attire

- It is highly recommended that all players on a team have the same color uniforms with numbers on the front and back.
- Metal cleats are strictly prohibited. Players will not be allowed to play until the metal cleats are replaced.
- The wearing of jewelry will not be permitted in this league, which include; watches, necklaces, bracelets, rings, or piercings of any kind (nose, ear, eyebrow, belly, etc.). Studded earrings will be acceptable as long as they are small.
- If any player does not adhere to these rules, the official, as well as any staff member, has the right to prevent the player from participating until the problem has been corrected.

Behavior Rules

- Any sign of unsportsmanlike conduct could result in your immediate removal from the game or league. Unsportsmanlike conduct will include, but is not limited to; endangering an opponent, using profanity, throwing the ball down, unnecessary delay of game, shouting at the official, etc. This rule also applies to spectators of the program.
- Each player is expected to be polite and respectful to each official at the games. There will be NO arguing of judgment calls whatsoever. If you wish to challenge a non-

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judgment call, you must do so before the end of the game, and you must submit it to the Program Coordinator before the next scheduled game.

Game Rules

I. The Playing Field

- a.** The kickball diamond will be a square with an even distance between bases of sixty (60) feet.
- b.** The pitcher's mound will be set at forty-five (45) feet.
- c.** The pitching arc will be set at forty-three (43) feet and will stretch from the 1st to 3rd baseline.
- d.** The catcher's box will be set eight (8) feet behind and to the left of home plate

II. Equipment

- a.** The official kickball is the red WAKA Logo Kickball, measuring ten (10) inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.

III. Number of Players

- a.** Each team is allowed fifteen (15) players on their roster.
- b.** Each team will be allowed to field ten (10) players during game time, which includes the pitcher and the catcher. There must be an even number of men and women on the field. In the case a team has an odd number of players, that team may have one extra female or male. Example: a team has nine (9) players. Five (5) may be female and four (4) may be male, or five (5) may be male and four (4) may be female.
- c.** Line-ups must always be arranged to follow a male-female or female-male order. Two males or females may never kick back-to-back. In the case that a team is kicking with an odd number of players, that team must still follow the line-up order of male-female or female-male, which will require the team to adjust their line-up accordingly throughout the game. Failure to adhere to this rule will result in an out for each violation.
- d.** Each team will be required to have the minimum of eight (8) players present to begin a match. Failure to have the required amount at game time will result in a forfeit for that game. Players will still be allowed to scrimmage during their allotted time, but the official score will be recorded as a forfeit.

IV. Duration of Game

- a.** Each game will consist of a forty-five (45) minute time limit or five (5) innings, whichever comes first. If an inning concludes with time still on the clock, teams will advance to the next inning, unless it is the end of the 5th inning.

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- b.** If teams are tied at the end of the forty-five minute time limit or the 5th inning, teams will enter into an extra inning and the "One-Pitch" rule will be in effect. Games will continue until a victor has been determined.
 - i.** One-Pitch Rule: Each kicker will only receive one pitch. Any strike thrown will result in an out, and any ball thrown will result in the kicker taking a base.
- c.** Run Rules (A game will end if these rules are met at the end of the inning)
 - i.** A team is ahead by fifteen (15) runs by the end of the 2nd inning.
 - ii.** A team is ahead by ten (10) runs by the end of three (3) or more innings.

V. Strike Zone

- a.** The strike zone will extend one (1) foot from the home plate on both sides. Cones will be set up to establish the strike zone. The cones will also set the one (1) foot height limit for the strike zone, which means no pitched ball may bounce higher than the cones or it will be ruled as a ball.
 - i.** Any pitched ball that makes contact with a cone will be ruled as a ball.
- b.** Pitching
 - i.** A ball must be pitched by hand. There no restrictions on pitching style.
 - ii.** A pitched ball must bounce at least three (3) times for it to be considered a strike. Any pitched ball that bounces less than three (3) times will be ruled as a ball.
 - iii.** A pitch that was rolled on the ground and has no bounce will be ruled as a fair pitch.
 - iv.** Pitchers must have at least one (1) foot on the pitcher's mound when the ball is released.
- c.** 1-1 Count
 - i.** Each kicker will begin with a one ball and one strike (1-1) count. A kicker that receives three (3) strikes will be called out, and a kicker that receives four (4) balls will take a base.
 - 1.** If a male player is walked, that male will advance to 2nd base. The next female kicker in the line-up has the option to kick or take 1st base. If female kicker takes 1st base, the next kicker must be the next male player.

VI. Kicking the Ball

- a.** All kicks must be made by the foot or leg, below the knee.

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- 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 the home plate.
- c.** All kicks must pass back through the strike zone to be considered a fair kick. A ball pitched outside the strike zone may be kicked fair, as long as the ball passes back through the strike zone.
- d.** A kicker is allowed one (1) "courtesy" foul on his or her second strike, after this foul, the batter is out.
- e.** A ball kicked fair that happens to bounce over the fence will result in rewarding the kicker a double. Players will advance two (2) bases.
- f.** Bunting is allowed.

VII. Running and Scoring

- a.** Runners must stay within the baseline. Any runner outside the baseline is out.
 - i.** Runners may choose their path from one base to the next, and may follow a natural running arc.
 - ii.** When attempting to avoid a ball tag, runners may move no more than four (4) feet out of their established path.
- b.** Fielder 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.
- c.** Neither leading off base, nor stealing base is allowed. A runner may advance once the ball is kicked.
- d.** 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 shall be considered safe at 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.
- e.** A tag-up is a requirement to retouch or stay on a base until a kick then caught ball is first touched by a fielder. A runner failing to tag-up will be called out once a fielder touches the base, the runner was previously on, while holding the ball. If a ball was kicked and not caught, runners will not be required to tag-up.
- f.** All ties will go to the runner. Runner traveling from home plate may overrun 1st base, and may only be tagged out if actively attempting to advance to 2nd base.
- g.** Running past another runner is not allowed. The passing runner is out.

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- h.** Each team is allowed one (1) pinch-runner per inning.
 - i.** If a pinch-runner is on base when it is his or her turn to kick, that player will be called out.

VIII. Playing the Field

- a.** Players in the field are not allowed to move up past the pitching arc until the ball has been kicked.
- b.** The catcher must remain inside the catcher's box until the ball has been kicked.
- c.** Players on defense may throw the ball at the runners to tag them out, as long as it is in accordance with rule **VII (d)**. Players must also avoid throwing the ball at a runner's feet, so that the runner does not get tripped and hurt themselves.
- d.** A ball may be caught by a player after bobbling the ball by any fielding player, regardless of who touched the ball first.
- e.** Infield Fly Rule (the following conditions must be met for this rule to be in effect)
 - i.** There must be a force play at 3rd base, which means there must be runners on 1st and 2nd base, or 1st, 2nd, and 3rd base.
 - ii.** There must be fewer than two (2) outs.
 - iii.** The ball must be kicked into fair territory that can be caught by an infielder with ordinary effort. (based on the judgment of the umpire)

IX. Miscellaneous Items

- a.** If a player is bleeding or has an open wound, he or she will be prohibited from playing until the bleeding has stopped or the wound has been treated.
- b.** The umpire, as well as any staff member, has the right to remove anyone from the playing field or end a game if he or she deems it necessary. Meaning be on your best behavior and stay safe.

X. Weather Policy

- a.** In the case of inclement weather before or during the start time of the game, the game may be canceled.
- b.** If games do get canceled, we will let you know the earliest make-up date possible.
- c.** If games are able to make it through the 3rd inning before getting canceled for any reason, that game will be considered a regulation game and will not be rescheduled.

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XI. Reference

- a.** This rulebook is an interpretation from WAKA Kickball: Official Rules of the Game.
- b.** Anyone wanting further interpretations of league rules, please refer to the official rule book from WAKA at www.kickball.com.

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