



Springdale Parks and Recreation
2016 Youth Kickball Rules and Regulations



The Springdale Parks and Recreation Kickball program is designed to provide the youth with a fun introduction to the sport of kickball and to promote sportsmanship. We want all of the children involved in our program to have an enjoyable experience. We, of course, want to promote good competition in this program to give all the participants a realistic feel of the sport, but we do not want the teams to get too focused on winning every game. Having fun and keeping all of the participants happy should be the focus of everyone involved in this program. Equal participation for each participant in this program is a requirement.

Leagues (leagues will be COED)

- I. Grades 2nd, 3rd & 4th: Teams will be comprised of children in grades 2nd, 3rd & 4th: An even number of players from each grade will be dispersed onto each team.
- II. Grades 5th, 6th & 7th: Teams will be comprised of children in grades 5th, 6th & 7th. An even number of players from each grade will be dispersed onto each team.

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 eight and a half (8.5) inches in diameter.
- III. Number of Players
 - a. Each team is allowed fourteen (14) players on their roster.
 - b. 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

*For more information on league rules or makeup dates, please contact Program Coordinator, Mark May, at mmay@springdalear.gov or call Parks and Recreation at (479) 750-8185.

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.

- c. Each team may field ten (10) players at a time, which includes the pitcher and the catcher.
- d. Teams may put all of their players on the line-up, but each player must play the equivalent of two (2) full innings in a fielding position.

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.
- 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. If no team has taken a lead after the extra inning, games will end in a tie.
- 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.

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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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.

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.

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.