**WALLEN KICKBALL LEAGUE RULES**

**Section A. ---Description and Purpose**

Kickball is a simple, fun game consisting of two teams, a field with bases and a ball. Played like baseball, the object is to score more runs than opposing team. It is played with up to minimal of 8 to 10 fielders, 6 innings or 60 minutes, 2 base coaches, 1 umpire, no bounces, no head shots and a one base on overthrow.

Youth

Division 1st & 2nd Grade/3rd and 4th Grade/5th and 6th Grade

Adult

Any Age

May play up but need board approval.

Wallen places an emphasis on basics, fundamentals, sportsmanship and youth leadership skills. The idea is to provide knowledge of the game and build leaders of tomorrow. Provide youth with confidence so they will learn how to provide healthy competition while participating in athletics.

**Section B- The Playing Field and Rules**

The Field—may be on be played on hardtop/grass/dirt or turf. The kickball diamond is a square with equal bases which may be equal distance either by 50 feet/55 feet and or 60 feet. The distances will be from apex point of home to back right edge of 1st base. 1st base back left corner to the center of 2nd base; 2nd base center of base to the back right corner of 3rd base and home apex to the back left of 3rd base corner of the base. The pitching strip or rubber is in the center of the position of the kickball diamond, 42 feet from apex point of home plate or in line with 1st and 3rd base inner point of their base. The pitching mound extends 12 feet from the center of the pitching strip.

The sidelines are lines 10 feet on the outside of and parallel to the foul lines.

The kicking box is a full rectangle box which is the (normal batter box) for both sides of home plate. The kicker may start outside box, but the kick must be made within the kicking box

The foul lines are fair territory.

The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is (1) foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate. The strike zone may not be marked by cones or other raised objects.

All players must respect and obey all rules and regulations pertaining to the field used for games.

Any player or field umpire wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.

Optional extra base: When available, an additional base may be set up adjacent to first base to provide more room for the runner.

1. If an Extra Base is only available for runners traveling from home plate
2. Fielders trying to make an out on first must touch the base in fair territory (the first base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe.
3. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out.
4. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out.
5. No additional base may be used at any other base.
6. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the field in foul territory is permitted to tag the Extra Base.
7. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base. A runner using or touching First Base in any other circumstance is out.

Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area except for the kicker, Umpires, and designated base coaches. After the kick, fielders, and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written kicking order on the team that caused the infraction.

**Section C- Equipment**

Players must properly wear the office athletic clothing designated for their use. Special requests need board approval.

Athletic shoes are required. Metal cleats are not permitted.

Players may wear protective equipment providing it does not offer wearer an unfair performance advantage. Any Equipment by umpires as a performance enhancement must be removed or the player will be removed from the game.

The official ball may be red or yellow or blue measuring 10-13 inches in diameter when properly inflated to a pressure of 1.5 to 2.0 pounds per square inch.

All player attire is part of the player.

**Section D- Umpires**

Game must be umpired by a least one authorized umpire. Exception may be allowed by board.

Prior to game a meeting with coaches to address any ground rules in effect, exchange of team lineups and identify the designated coaches who will be authorized to discuss calls with the umpire during the game.

Umpires control the game

1. Call timeouts.
2. Call game on weather conditions.
3. Penalize a player.
4. Keep a record of the final game score.

**D. Player Eligibility**

All participants must appear on written lineups, reflecting that game’s kicking order.

A claim of improper kicking order must be made to umpire who will make a final decision. Must be appealed prior to next thrown ball.

**E. Teams**

On defense, each team must field at least eight (8) and no more than ten (10) players. This must always include one pitcher and one catcher during the game.

**F. Base Coaches**

Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

Base coaches may not physically assist runners while the ball is in play.

**G. Regulation Games**

Regulation games last six (6) innings or no more than 60 minutes. No new inning may start after fifty (50) minutes.

If game is tied after 6 innings and time is left prior to 50 minutes of the 60 minutes, may be allowed to continue.

Games can end in a tie.

If home team is leading when bottom of the 6th inning game is over home team wins.

If home team is trailing or tied and score in the bottom of the 6th inning game is over home team wins.

If get to 60th minute and home team has not completed the inning, then the score reverts back to prior inning.

A game that is called off by the umpire after 3 full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.

**H. Pitching, Catching and Fielding.**

Balls must be pitched by hand. There are no restrictions on pitching Style.

Proper Field Position Must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. 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 by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick. Proper field position is:

1. For Fielders: All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal.
2. For Pitchers:
3. The pitcher must start the act of pitching with at least one foot within the pitching mound.
4. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball.
5. No part of the pitcher’s front foot may be in front of or across the front edge of the pitching strip.
6. For Catchers:
7. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
8. The catcher may not contact kicker, nor position so closely to the kicker as to restrict the kicking motion.
9. The kicker may not trigger a position violation through maneuvers judged by the umpire to be deliberately tricky or unsportsmanlike.

**I. Kicking**

All kicks must be made by foot or leg, below hip level. Any ball touched by the foot or leg, below hip level, is a kick.

All kicks must occur:

1. 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 front edge of the home plate.
2. Withing the kicking box. The Kicker must have at least a portion or the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.

**J. Running and Scoring**

Runners must stay within the baseline. Any runner outside the baseline is out.

1. Runner may choose their path from one base to the next and may follow a natural running arc.
2. Runners are free to change course to avoid interference with a fielder making a play.
3. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

Obstruction Fielders may be within the baseline when doing so is necessary to make an active play on the ball but must otherwise stay out of 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 play.

Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.

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 there 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 umpire, the runner is out.

A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out

All ties will go to the runner. Runners traveling form home plate may overrun first base and may only be tagged out if actively attempting to advance to second base.

Base Running on Overthrows

1. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.
2. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.
3. One base on an overthrow is a restriction on the runner not an automatic right for the runner to advance.
4. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running

Running past another runner is not allowed. The passing runner is out

A run scores when runner touches home plate before the third out is made, except that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

When a base is displaced during play, any runner is safe while in contact with the base’s original and correct location. All displaced bases should be restored at the end of each play.

**K. Strikes**

A count of three (3) strikes in an out.

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

**L. Balls**

A count of four (4) balls advances the kicker to first base, except for four (4) pitch walks.

During a single plate appearance, if a kicker is walked on exactly four pitches, without being pitched any strikes or any resulting foul balls, the kicker will be awarding a walk of two bases. Base runners shall only advance as far as they are forced by the kicker proceeding through 1st base to 2nd base.

A ball is:

1. A pitch outside of the strike zone as judged by the umpire where a kick is not attempted.
2. A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
3. A pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker.
4. A pitched ball that is higher than one foot at the plate.

**M. Fair and Fouls**

A count of three (3) fouls is an out. Foul balls never count as strikes.

A foul ball is:

1. A kicked ball first touching the ground in foul territory
2. A kicked ball first touching a fielder or umpire wholly in foul territory, while the ball is over foul territory.
3. A kicked ball landing in fair territory but touching the ground in foul territory on its own at any time before crossing 1st or 3rd base.
4. A kicked ball landing in fair territory, then entering foul territory before crossing the 1st or 3rd base and touching a fielder or umpire wholly in foul territory.
5. A ball put into play with any part of the kicker’s body at or above the kicker’s hip level.
6. A kicked ball touched more than once or stopped in the kicking box by the kicker.
7. A kicked ball first kicked outside of the kicking box.
8. A kicked ball first touching a permanent object, such as a batting cage or fence.
9. A kicked ball first touching a fielder in front of the kicker’s box prior to the ball crossing into fair territory.
10. A kicked ball by a player that comes to full stop prior to crossing the 1st-3rd diagonal line without first being touched by a defensive player.

A fair ball is:

1. A kicked ball landing and remaining in fair territory.
2. A kicked ball landing in fair territory then traveling into foul territory at or beyond the 1st or 3rd base.
3. A kicked ball first touching a player or umpire in fair territory.
4. A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory
5. A kicked ball that touches a runner before touching the ground in foul territory.
6. A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.
7. A kicked ball by a player that touches a defender prior to reaching the 1st-3rd diagonal line.

**N. Outs**

A count of three (3) outs by a team completes the team’s half of the inning.

An out is:

1. A count of three (3) strikes or three (3) fouls.
2. Any kicked ball (fail or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground.
3. A Force Out, being the tag by any part of a fielder’s body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base.
4. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
5. A kicker or runner that interferes with the ball.
6. A tag, of a base by any part of a fielder’s body, while the fielder has control of the ball before the runner originating at that base can tag-up as required due to a caught ball.
7. A runner off base when the ball is kicked.
8. A runner physically assisted by a team member during play
9. Any kicker that does not kick in the proper kicking line up.
10. A runner that passes another runner.
11. A runner outside of the baseline.
12. A runner who misses a base, as called by the umpire upon the conclusion of the play.
13. A runner who fails to properly tag up on a caught ball, as call by the umpire upon the conclusion of the play.
14. A runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner.
15. A runner coming from home plate who steps on First Base when required to use the Extra Base
16. A player improperly occupying the sideline area after their team has been issued a warning.

**O. Ball In Play**

Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to base from which they were running

Interference is:

1. When any non-fielder or non-permanent object except a umpire or a runner, touches or is touched by a ball in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
2. When any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to base from which they came, unless forced to advance.
3. When any kicker intentionally touches a pitched ball by hand or arm before the pitch is call a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came.

During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

**P. Injury and Substitution**

In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participate later returns to play, the participate must be inserted in the same written kicking order position previously held.

If a player is ejected, injured, becomes ill and cannot continue, or leaves the game for any reason, the written kicking order will continue in the same formation, less the removed player. A player removed from the kicking order for ejection, injury, illness, or any reason does not constitute an improper kicking order and there is no “automatic out” when the removed player’s spot in the order is reached.

Injured players who do not kick shall not play in the game.

Any player removed from the game from injury or illness must be noted on both teams written kicking orders and mentioned to the umpire.

The Pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.

Only Runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

**Q. Conclusion**

These rules are maintained by Wallen and are subject to be change when needed.