

KICKBALL 2018

YPLK League Format and Official Rules of the Game¹

LEAGUE FORMAT

The league shall consist of 14 teams of 15 players each.

The final two weeks of the season will consist of a single elimination tournament of the 12 highest ranked teams.

The ranking and tournament seed order shall be based on the following criteria (in order) -

Win/Loss Record

Head to Head^{2,3}

Runs Against

Coin Flip

1st through 4th seed team will get an automatic bye for the first round of the tournament.

During the tournament, the higher ranked team shall have home field advantage.

The bottom 2 teams shall play in the toilet tournament. (Game play and kickball rules of the toilet bowl maybe modified after agreement between both coaches)

1) World Adult Kickball Association rules have been modified for use with YPLK.

2) If two (2) teams are tied and did not play head-to-head, then runs against is used to break the tie.

3) If three (3) or more teams are tied and did not all play head-to-head, then runs against is used to break the tie. If two (2) teams remain tied after third or other teams are eliminated during any step, tie breaker reverts to step 1 of the two-club format.

KICKBALL: Official Rules of the Game
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KICKBALL AT A GLANCE

WAKA Kickball - The World Adult Kickball Association is the preeminent adult kickball organization and the world governing body of kickball. Kickball is a simple game consisting of two teams, bases, and a big yellow ball. Played like baseball, the object is to score more runs than the opposing team. In short, games are played with 10 fielders, 7 innings, 2 base coaches, bouncies, no head shots, forced outs, no ghost men, and bunting is allowed so get a good catcher on your team. The following rules will govern all kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed or tolerated.

PLAYING FIELD AND EQUIPMENT

1. THE PLAYING FIELD

1.01 The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a softball field (see Diagram 2): (NOTE: Cones will not be used)

- a. the kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner;
- b. the distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches or about 28 paces. The distance between any base and home plate shall be measured from the back corner of each;
- c. the pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1st-3rd base diagonal;
- d. the pitching mound extends 12 feet from the center of the pitching strip (see Rule 8.02);
- e. the sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline area (see Rule 1.07);
- f. (Deleted)
- g. the kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The area directly forward the kicking box is fair territory (see Diagram 2B). The kicker is not required to start in the kicking box, however the kick must occur within the kicking box (see Rule 9.02b).
- h. the foul lines are fair territory.

1.02 The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (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 (see Diagram 4). The strike zone may not be marked by cones or other raised objects.

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

1.04 Any player or Referee 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.

1.05 Upon notification to the Head Referee of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

1.06 (Deleted)

1.07 Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area (see Rule 1.01e and Diagram 2) except for the kicker, the catcher, Referees and designated base coaches (see Rule 6.01). 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.

Diagram 1

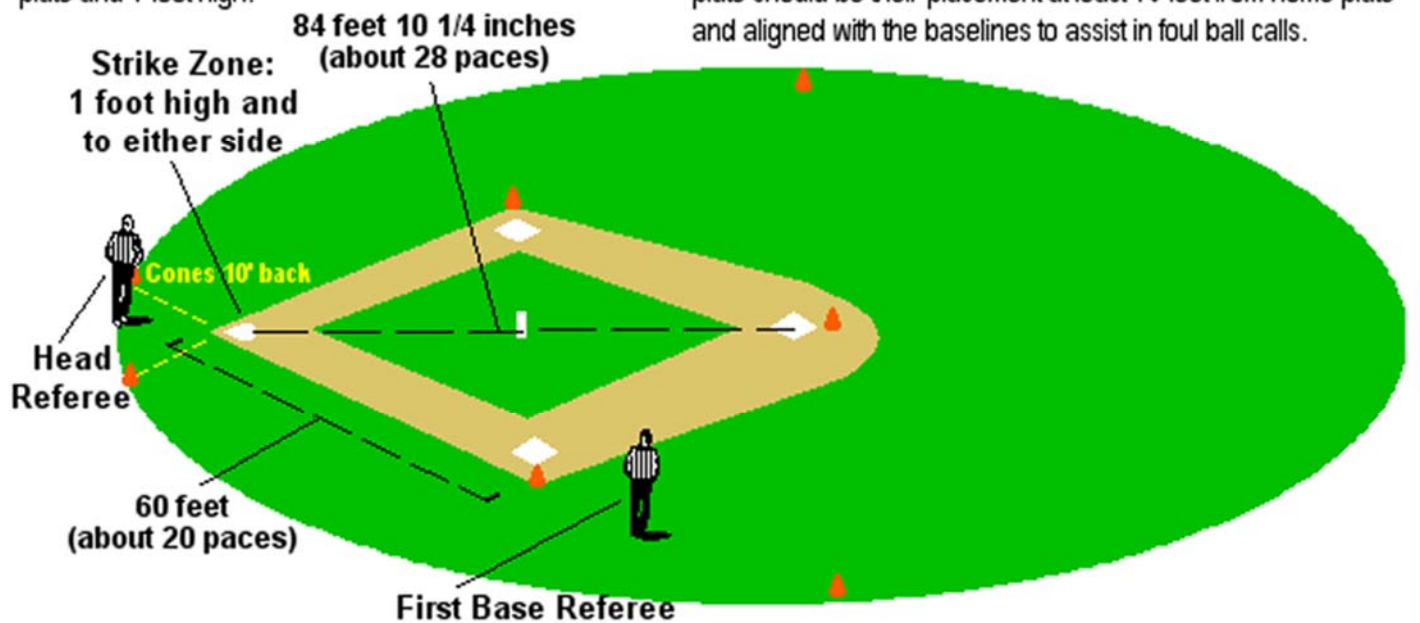
World Adult Kickball Association - Adult Kickball Field

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.

REFEREES & CONES

The Head Referee stands by home plate and calls all pitches, third-baseline fouls, and plays at third and home. The First Base Referee stands on the foul line past first base and calls first-baseline fouls, and plays at first and second. The Head Referee makes all final rulings. **DO NOT** place cones next to home plate as a strike zone. The only use for cones near home plate should be their placement at least 10 feet from home plate and aligned with the baselines to assist in foul ball calls.



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2. EQUIPMENT

- 2.01 While participating, players must properly wear the official athletic clothing designated for their use.
- 2.02 Athletic shoes are required. Metal cleats are not allowed.
- 2.03 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee (see Rule 3.01) as a performance enhancement must be removed or the player will be removed from play.
- 2.04 The official kickball is that which is provided by YPLK.
- 2.05 All player attire is an extension of the player.

OFFICIALS

3. REFEREES

3.01 Games must be officiated by at least one authorized official, the Head Referee. When available, at least two officials referee each game: a Head Referee, and a First Base Referee. The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. Other Referees may assist these officials when available.

3.02 Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to address any ground rules in effect, to ensure the exchange of team lineups (see Rule 4.01), and to identify the designated Captains who will be authorized to discuss calls with the Referees during the game (see Rule 5.03).

3.03 Referees have jurisdiction over play and may:

- a. call a time out;
- b. call off a game due to darkness, rain or other cause at the Referee's discretion;
- c. penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.

3.04 Referees have jurisdiction over play and must:

- a. cancel the game if lightning is seen, or delay it until safe to continue;
- b. keep a record of the final game score.

3.05 Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

PARTICIPANTS

4. PLAYER ELIGIBILITY

4.01 All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.

4.02 A claim of improper kicking order must be made to the Head Referee who will make the final determination. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker (see Rule 14.02i). Such a claim must contain two parts:

- a. that the written kicking order was exchanged in accordance with 5.05a;
- b. that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker.

5. TEAMS

5.01 Each game shall have two (2) participating teams: the away team, which kicks first each inning, and the Home team, which kicks last each inning.

5.02 Team Roster Requirements:

- a. Eight (8) players are required to start a game. If eight (8) players are not present at game time, the team will forfeit.
- b. If nine (9) players are present at game time, one (1) automatic out will be assessed every time through the lineup.
- c. If eight (8) players are present at game time, two (2) automatic outs will be assessed every time through the lineup. However, the automatic outs are not required to be the 9th and 10th spot in the kicking order. Automatic outs can be taken at any point in the kicking order.
- d. If a team has eight (8) or nine (9) players and a player arrives late, he/she will be inserted into the lineup in place of an automatic out and the automatic out will no longer be assessed.
- e. A minimum of three (3) girls are required on the field. If a team has less than 3 girls present, the team is still restricted to only seven (7) guys in the field. If a team does not have enough girls present to fill the requirement, then an out will be taken in the batting order for each girl below the minimum required, even if there are more than ten (10) players present.

5.03 or a given game, each team shall have one Captain who are jointly responsible for the team. The Captain may discuss calls with the Umpire, but must accept the Umpires final ruling. Other players besides the Captain that dispute calls with the Umpires are subject to ejection from the game (see Rule 3.03c).

6. BASE COACHES

6.01 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.

6.02 Base coaches may not physically assist runners while the ball is in play (see Rule 14.02h).

GAMEPLAY

7. REGULATION GAMES

7.01 Regulation games last seven (7) innings or for 55 minutes of time. An inning which begins within the 55-minute time limit will be completed even if it exceeds 55 minutes.

- a. If the Home team (see Rule 5.01) already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
- b. If the Home team (see Rule 5.01) takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- c. If the either team is ahead by fifteen (15) runs after three (3) innings or ten (10) runs after five (5) innings, that team instantly wins and the game is over.
- d. The umpire is the official time keeper and has the final say as to when the conclusion of 1 hour has been reached.

7.02 A game that is called off by the Referee (see Rules 3.03, 3.04) after three (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 decided by a coin toss.

7.03 A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and the winner will be decided by competition of the two opposing coaches choosing or a coin toss. The winner must be agreed upon by both coaches.

7.04 In the event of a tie score at the end of seven (7) innings or the 55-minute limit, additional innings will be played until a winner is determined. Once the additional innings are being played, beyond seven (innings), or beyond the 55-minute time limit, each team will start with a runner on 2nd base. This runner must be the last kicker from the previous inning. This is meant to facilitate a speedy conclusion to the game.

8. PITCHING, CATCHING AND FIELDING

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

8.02 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:

- a. for Fielders (except for the rover position): All fielders, besides the catcher and rover, must remain in fair territory behind the 1st-3rd base diagonal;
- b. for Pitchers:
 - i. The pitcher must start the act of pitching with at least one foot within the pitching mound (see Rule 1.01d);
 - ii. The pitcher must have at least one foot on or directly behind the pitching strip (see Rule 1.01c) when releasing the ball;
 - iii. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.

c. for Catchers:

- i. 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.
 - ii. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
 - iii. The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.
- d. for Rovers:
- i. The rover position is the only person who may be in front of the 1st - 3rd diagonal, but may not be closer than 6ft to the home plate. The pitcher may act as the rover, but not until the pitch has been released in accordance with 8.02b.

9. KICKING

9.01 All kicks must be made by foot or leg, below the knee (see Rule 13.02e). Any ball touched by the foot or leg below the knee is a kick.

9.02 All kicks must occur:

- a. 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 (see Rule 13.02g).
- b. within the kicking box (see Rule 1.01g). The kicker must have at least a portion of the plant foot within the kicking box during the kick (see Rule 13.02g). The kicker may line up outside of the kicking box.

10. RUNNING AND SCORING

10.01 Runners must stay within the baseline. Any runner outside the baseline is out (see Rule 14.02k):

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

10.02 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 play.

10.03 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 (see Rule 14.02g).

10.04 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.

10.05 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 (see Rule 14.02f).

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

10.07 Deleted

10.08 Running past another runner is not allowed. The passing runner is out (see Rule 14.02j).

10.09 A run scores when a 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.

10.10 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 (see Rule 1.01b).

11. STRIKES

11.01 11.01 A count of three (3) strikes is an out.

11.02 A strike is:

- a. a pitch that is not kicked and is not called a ball per Rule 12.02, that enters any part of the strike zone (see Rule 1.02);
- b. an attempted kick missed by the kicker inside or outside of the strike zone (see Rule 1.02).
- c. a kicked ball called foul per rule 13.02.

11.03 Deleted

12. BALLS

12.01 12.01 A count of four (4) balls advances the kicker to first base.

- a. If a male kicker walked and a female kicker is on deck. Then then male kicker automatically advances to second base and the female kicker has the option to kick or advance to first base.

12.02 A ball is:

- a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted (see Rule 1.02);
- b. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;
- c. a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box;
- d. 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;
- e. a pitched ball that is higher than one foot at the plate.

13. FAIRS AND FOULS

13.01 After a full count (3-2), only one (1) additional foul will be awarded (courtesy foul). A foul ball after the courtesy foul will result in an out.

13.02 A foul ball is:

- a. a kicked ball first touching the ground in foul territory (see Rule 1.01h, Diagram 3G, 3H, 3J);
- b. a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory (see Rule 1.04);
- c. a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal (see Rule 1.01h, Diagram 3I, 3K);
- d. a kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal, and touching a fielder or Referee wholly in foul territory (see Rule 1.01h, Rule 1.04);
- e. a kick made on or above the knee (see Rule 9.01);
- f. a kicked ball touched more than once or stopped in the kicking box by the kicker;
- g. a kicked ball first kicked outside of the kicking box (see Rule 9.02) (see Diagram 3L, 3M);
- h. a kicked ball first touching a permanent object, such as a batting cage or fence.

13.03 A fair ball is:

- a. a. a kicked ball landing and remaining in fair territory (see Rule 1.04) (see Diagram 3C, 3D, 3E);
- b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal (see Diagram 3A, 3B, 3F).
- c. a kicked ball first touching a player or Referee in fair territory (see Rule 1.04);
- d. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory (see Rule 1.04);
- e. a kicked ball that touches a runner before touching the ground in foul territory (see Rule 1.04);

f. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory (see Rule 1.04);

14. OUTS

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

14.02 An out is:

- a. a count of three (3) strikes or A foul after the courtesy foul;
- b. any kicked ball (fair 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;
- c. 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;
- d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play;
- e. a kicker or runner that interferes with the ball (see Rules 15.02b and c);
- f. a tag of a base by any part of a fielder's body, while the fielder has control of the ball (see Rule 14.02c), before the runner originating at that base can tag-up as required due to a caught ball (see Rule 10.05);
- g. a runner off base when the ball is kicked (see Rule 10.03);
- h. a runner physically assisted by a team member during play (see Rule 6.02);
- i. any kicker that does not kick in the proper kicking line up (see Rule 4.02);
- j. a runner that passes another runner (see Rule 10.08);
- k. a runner outside of the baseline (see Rule 10.01);
- l. a runner who misses a base, as called by a Referee upon the conclusion of the play;
- m. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;
- n. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner;
- o. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use - see Rule 1.06);
- p. a player improperly occupying the sideline area after their team has been issued a warning (see Rule 1.07).
- q. a kicker kicks a ball that results in a foul.

15. BALL IN PLAY

15.01 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 the base from which they were running.

15.02 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, or hinders a fielder. 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 (see Rule 14.02e);
- c. when any kicker intentionally touches a pitched ball by hand or arm before the pitch is called 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 (see Rule 14.02e).

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

16. INJURY AND SUBSTITUTIONS

16.01 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 participant later returns to play, the participant must be inserted in the same written kicking order position previously held.

16.02 If a player is injured, or becomes ill and cannot continue or if a coach is ejected as a result of a player being ejected, the written kicking order will continue in the same formation, less the removed player. There is no “automatic out” when the removed player’s spot in the order is reached.

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

16.04 Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.

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

16.06 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.

OTHER

17. OTHER

17.01 The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, the Young Professionals League of Softball (YPLK) will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules.

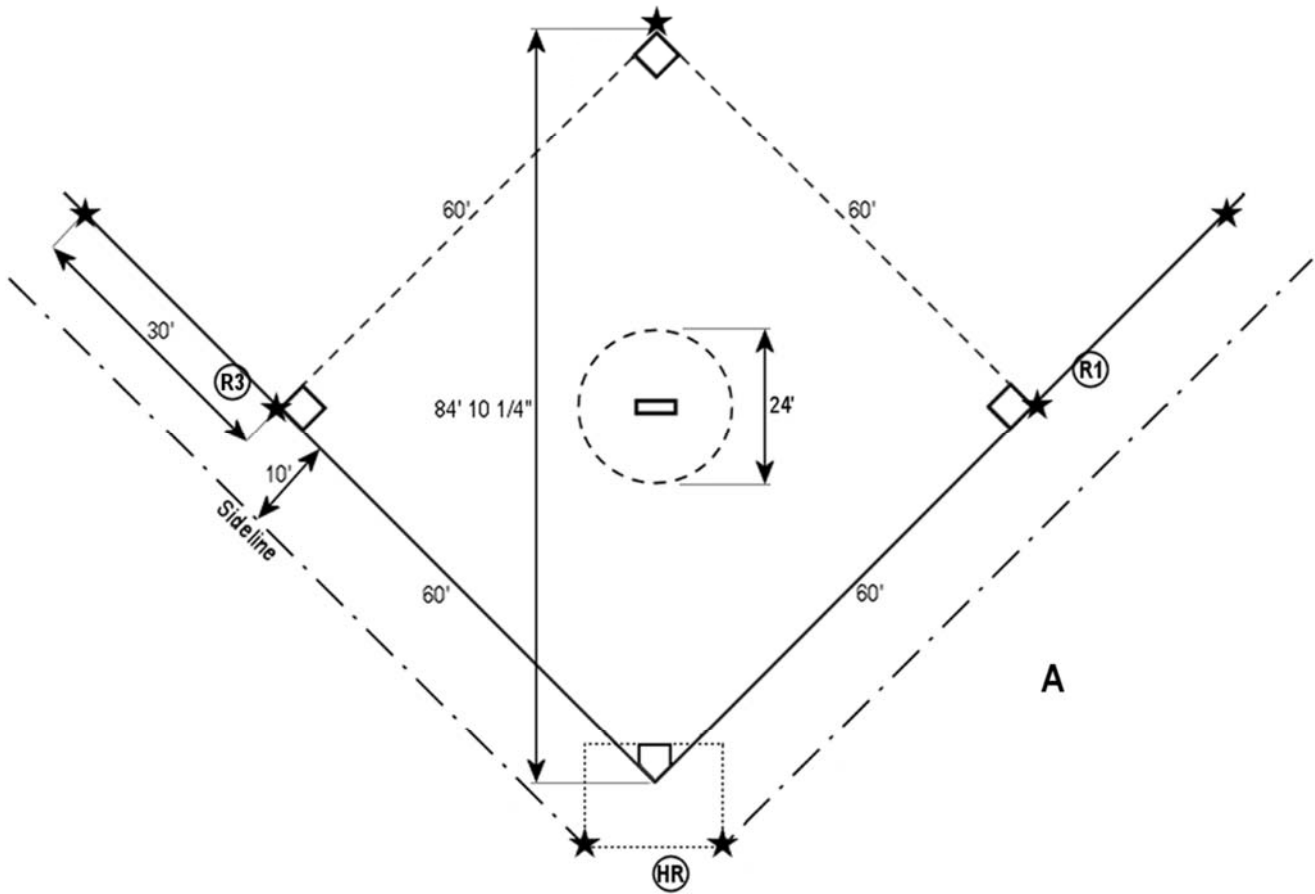
17.02 If a player is ejected from a game, the said player's head coach will also be ejected from the game. The ejected player's position in the kicking order will now be considered an automatic out. The ejected coach's position in the kicking order will not be an automatic out.

17.03 Ejections will result in the following disciplinary actions:

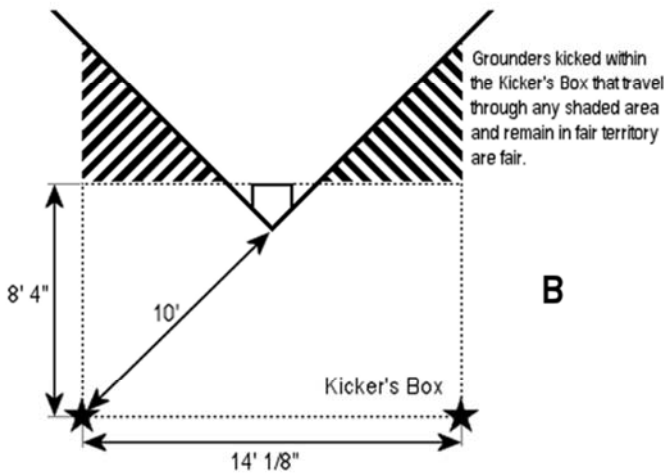
- a. First ejection of the season: The offending player will be suspended for the following game.
- b. Second ejection of the season: The offending player will be suspended for 4 games.
- c. Third ejection of the season: The offending player will be suspended for the season.
- d. Fourth ejection of a player’s YPLK career: The offending player will be banned from participating in YPLK.

17.04 Each kicker will start with a 1 ball and 1 strike count.

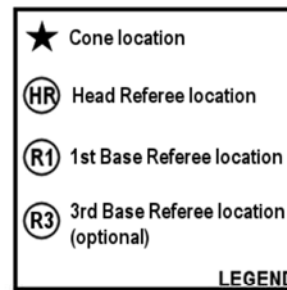
Diagram 2 WAKA Kickball Field Dimensions



A



B

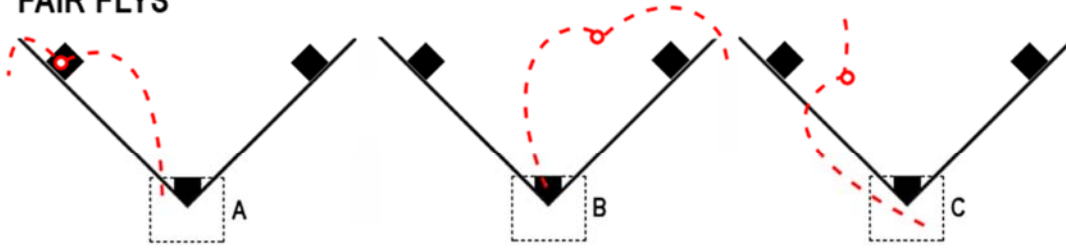


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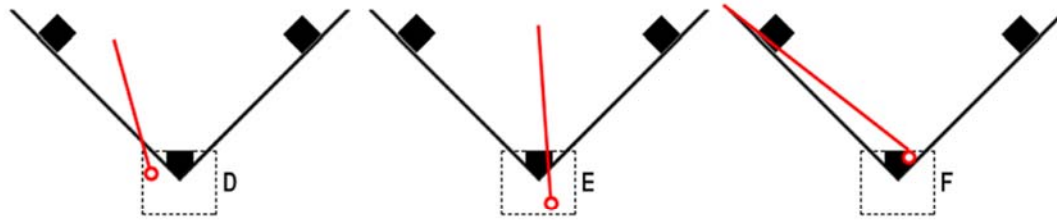
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Diagram 3
WAKA Kickball Fair and Foul Examples

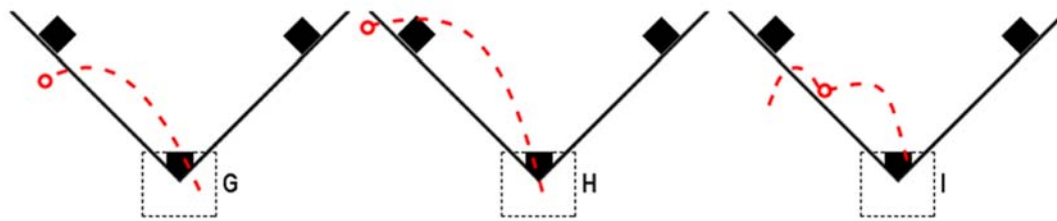
FAIR FLYS



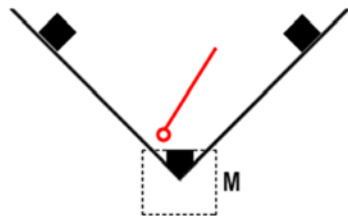
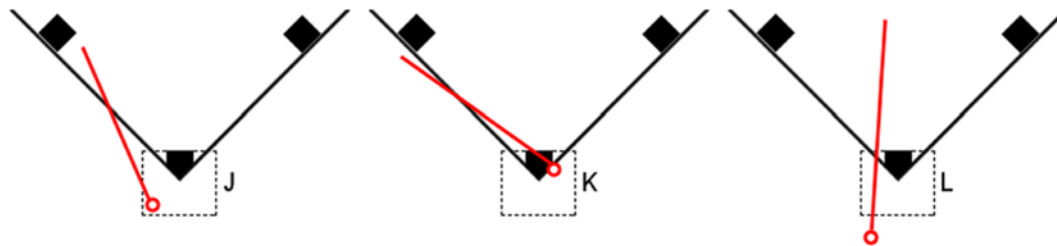
FAIR GROUNDERS



FOUL FLYS



FOUL GROUNDERS

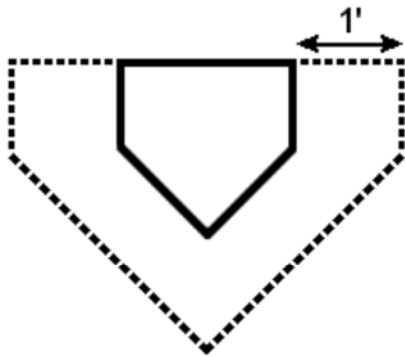


Path of ball in the air	- - -
Path of ball on the ground	—
First ground contact point	○
LEGEND	

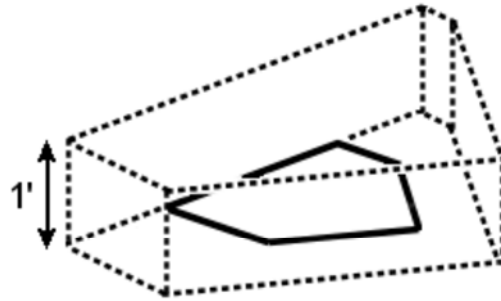
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Diagram 4
WAKA Kickball Strike Zone



TOP VIEW
(not to scale)



3-D VIEW
(not to scale)

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