



## Official Adult Kickball Rulebook



Official W.A.K.A (World Adult Kickball Association) rules are in effect unless otherwise noted in the Bentonville Parks and Recreation Official Kickball Rulebook



## BPR PARK RULES

Please enjoy using the Bentonville Parks and Trails System. To ensure that it is a pleasant experience for all our users, please follow these rules and guidelines, adopted by city ordinance, in all Bentonville Parks and Trails.

- Bentonville Parks are open from sunrise to 11 p.m.
- No soliciting, vending, or peddling
- Fireworks and other explosive devices are prohibited.
- Parking in designated areas only
- **Alcohol and drugs are strictly prohibited inside the park.**
- **Smoking (cigarettes, vapes, e-cigarette etc.) is permitted only in parking lots.**
- Fires are only permitted in fireplaces or on grills with hinged lids.
- Overnight camping is prohibited.
- **Keep all pets on a leash and off the fields/ out of dugouts.**
- Pet waste must be disposed of in trash receptacles.
- Do not litter.
- Tampering with park property without written consent from Bentonville Parks and Recreation is prohibited.

Report suspicious activity to local authorities. For emergencies dial 9-1-1. Non-emergencies dial 479-271-3170.

See a maintenance issue in our parks? Visit [Bentonville311.com](http://Bentonville311.com)

## **I. The Playing Field**

- A.** The playing field must meet an umpire or league staff's judgment of a field which is safe enough for players to play on and reasonably avoid injury.
- B.** The pitching rubber shall be set at 43'.
- C.** The distance to each base shall be set at 60'.
- D.** The defense Line will be diagonal from 1<sup>st</sup> base to 3<sup>rd</sup> base.
- E.** There will be a catcher's box where the catcher should stand.
  - i.** The catcher's box is defined as approximately 36 inches (one big step by the umpire) parallel to and outside of the back of the batter's box. A red cone shall be set to mark the boundary of the catcher's box. The catcher can be positioned anywhere inside the cones and between the back of the batter's box and the fence. Under no circumstance can the catcher interfere with the kicker's ability to strike the ball. (See the below image for clarification. The catcher can be anywhere marked in green).



- F.** All players MUST be 18yrs or older to be on the playing field.

## **II. Equipment**

- A.** The official ball will be a WAKA 10" rubber kickball.
- B.** The City of Bentonville will provide all game balls.

## **III. Safety Base (shown below)**



- A.**
- B.** Some fields are equipped with a safety base at first base. For these fields, the kicker/runner must step on the orange base and defensive player must put their foot on the white base, in an effort to reduce the number of collisions.

## **IV. Participants**

### **A. Uniforms**

- i.** Teams are encouraged to wear matching uniforms or costumes but not required.

### **B. Footwear**

- i.** All players are required to wear closed toe shoes in order to play. Rubber molded cleats are permitted; however, **metal or metal-tipped cleats are NOT allowed** on the synthetic turf surface.

### **C. Sportsmanship**

- i.** All players are expected to demonstrate good sportsmanship. Any unsportsmanlike conduct observed by the officials or recreation staff, can result in game ejection and potential suspension from the league. All other city park ordinances must be followed by all participants. See Addendums XXX-XXXIV for information on the 3 strikes and out rule policy.

### **D. Player Eligibility**

- i.** All participants must be 18 years of age or older by the first game of the season.
- ii.** Rosters will be locked exactly **one week** prior to the playoffs, and all roster additions must be made prior to such time.
- iii.** Only players listed on the official team roster are allowed to play. (Contact the league coordinator to add a player to your roster).
  - a.** Playing an ineligible player results in a forfeit.

## **V. Game play**

- A.** A maximum of 10 defensive players are allowed to play on the field. Only 6 players are allowed to play in the infield (pitcher, catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, short stop, 3<sup>rd</sup> base). Infield must have equal males and females. There are 6 players in the infield (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Shortstop, pitcher, and catcher) and 3 must be female.

- B.** A team must have a minimum of 4 male and 4 female players to play.

- C.** At no point can there be more men than women defensive players on the playing field.

- D.** All fielders (besides the catcher) must start play and remain behind the 1<sup>st</sup> – 3<sup>rd</sup> base diagonal line until the ball is kicked.

- i.** If a defensive player crosses the defense line and fields the ball before the ball is kicked ALL runners will be safe.

- E.** Fences are considered part of the ground; therefore, the ball hitting the fence is the same as the ball bouncing off the ground. The kicker is NOT Out because of the catch.

- F.** Leading off bases is not permitted.

- G.** Sliding into first base is not permitted.

- H. Two members of the kicking team can act as base coaches at 1<sup>st</sup> and 3<sup>rd</sup> base to assist retrieving foul balls. The rest of the players that are not up to kick must remain in the dugout until it is their turn to kick.
- I. **Team No Show:** A team that fails to appear for their game after 10min will be considered a forfeit.

## VI. Lineup

- A. Kicking order must go male, female, male, female (or vice versa).
- B. If a male is walked, he immediately goes to second base with the woman behind him having the option to kick or go to first base.

## VII. Strike Zone

- A. The strike zone will be marked with cones 3' wide (one ft. on each side of the home plate), 1' high, with home plate being in the center.
- B. In order for a pitch to be considered a Strike, the following must be met:
  - i. Bounce a *minimum* of three times before crossing home plate (a rolled pitch will be considered meeting the 3 bounce rule).
  - ii. Cross through the strike zone without touching the strike zone cones (if a pitched ball grazes a cone through the strike zone, it will be considered a ball).
  - iii. The bottom of the pitched ball must cross under the imaginary 1' high line drawn from the top of each cone.

## VIII. Balls

- A. Any pitch that does not travel through the strike zone or is higher than 1' off the ground as it passes through the zone will be considered a Ball

## IX. Kicking

- A. In order for the ball to be considered kicked, the kicker must strike the ball with their foot.
- B. As long as the kick results in the ball being put in the field of play, it is deemed a legal kick.
  - i. Bunting is permitted.

## X. Fouls

- A. If a kicker with 2 strikes kicks 3 foul balls, upon the 3rd foul ball, they will be called out by the umpire.
  - i. The MAX number of fouls one batter may kick is 5 (if their first two fouls are counted as their first two strikes).
  - ii. Once a batter has 2 strikes, they only get 3 fouls (they will be called out on the 3<sup>rd</sup> foul).

- B.** Any ball that is fielded before crossing the foul line *into* fair territory will be considered foul.
      - i.** If any part of the ball is judged to be over fair territory, the ball is a fair ball. Fair/foul is NOT judged by the part of the ball touching the ground.

## **XI. Pitching**

- A.** The pitcher must remain behind the defensive line (1<sup>st</sup> to 3<sup>rd</sup> base line) at delivery and must remain behind the defensive line (1<sup>st</sup> to 3<sup>rd</sup> base line) until the ball is kicked.
- B.** The pitcher may not take more than three steps prior to delivering the pitch.
- C.** A pitched ball must be delivered underhanded below the hip.
- D.** The pitcher may not let their momentum carry them across the line when pitching. IF it does, they must return behind the line before fielding the ball.

## **XII. Tagging a runner**

- A.** A defensive player may tag an offensive player by touching them below the shoulders with the ball. If a defensive player properly tags an offensive player, the runner will be called out regardless of whether the defensive player holds onto the ball after the tag is applied or not.

## **XIII. Pegs**

- A.** A runner may be called out if a defensive player throws a ball and hits the runner, to the Umpire's best judgment, below the shoulders before the runner arrives at a base. The ball is allowed to bounce before striking the runner to be considered an Out. If the thrown ball hits the runner above the shoulders, it will be ruled a dead ball and the runner will advance to the next base.
- B.** At any time, if a ball touches a player, they will be deemed out.
  - i.** Even if baserunner is hit with the kicked ball.
- C.** If a ball is thrown deliberately above a runner's shoulders in the judgment of the umpire, that defensive player will face immediate ejection from the game and be suspended for 1 game and runner will advance to next base.
- D.** If a runner slides and is *unintentionally* pegged by a defensive player above the shoulders, no disciplinary action will be handed out and the umpire will rule whether or not the kicker/runner was safe or out.

**E.** If a runner ducks to avoid the ball and is struck in the head or neck due to the altered level of their head. The defensive player must make an effort to legally and non-maliciously peg the runner. However, if they throw the ball at a runner's waist or body (below the head or neck) and the player ducks, trips, slides, or changes the level of their head or neck, the defense man will not be deemed responsible and the baserunner can be called out (as long as rule XIII.E. does not apply where malicious intent is involved).

#### **XIV. Outs**

- A.** A count of 3 outs by a team completes the team's half of the inning
- B.** An out is:
  - i.** A count of 3 strikes
  - ii.** Any kicked ball (fair or foul) that is caught by a fielder before touching the ground.
  - iii.** A ball tag on a base to which a runner is forced to run, before the runner arrives at the base.
  - iv.** A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
  - v.** A ball tag of a runner on base or the base the runner was to tag up to, in which the runner does not tag-up as required when a ball is caught in the air.
  - vi.** A runner off base when the ball is kicked (leading off).
  - vii.** A runner, who misses a base as called by the Umpire, will be out upon reaching the next base.
    - a.** (e.g. a runner who misses 2<sup>nd</sup> base and touches 3<sup>rd</sup> base must be touched in order)

#### **XV. Time**

- A.** Each game will be 5 innings or 45 minutes, whichever comes first. Any inning that starts before time expires will be completed.
  - i.** (e.g. a game that reaches the 45 minute time limit in the fourth inning will complete the fourth inning, at which point the game will be deemed over).
- B.** The umpire will be the official time keeper.

#### **XVI. Mercy Rule**

- A.** Mercy rule will be in effect if: One team is ahead by 15 runs after two innings or 10 runs after three innings.

#### **XVII. Tie Games**

- A.** Games with a tie score at the end of regulation time will be ruled at a Tie Game.

#### **XVIII. Score Keeping**

- A.** The HOME team is in charge of keeping score for the entire game.



## **Addendum – Rules and Clarification**

**XIX.** ONLY a Captain can question a Call or Lack-of-Call via a discussion directly with the Umpire. The Umpire will then discuss and explain the decision. If a correction must occur the umpire will discuss with both Captains before announcing it to the remaining players. Any player not adhering to this process may face ejection at the Umpire's discretion.

**XX.** Play is suspended temporarily throughout the game once the pitcher AND ONLY THE PITCHER has control of the kickball near the pitching position. Any runners advancing in a running motion at the time the pitcher takes control of the ball in the area of the pitching location may only advance one base if the pitcher retains control of the ball during the entire advance. If the pitcher loses control of the ball or attempts to tag the runner out during their extra base advance attempt, the play will resume until the pitcher again has control of the kickball within the pitching location. Any runners not considered by the Umpire to be advancing will not be allowed to advance until the ball is again kicked.

**XXI.** All kickers will start with a count of 0 Balls and 0 Strikes

**XXII.** After 2 Strikes (decided by either missed pitches within the Strike Zone or Foul Balls), the kicker will have up to 3 Foul Balls before being ruled out.

**XXIII.** A base runner may tag up and advance to additional bases after a Fair OR Foul Ball is caught.

**XXIV.** A Foul Ball (as described by the field-of-play lines painted on either side of the field):

- A.** Ground Foul Ball: Any kicked ball that doesn't pass 1st or 3rd base within fair territory. Base runners may NOT advance in this situation.
- B.** Pop-Up Foul Ball: A kicked ball that doesn't land within fair territory. Base runners may NOT advance in this situation.
- C.** Dropped Foul Ball: Any kicked ball that an in-flight catch is attempted by a defensive player outside of the field-of-play but dropped (even if the defensive player drops the ball into fair play – it will still be deemed a foul, because the defensive player obstructed the ball in foul play). Base runners may NOT advance in this situation.

**D. Caught Foul Ball (Resulting in an Out):** Any kicked ball that is caught in-flight before landing on the ground or making contact with any other structure including the fence line. Base runners MAY tag-up and advance after the ball is touched.

**XXV.** A player is not able to lead off and must remain on their base until the ball is kicked. If a player is caught leading off by the Umpire, they will be called out if they do not return to the base before advancing to the next base after the kick is made. If a player is accused of leading off by other players but it is not directly observed by the Umpire, the player will be issued a warning.

**XXVI.** A runner may be called out if a defensive player throws a ball and hits the runner, to the Umpire's best judgment, below the shoulders before the runner arrives at a base. The ball is allowed to bounce before striking the runner to be considered an Out. If the thrown ball hits the runner above the shoulders, it will be ruled a dead ball and the runner will advance to the next base.

**XXVII.** Women may call for a "civil pitch." The pitcher must serve a civil pitch. "Civil pitch" may be called once and be good for the entire at bat. Bunting is NOT permitted during civil pitch.

**XXVIII.** Infield Fly Rule: In the event the batting team has less than two outs and runners are on first and second or first, second and third, and the batter strikes the ball causing a pop fly in the infield, the batter will automatically be ruled out and base runners will return to previous base. When Infield Fly is declared, the ball is dead and running cannot advance. If there are two outs, this rule is not in affect. This is to prevent defenses from purposefully missing the catch in order to complete a double, or even triple, play.

**XXIX.** Any decision by league staff that results in a player being ejected or suspended may be appealed to the City of Bentonville Parks and Recreation staff.

**XXX.** Three strikes and out rule. A team receiving 3 ejections in a season will be expelled from the league for the remainder of the season and the team's league fee will not be refunded. The team will not be allowed to return to the league without approval from the league.

**XXXI.** Disrespect of umpires will not be tolerated. Verbal abuse towards an umpire may result in the players ejection from the game. Any physical abuse or threat to an umpire will result in expulsion from the league. The player will not be allowed to return to the league without approval from the league. This counts against the team's 3 strike and out count.

**XXXII.** Physical violence towards another player will result in expulsion from the league for the player committing the offense. The player will not be allowed to return to the league without approval from the league. This counts against the team's 3 strike and out count.

**XXXIII.** Spectator abuse will not be tolerated. Ejecting a spectator will count against your team's 3 strikes and out totals. Teams may be forced to forfeit their game if their spectators are unruly.

**XXXIV.** A player or spectator ejected from the game must go to the parking lot and cannot reenter the park for the remainder of the night.

