

**Pleasure Island
Sports
Kickball League
Rules
2014**



1. Equipment:

- a. Athletic shoes are required, no flip-flops or steel cleats
- b. The official kickball is the red WAKA Logo Kickball with a pressure of 1.5 pounds per square inch.

2. Umpire:

- a. The umpire(s) have jurisdiction over play and may:
 - i. Call a time out;
 - ii. Call game due to darkness, rain, storms or time restraint;
 - iii. 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.

3. Players:

- a. Must be 18 years of age.
- b. May sign up for and play for only one team per season.
- c. Any player can leverage a pinch runner for an injured player. The P.R. must run for that player the entire game, start to finish.

4. Teams:

- a. Must have at least 3 ladies on the field at all times.
 - i. if only 2 ladies, team plays with 9 people & incurs 1 auto out at end of lineup.
 - ii. if only 1 lady, team plays with 8 people & incurs 2 auto outs at end of lineup.
 - iii. if no ladies, team must forfeit game.
- b. Team can have as many as 10 people on the field, and can play with as few as 8 people.
- c. The team captains must exchange a kicking order for that game before the game starts including player names and numbers on shirts.
- d. Any eligible player that arrives late must be added to the end of the kicking order and may not be added if the team has already been all the way through the kicking order.
- e. Captains must turn in a team roster to PIS Committee, no more than 20 max, by the first games.

5. PLAYER ELIGIBILITY

- a. 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.
- b. A claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts: 1) that the written kicking order was exchanged 2) 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. 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.

6. INJURY AND SUBSTITUTIONS

- a. 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.
- b. If a player is ejected, injured, or becomes ill and cannot continue, 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. Injured players who do not kick shall not play in the game.
- c. The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.
- d. Starters can re-enter the game only once after coming out and must be in the in the same written kicking order position previously held.
- e. Substitutes may not re-enter game after leaving.

7. Game Play:

- a. A game will last up to 9 innings, or up to 60 minutes.
- b. The referee will make the call on time, home team always kicks last.
- c. If a game is called due to time, the end score is that at the time of the ref’s call.
- d. If a game is called for weather after 4 full innings, it is considered a full game and end score is that at the time of the ref’s call.
- e. If a team is more than 5 minutes late, they forfeit the game, and it is considered a loss.
- f. A game may be ended at the discretion of the losing team, if losing by 12 or more runs at the end of any inning.
- g. 3 fouls or strikes is an out.

8. Pitching, Catching and Fielding:

- a. Balls must be pitched by hand, there are no restrictions on pitching style, bouncies are allowed but must be below the kicker’s knees when crossing plate. Ball must bounce or touch ground at least twice before reaching kicking box / strike zone / home plate.
- b. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball. Pitcher must remain in pitcher circle until ball is kicked.
- c. The strike zone is 1 foot either side of home plate.

9. STRIKES

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

- a. A strike is:
 - a pitch that is not kicked and is not called a ball that enters any part of the strike zone (see Diagram)
 - an attempted kick missed by the kicker inside or outside of the strike zone
 - Foul balls count as strikes.

10. BALLS

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

A ball is:

- a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted
- 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 in height from the bottom of the ball at the plate.
(see diagrams)

11. Kicking:

- a. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
- b. All kicks must occur at or behind home plate and within the kicking box, however no part of the planted foot may be in front of or across the front edge of the home plate;
- c. The kicker must have at least a portion of the plant foot within the kicking box during the kick;
- d. The kicker may line up outside the kicking box;
- e. Bunting is allowed.

12. Running and Scoring:

- a. Runners must stay within the base line, running outside the baseline is an out;
- b. 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 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;
- c. Neither leading or stealing is allowed, a runner may advance once the ball is kicked;
- d. Hitting a runners neck or head is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe and advances to the base they were running to;
- e. 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. A runner failing to tag-up is out;
- f. All ties go to the runner. Runners traveling to 1st may overrun 1st base and may only be tagged out if actively attempting to advance to 2nd base;

13. Ball in Play:

- a. Once the pitcher has the ball in control and retains possession on the mound, or a 3 foot radius around it, the play ends. Runners who are off base at this time and in forward motion may advance only one base, if more than half way towards the next base. If less than half way they must return to previous base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
- b. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- c. Running past another runner is not allowed. The passing runner will be out.
- d. A run scores when a runner touches home plate before the 3rd out is made, EXCEPT that no run can score when the 3rd out is made during a force play situation, or when the kicker is put out before touching first base.
- e. When a base is displaced during play, any runner is safe while in contact with the base's original and correct location.

14. 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. (such as a flying bird, dog etc) This interference causes the play to end and runners shall proceed to the base 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.

15. Fairs and Fouls

A foul ball is:

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

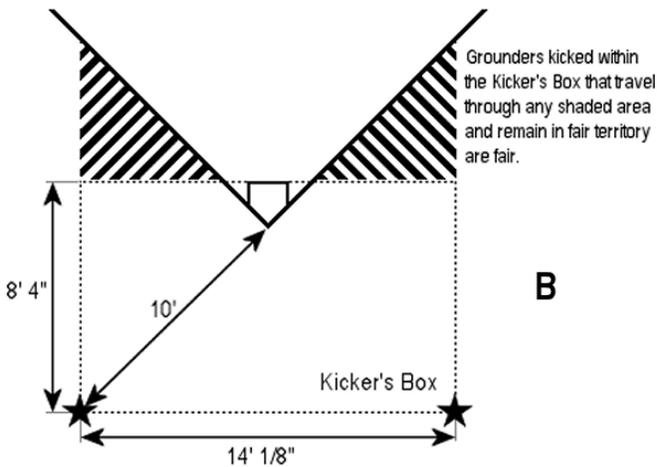
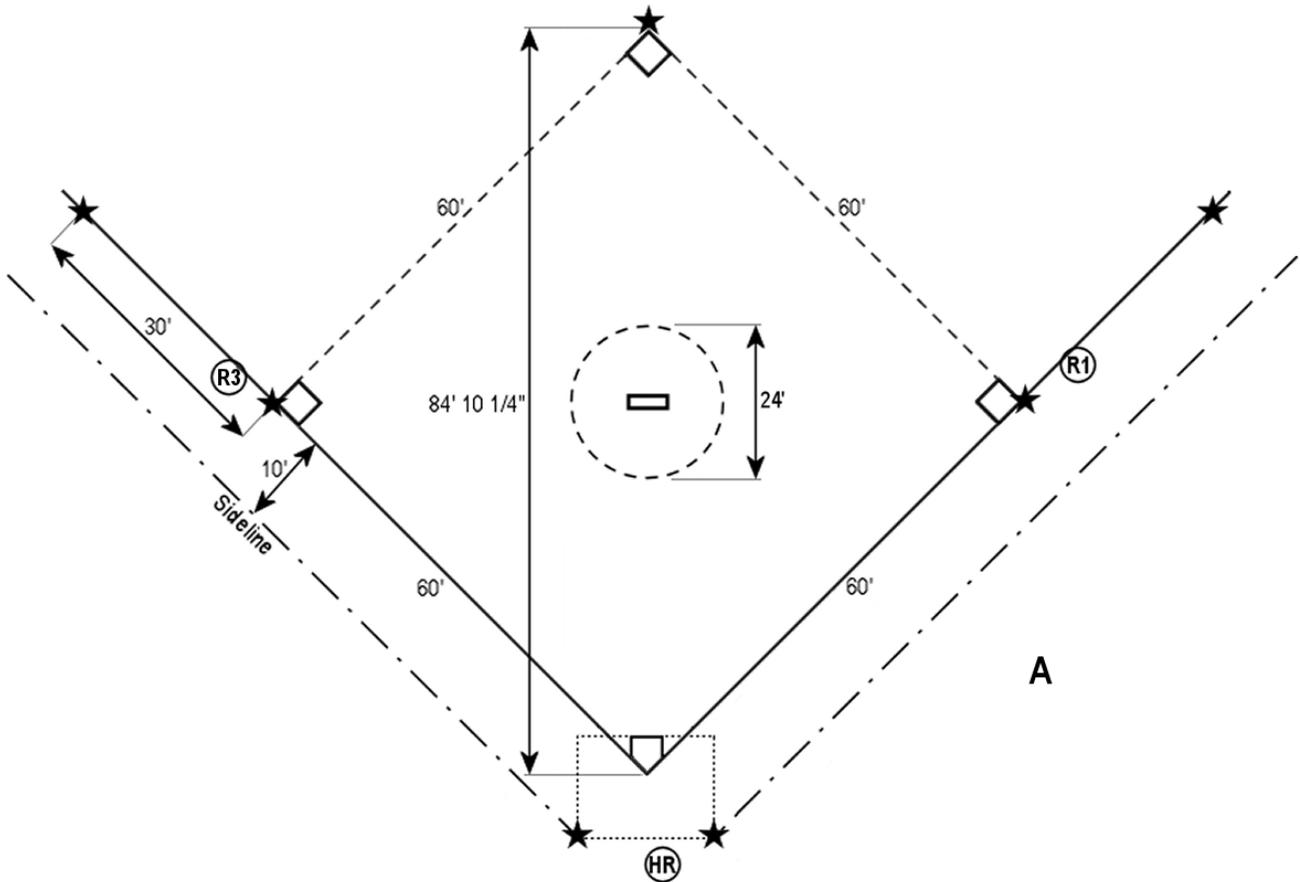
A fair ball is:

- k. a kicked ball landing and remaining in fair territory (see Diagram 3C, 3D, 3E);
- l. a kicked ball landing in fair territory then traveling into foul territory

- beyond the 1st-3rd base diagonal (see Diagram 3A, 3B, 3F).
- m. a kicked ball first touching a player or Referee in fair territory
 - n. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory
 - o. a kicked ball that touches a runner before touching the ground in foul territory (see Rule 1.04);
 - p. f. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory
 - q. Any player 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. (Example – player running to 1st base along the right side of 1st base line is considered fair.)

***** The spirit of these rules is to ensure a fun and safe game. No un-sportsmanlike conduct will be tolerated. The umpire may at any time call a player off a game, or the entire season if he chooses.**

Diagram 2 WAKA Kickball Field Dimensions

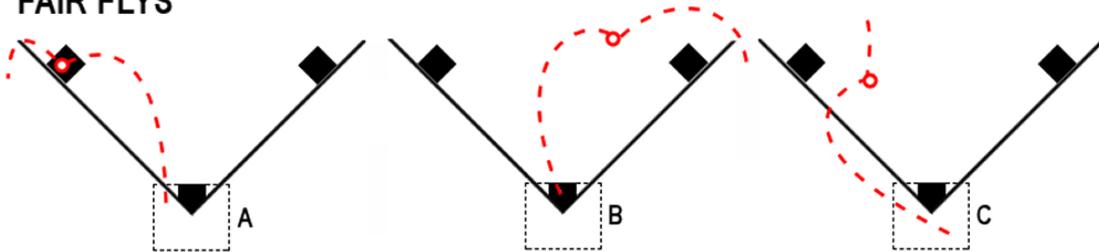


★	Cone location
(HR)	Head Referee location
(R1)	1st Base Referee location
(R3)	3rd Base Referee location (optional)
LEGEND	

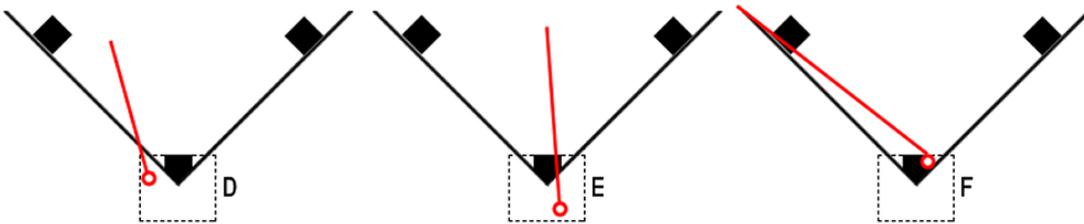
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Diagram 3
WAKA Kickball Fair and Foul Examples

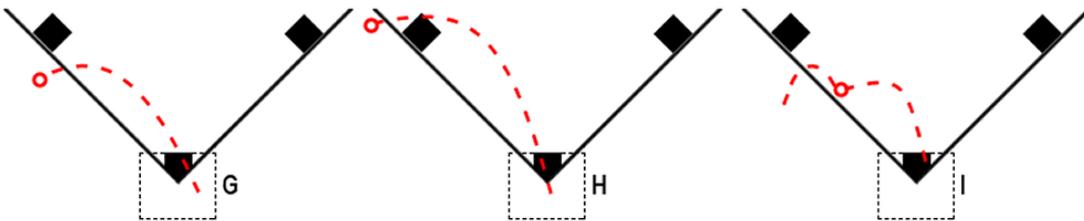
FAIR FLYS



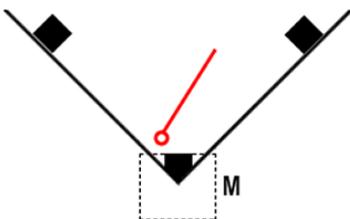
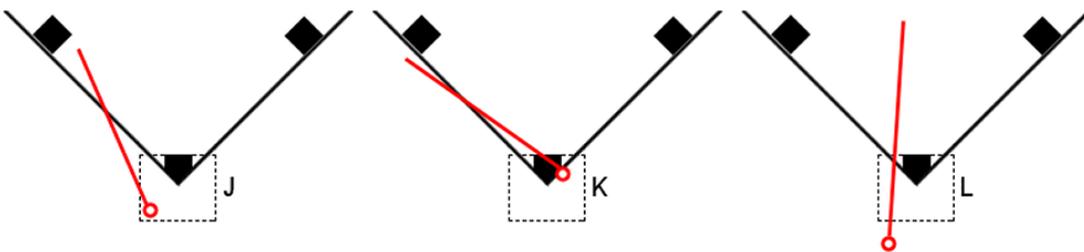
FAIR GROUNDERS



FOUL FLYS



FOUL GROUNDERS

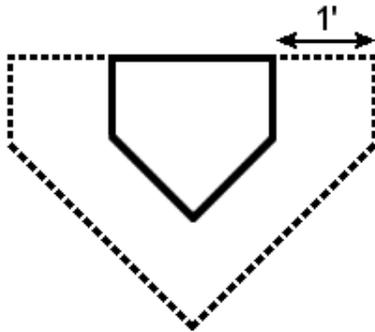


	Path of ball in the air
	Path of ball on the ground
	First ground contact point
LEGEND	

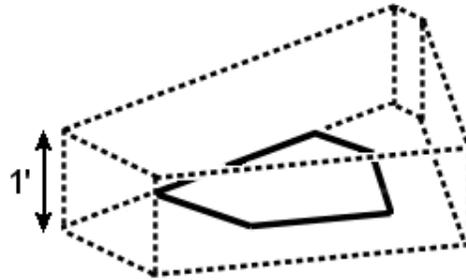
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Diagram 4
WAKA Kickball Strike Zone



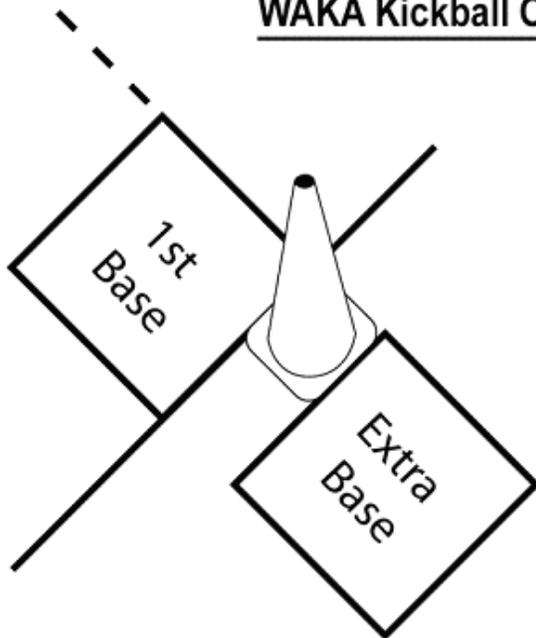
TOP VIEW
(not to scale)



3-D VIEW
(not to scale)

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Diagram 5
WAKA Kickball Optional Extra Base



*Optional extra base may only be used in accordance with Rule 1.06

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