



## Milwaukee County Parks Kickball League Rules

### KICKBALL AT A GLANCE

The Milwaukee County Parks follow the WAKA Kickball-The World Adult Kickball Association, which 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 red ball. Played like baseball, the object is to score more runs than the opposing team. In short, Milwaukee County Parks plays with 9 fielders, min 5 innings, 2 base coaches, no bouncies, no head shots, one base overthrow, forced outs and no ghost men. At the end of the game the team with the most runs wins. The following rules will govern all Milwaukee County Parks 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.

### I. THE PLAYING FIELD/EQUIPMENT

- All games will be played on softball-sized diamonds (65 ft bases)
- The strike zone extends 1 foot on either side of home plate and 1 foot high.
- All games will be played with an 10-inch ball
- Metal spikes are not allowed

### II. REFEREES

- Milwaukee County Parks will schedule an Umpire
- Umpires have jurisdiction over play and may:
  - a. Call a time out
  - b. Call off a game due to darkness, weather or other cause at the umpire'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.
- Umpires have jurisdiction over play and must:
  - a. Cancel game if lightning is seen
  - b. Call any game still in play after 55 minutes
- Umpires 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.

### III. PARTICIPANTS

- Participants must be 18 years of age or older by the date of the first game.
- A player may only sign up for one team per division, but may sign up for multiple divisions per season.

### IV. TEAMS

- Each division may have a maximum of 10 teams. Each team must consist of a minimum 10 and an unlimited number of registered players.
- Teams must field at least 7 players and no more than 9. If playing with 7 players, teams must have 3 girls playing on the field. Teams must field a minimum of 4 players of each sex if playing with 8 or more. If fielding 9 players, one player must play the position of catcher.
- Each team shall have one Captain and one Co-captain who are jointly responsible for the team. The team captains ensure that:
  - a. All team players present must kick in the written scorebook order, but do not have to field. The kicking lineup does not require a specific sex order.
  - b. Only the Captain or Co-captain may dispute calls with the Umpire.
  - c. Teams with fewer than 7 players shall have a 10-minute grace period before a forfeit is declared. Subs may be used at any time as long as the opposing team is not opposed.

### V. REGULATION GAMES

- A regulation game consists of 9 innings or a time limit of 55 minutes. If a game starts late, it shall be played until 5 minutes before the next games starting time.
- Home and away team is determined by rock, paper, scissors, best two out of three for every game.
- Regular season games may end in ties. During the playoffs, the winner shall be determined by whoever wins the next full inning (Both teams get at-bats). In playoff situations, each team shall play short one additional fielder for each inning beyond 9 in boy, girl, boy, girl order. For example, a team in the 12th inning must take two male players and one female off the field. These players still kick in their respective slot.
- Called games shall be played at a future date according to the Milwaukee County Parks Organized Sports Office. Any games not replayed shall be counted as a tie in the standings.

## VI. PITCHING AND CATCHING

- No bouncies. A bouncy called results in a ball and is defined as:
  - a. A pitched ball that does not touch the ground at least once before reaching the kick box
  - b. A pitched ball that is higher than one foot at the plate
- A legal pitch must be underhand and no higher than knee level of the batter (sidearm or overhand pitching is not allowed). Anything higher over the plate is a ball. Whether a pitch is a ball or strike based on bounciness should be based on the height of the last bounce before it crosses home plate. **A pitch must bounce at least three times before crossing the front plane of home to be a strike.**
- Pitches will be thrown in a civil manner at a reasonable rate and not excessively bouncy. A guideline is pitching as though you are rolling it casually to a teammate. Any pitch deemed by the ump to be out of the context of a casual pitch (fast or with curve) will result in a warning to the pitcher and a called ball. The next infraction will result in replacing the pitcher.
- The pitcher must pitch from the back rubber. Once the ball is pitched the pitcher may advance no further than the first rubber or 6 feet from the rubber, depending on the field. Lateral movement is tolerated.
- The catcher must give the batter ample room to bat. The catcher may not break the plane of the front of home plate until the ball is kicked and may not interfere with the batter. An infraction will result in a called ball. If the ball is kicked, the result does not count.
- No player may field forward the pitcher other than the catcher until the ball is kicked, and no player may advance forward the 1<sup>st</sup>-3<sup>rd</sup> base diagonal until the ball is kicked. Failure to abide by the rule results in a ball.
- A strike consists of a ball that is rolled over any part of home plate and below knee level. Any ball that is kicked into foul territory shall also be considered a strike. Two strikes of any kind will result in an out.
- A "ball" shall be called on anything that does not pass home plate. Three called "balls" shall result in the ball being placed on a tee within two feet from either side of home plate. If the batter kicks the ball foul off the tee, they are automatically out. Infield players cannot advance until the ball is kicked.

## VII. BATTING, RUNNING AND SCORING

- The batter may not kick the ball until the ball crosses home plate. Kicking the ball before the plate is a strike. The resulting result of a kick over the plate is a dead ball (no out on the fly, etc)
- Bunting is **NOT** allowed
- Runners must stay in the base path. Fielders impeding the runner's path to the base shall result in the runner being awarded the base.
- Leading off and stealing are not allowed. Leading off/leaving early will result in a do-over.
- Sliding is legal. Please do so with caution (keeping fielders and yourself in mind)  
When a fly ball is caught, the runner must tag up before advancing to the next base. Failure to tag up before advancing results in an out if the runner is tagged or the ball is thrown to the previous base.
- Balls thrown at the base runner must be below the shoulders. NO headshots. Intentional hitting of the ball with the head by a runner will result in an out. A head shot results in a dead ball, meaning runners may no longer advance unless more than half way to the next base, which they are then awarded.
- If a ball hits the kicker in fair territory after being struck, the batter is out.
- Pinch runners are allowed for injured players only. The runner will be the last out of the same sex.
- Runs crossing the home plate before a third out made on a force out do not count. Runs that cross before a tag out on a player do count.
- Teams may opt to submit if down 15 runs or more.
- The batting team has three outs per inning. An out results due to the following:
  - two strikes
  - a ball caught on the fly
  - base runner is forced out
  - base runner is hit with ball while not on base (if runner hit with ball before run scores in third out situations, run does not score. Runners do not score if last out is via force out)
- A foul ball that is caught counts as an out, but is a dead play, meaning runners may not advance. If a ball is touched in fair territory, it is fair, regardless of other factors i.e. foot placement of the fielder. A foul ball is defined as a ball that settles or is touched on or over foul territory between home and first base or between home and third base.
- One base on an overthrow. An overthrow constitutes a ball that is thrown or kicked out of play from within the infield to the intended base or target (past the bench-line or fence, based on field (umpire will define boundaries). Anything thrown or kicked from the outfield is a live ball. If a player is past ½ way to the next base, they are awarded the base they are on the way to plus one on the overthrow. A ball thrown past the base that remains in the set boundaries remains a live ball and runners may advance at their own risk.

## XI. OTHER

- The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner.