



## **Wednesday Night Kickball League Rules**

### **Player Requirements/Safety**

- Bellingham Parks & Recreation programs will be following current health department guidelines and COVID-19 protocols.
- Drinking and smoking is not permitted in any city park. If a player is seen drinking or smoking in the park during gametime, they will receive one verbal warning. In the case of a second offense, they will be ejected from the game and may not remain on or around the field and must exit the park for the rest of the contest. Failure to obey these rules may result in suspension for the season if the umpire deems necessary and appropriate.
- We understand the desire to enjoy an adult beverage before or after the game, but excessive intoxication (particularly that which leads to aggressive behavior) will not be tolerated. Aggressive behavior will result in being asked to leave and/or being removed from the game (or potentially the season) depending on the severity.
- Metal cleats are allowed however not encouraged. Remember, this is for fun!

### **Gameplay: The Basics**

- Games are 6 innings or 45 minutes, whichever elapses first. Additional innings will be played to break a tie if time allows.
- During the final tournament, games will continue until there is a winner.
- Each half inning consists of three outs.
- If the home team is winning after the completion of the top of the final inning, the home team will be deemed the winner and the game is over.
- An official 10" kickball shall be used during gameplay.
- Maximum of 10 players on the field per team (including the catcher).
- Teams with less than 9 players at game time will be given a five-minute grace period. If still unable to field a full team at that point they forfeit but may still play.
- Minimum of 9 players in the field is required to begin play unless the fielding team elects to proceed with fewer if they are short on players.
- Co-ed Rule: Kicking order will alternate between genders. Teams will follow co-ed guidelines and work to maintain a player ratio of at least 4:5 (female:male), ideally 5:5.
- Players who do identify as non-binary may be counted towards whichever specific one gender in the batting order but must maintain that identification for the duration of the game.
- When a team is ahead by 10 or more points, they must kick goofy until the difference is below 10 again.

## Gameplay: On The Field

- Fielders may not advance while in the infield until the ball is kicked. No charging the batter!
- Fielders may not crowd the bases and may not obstruct the path of a runner unless they have the ball.
- Only one base coach at a time is allowed on 1<sup>st</sup> & 3<sup>rd</sup> base lines.
- The strike zone is the area within one foot of home plate. Any pitch outside of this zone is considered a ball. Batters may choose however to kick a ball outside of the strike zone.
- Four balls results in a walk.
- The ball must roll across the plate. If it bounces over the plate, it will be called a ball unless the batter chooses to kick it.
- The pitcher must keep one foot on the pitching rubber when pitching and may not advance until the ball is kicked.
- If a ball or strike is not fielded by the catcher, it shall be considered a wild pitch/passed ball and any runner on base may attempt to advance/steal a base.
- The Infield Fly Rule will be in effect. If there are less than 2 outs AND runners on first and second OR first second and third and a ball is kicked into the air such that an infielder can make the catch with “ordinary effort”, an infield fly shall be declared, and the kicker shall be declared out. All runners may advance at their own risk as soon as the ball is caught/dropped or hits the ground NOT at the moment the infield fly is declared by the umpire. NOTE: Infield fly will not be called for any bunt or line drive kicks regardless of distance/speed.
- The Progressive Home Run rule will also be in affect. Each team is allowed 2 home runs per game. Once both teams have obtained 2 home runs, no opponent shall be more than 1 home run greater than their opponent. A dead ball out will be charged for any excessive over the fence home runs.

## Gameplay: Kicking/Running

- The ball must be kicked with the foot or the leg.
- The ball may only be kicked from behind home plate or farther forward so long as the kicker has one foot on home plate.
- If the ball is pitched within the strike zone and the kicker does not kick it, or if any attempted kick is missed, it will be called a strike.
- Foul ball rules:
  - Double kick= foul ball
  - Before reaching 1<sup>st</sup> or 3<sup>rd</sup> base: where ball is touched/stopped is what to call it (stops in foul territory: foul ball)
  - Advancing past 1<sup>st</sup> or 3<sup>rd</sup> base: if it lands fair and then rolls foul, it is fair. Only first bounce matters
  - Fielders may attempt to catch foul balls. If they touch it in foul territory, foul ball (or out if it is caught in the air)
  - If batter accidentally touches ball in fair territory, they are out and the play is dead

- Every foul ball is a strike. (Fouls will not result in strike outs)
- Kickers may bunt, but two kickers may not bunt back-to-back.
- Runners may run through first base.
- Runners may not slide headfirst into any base. Sliding headfirst will result in an immediate out.
- Runners may attempt to steal bases on a wild pitch/passed ball not fielded by the catcher but may not lead off until the ball crosses home plate.
- Runners must tag up if a kick is caught without touching the ground. If a fly ball is kicked and caught, the runner must return to/touch the base they started at before attempting to advance to the next base.
- If a runner knocks over any fielder whilst advancing bases, they will be called out.

### Gameplay: Outs

- 3 strikes = 1 out.
- Any caught ball that has not touched the ground is 1 out.
- Any runner tagged with the ball is out (whether skipped off the ground or through the air).
- Fielders may throw the ball to tag out runners but may not target runners' heads. If a runner is hit in the head, they are not out.
- A force out occurs anytime a runner is forced to advance and a fielder with the ball reaches the base to which the runner is compelled to advance.

### Weather Conditions

In the event of a thunderstorm with lightning or other severe weather, games will be suspended. All participants must leave the playing area and seek shelter in the event of a thunderstorm. Games can potentially resume 30 minutes after the thunder and lightning have moved away. Any weather-related schedule changes will be made by the event staff.

### Behavior/Conduct Expectations

Teams are responsible for their actions so please always demonstrate and encourage good sportsmanship. Conflicts are expected to be resolved verbally, quickly, and civilly. The field umpire will enforce fair play and treatment of others. Any abuse, be it verbal, physical, or mental will not be tolerated. If any of these types of abuse are reported or witnessed, the offending player will receive one verbal warning. In the case of a second offense, they will be ejected from the game. The field umpire reserves the right to eject a player without first warning based on their judgment of the conduct or infraction.