



OFFICIAL KICKBALL RULES 2025

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Updated April 6th 2025

***Changes for the 2025 rulebook are highlighted in yellow
All diagrams updated for 2025 season***

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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):

- 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 7.02);
- e. the sidelines are lines 12 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 1.06);
- f. cones are placed: at the outside corner of first, second, and third base, and not touching the base; on the foul lines 30 feet or about 10 paces behind first and third base; and on the sidelines 10' from home plate.
- 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 kicker is not required to start in the kicking box; however, the kick must occur within the kicking box (see Rule 8.02b).
- h. the foul lines are fair territory.
- i. a bunt line will be designated 21 feet at the tip from the center of home plate.
- j. 34' defender lines will be designated where you must not pass until the ball is kicked or crosses the plate, this will be in line with the pitcher's mound.

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

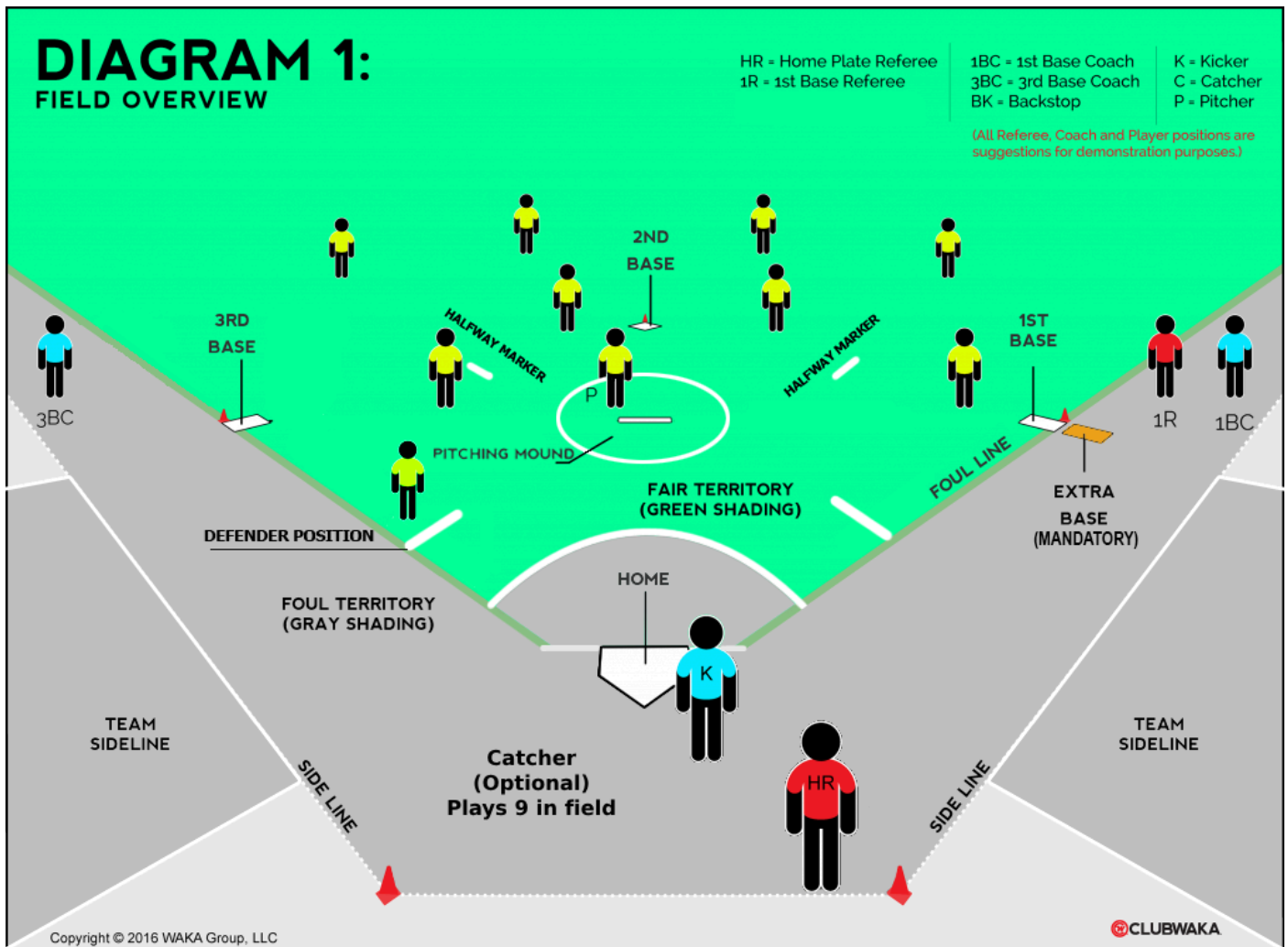
1.03 Any player or Referee wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.

1.04 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.

1.05 Extra Base: An additional base will be set up adjacent to First Base to provide more room for the runner (see Diagram 5).

- a. The Extra Base is only available for runners traveling from home plate (see Rule 9.06);
- b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder in foul territory (the Extra Base), will be safe;
- c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out.
- d. No additional base may be used at any other base.
- e. The fielder is not allowed to use the extra base to record an out. The extra base doesn't exist to the fielder.
- f. The runner is only ever allowed to use the extra base traveling from home to 1st.
- g. Once the current runner touches the extra bag, the extra bag doesn't need to be used. Play continues as normal.
- h. First base will be used under any other circumstance.

1.06 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, Referees, and designated base coaches (see Rule 5.01). 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.



2. EQUIPMENT

2.01 While participating, players must properly wear the official athletic clothing designated for their use.

2.02 Athletic shoes are required, and cleats are recommended. 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 the red WAKA Logo Kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.

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 and safety issues. Other Referees may assist these officials when available.

3.02 Referees have jurisdiction over play and may:

- a. call a timeout.
- 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 unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game. (See Section 15 for more details)

3.03 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.

3.04 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. TEAMS

4.01 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

- a. Refer to the regular season schedule for home and away team assignments.

4.02 While fielding, each team must field at least eight (8) and no more than ten (10) players.

- a. Fielding team must consist of a minimum of 4 women and 4 men (Gender Balance) one fewer than minimum for each gender will result in an out at the end of the kicking order.
- b. Fewer than 3 men OR fewer than 3 women will result in a forfeit.
- c. If gender balance is not met, a team shall not have more than 9 players in the field.

4.03 For a given game, each team shall have one Captain and one Co-Captain (collectively "the captains") who are jointly responsible for the team. The captains may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Other players besides the captains that dispute calls with the Referees are subject to ejection from the game (see Rule 3.03c).

5. BASE COACHES

5.01 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.

5.02 Base coaches may not physically assist runners while the ball is in play (see Rule 13.02).

GAME PLAY

6. REGULATION GAMES

6.01 Regulation games last seven (7) innings or no more than 45 minutes.

- a. In the event of a tie score at the end of the game, the game shall be marked as a tie.
- b. If the Home team (see Rule 4.01) already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
- c. If the Home team (see Rule 4.01) takes the lead during the bottom of the final inning, that team wins instantly, and the game is over.
- d. No new inning may begin 45-minutes past the scheduled start time of a game. Any inning that has begun before the 45-minute mark may be completed in its entirety as long as it does not exceed 45 minutes.

6.02 A game that is called off by the Referee (see Rules 3.03, 3.04) after four (4) 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 marked as a tie.

6.03 A game that is called off by the Referee for any reason before four (4) full innings of play shall not be considered a regulation game and a new game may be rescheduled.

7. PITCHING, CATCHING AND FIELDING

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

7.02 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 play being called dead and the kicker being awarded first base.

Proper Field Position is —

- a. for Fielders: All fielders besides the catcher must remain in fair territory behind the 1st-3rd base defender line;
- b. for Pitchers:
 - The pitcher must start the act of pitching with at least one foot within the pitching mound (see Rule 1.01d);
 - The pitcher must have at least one foot on or directly behind the pitching strip (see Rule 1.01c) when releasing the ball.
 - 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:
 - 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.
 - The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
 - The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.

8. KICKING

8.01 All kicks must be made by foot or leg, below hip level. Any ball touched by the foot or leg below hip level is a kick.

8.02 All kicks must occur.

- a. 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. The kicker may line up outside of the kicking box.
- b. If a full foot is over home plate the entire field will be treated as foul territory, a catch will result in an out and runners can attempt to advance as normal.

9. RUNNING AND SCORING

9.01 Runners must stay within the baseline. Any runner outside the baseline is out:

- 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.

9.02 Obstruction

- a. Fielders may be within the baseline when doing so is necessary to make an active play on the ball but must otherwise stay 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

b. Defensive players at bases

- defensive players covering a base may have only one foot on the base at any time when a runner is advancing to that base.
- If both feet are on the base, blocking or restricting the runners ability to touch the base the following happens:
 - the runner is considered safe at the base, even if they would have been out.
 - Play will continue as normal unless a collision occurs (see Rule 14.02)

9.03 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.

9.04 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.

9.05 A tag-up is a requirement to retouch or stay on a base until a kicked ball is first touched by a fielder and then caught before touching the ground. After a tag-up a runner may advance. A runner failing to tag-up shall be treated as a "force" at their initial base.

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

9.07 Base Running on Overthrows

- a. An overthrow occurs when both of the following criteria are met:
 - Any ball that is thrown or kicked at a player or base by the defense and goes into the marked off spectator boundary as seen on Diagram 2.
 - The ball or the defensive players ability to reach it are or would be interfered with or obstructed.
- b. The referee will loudly declare an overthrow and the current play is dead.
- c. If a play is determined to be an overthrow and called dead by the referee the following happens:
 - Ball Thrown at kicker
 - The kicker is assumed safe at first base. They, along with all other runners advance to the next base from their current position.
 - Ball thrown at all other players
 - Kicker is assumed safe at first base
 - The player who was thrown at is assumed safe at the base they are trying to reach.
 - All runners now advance one base from their current base.

9.08 Running past another runner is not allowed. The passing runner is out.

9.09 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.

9.10 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.

9.11 A halfway mark is in between 1st and 2nd & 2nd and 3rd bases. When the play is called dead by the

referee, if half the runner's body is over the halfway mark, the runner will be allowed to advance. (See Rule 10.02)

9.12 Overrunning First base

- a. Runners may overrun the safety base at first without risk of being tagged out, provided they return directly to the safety base.
- b. If a runner crosses into fair territory (towards second base), they will be considered to have made an attempt to advance and can be tagged out if off the base.

10. FAIRS AND FOULS

10.01 A count of four (4) fouls is an out. Foul balls never count as strikes.

10.02 A foul ball is:

- a. a kicked ball first touching the ground in foul territory (see Rule 1.01h, Diagram 3D);
- 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 1st or 3rd base (see Rule 1.01h, Diagram 3C, 3D);
- d. a kicked ball landing in fair territory, then entering foul territory before crossing 1st or 3rd base and touching a fielder or Referee wholly in foul territory (see Rule 1.01h, Rule 1.04);
- e. a ball put into play with any part of the kicker's body at or above the kicker's hip level (see Rule 8.01);
- f. a kicked ball touched more than once or stopped in the kicking box by the kicker.
- g. a kicked ball first touching a permanent object, such as a batting cage or fence.
- h. a kicked ball that is touched by the opposing team before fully crossing the bunt line will be TWO fouls.**

10.03 A fair ball is:

- a. a kicked ball landing and remaining in fair territory (see Rule 1.04) (see Diagram 3A);
- b. a kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base (see Diagram 3A, 3B).
- 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);
- g. a kicked ball by a player that touches a defender prior to reaching the 1st-3rd diagonal line.

11. OUTS

11.01A count of three (3) outs by a team completes the team's half of the inning.

11.02 An out is:

- a. a count of four (4) fouls.
- 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 or 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.
- f. a tag of a base by any part of a fielder's body, while the fielder has control of the ball before the runner originating at that base can tag-up as required due to a caught ball.
- g. a runner off base when the ball is kicked.
- h. a runner physically assisted by a team member during play.
- i. a runner that passes another runner (see Rule 9.08);
- j. a runner outside of the baseline (see Rule 9.01);
- k. a runner who misses a base, as called by a Referee upon the conclusion of the play;
- l. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;
- m. a runner touched by the ball while on a base they are forced to vacate;
- n. a runner coming from home plate who steps on First Base when required to use the Extra Base ;
- o. a player improperly occupying the sideline area after their team has been issued a warning (see Rule 1.07).

12. BALL IN PLAY

12.01 Once the pitcher has the ball in control and retains possession in the pitching circle, the play ends unless the pitcher immediately relays the ball to another player or immediately leaves the pitching circle.

12.02 When play ends runners advance or return based on the following:

- a. If a player is forced to advance, they shall advance.
- b. If the runner is past halfway to the next base and in the process of advancing they advance to the next base
- c. if the runner is not past halfway to the next base or is in the process of returning they return to the previous base

12.03 Interference is:

- d. 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. (see 14.02);
- e. 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.
- f. 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.

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

13. INJURY AND SUBSTITUTIONS

13.01 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 kicking order position previously held.

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

13.03 The pitcher position may only be replaced once per inning each unless injury forces another substitution.

13.04 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. After the second substitution, the player will be removed from the game and no longer be allowed to participate.

13.05 An injury occurring midgame causing a player to become removed from play due to injury will not change the "gender balance" (See 4.02)

14. Stoppages

14.01 Stoppages of play can be called by either Official for any reason they deem necessary related to safety or the integrity of the game.

14.02 Common examples of reasons for a stoppage could be but are not limited to, player collision or injury, non-players in the field of play or the active ball area in foul territory.

14.03 Stoppages can be called retroactively even if play continued at the time

14.04 At the official's discretion play ending can result in either:

A. Play is ruled invalid and redone as if never played

Or

B. Base runner(s) are sent back to their previous base at the time of stoppage.

C. Base runner(s) are allowed to advance to the next base at time of stoppage.

Options B and C can be applied on a per runner basis on the same stoppage.

14.05 The decision of play outcome is at the Official's discretion but should as much as possible follow rules in section 14.06 related to player advancement and return.

15. Unsportsmanlike Conduct (New 2025)

15.01 All players are expected to show good sportsmanship and respect for opponents, referees, spectators, and teammates at all times.

15.02 If both referees agree that a player has committed unsportsmanlike conduct, the player will receive a formal warning.

- a. Examples of unsportsmanlike conduct include, but are not limited to:
 - i. Yelling at or excessively distracting a player attempting to make a play
 - ii. Making derogatory remarks towards players, referees, or spectators.
 - iii. Excessive arguing with referees. (See Rule 4.03 for more detail)
- b. If the same player is called for unsportsmanlike conduct a second time in the same game, they will be immediately ejected from the game.
- c. Ejected players must leave the field. Ownership will be notified of all unsportsmanlike conduct and the player may be subject to further disciplinary action.

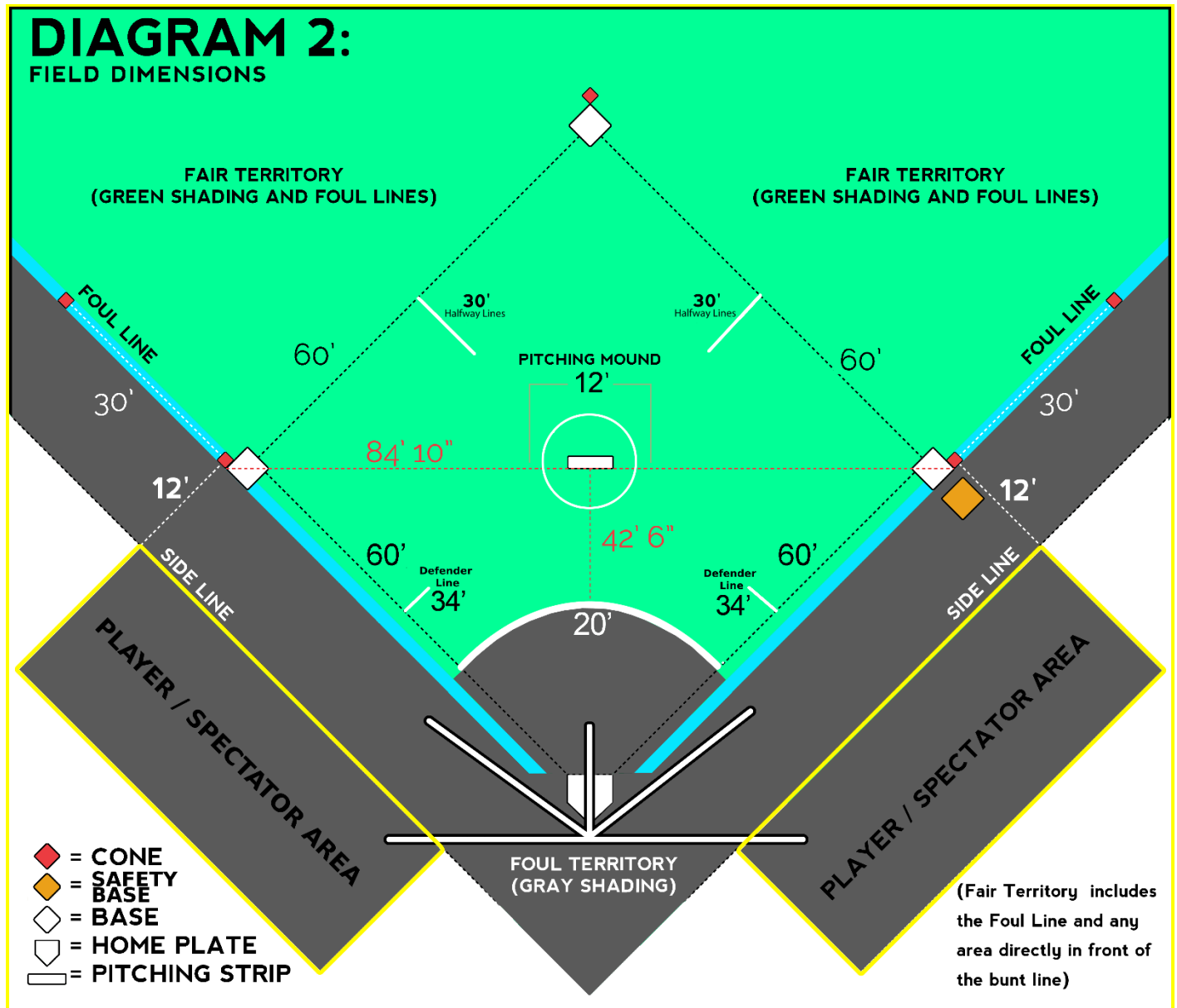


DIAGRAM 3A: FAIR BALL (GROUNDERS)

Rules: 1.01g, 1.04, 9.02, 13.03

- ◆ = CONE
- ◇ = BASE
- ◻ = HOME PLATE
- = PLANT FOOT

Ball remains in Fair Territory through the base

Plant foot is anywhere on or behind home plate before the kick

Ball contacts the ground **first** in Foul territory before entering Fair territory.

Ball is always in Fair territory and travels foul AFTER 1st or 3rd base

Ball travels COMPLETELY through the bunt line into fair territory

DIAGRAM 3B: FAIR BALL (IN THE AIR/BOUNCING)

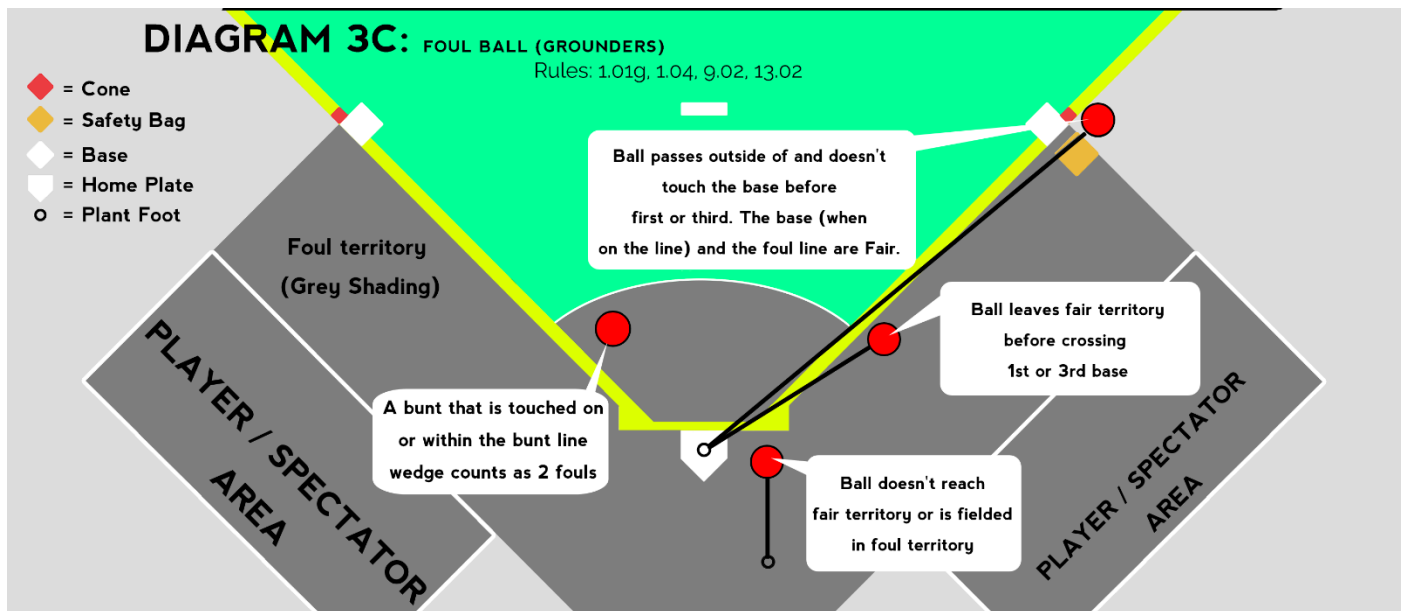
Rules: 1.01g, 1.04, 9.02, 13.03

- ◆ = CONE
- ◇ = BASE
- ◻ = HOME PLATE
- = PLANT FOOT
- ★ = GROUND CONTACT
- = FIELDER (IN A LEGAL POSITION)

Ball lands in Fair territory **past 1st or 3rd base** before landing in Foul territory.

Ball **first** contacts a fielder in fair territory, then the ground in foul territory.

Ball travels through the air in Foul territory and lands in Fair territory.



KICKBALL: Official Rules of the Game
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