

**CITY OF TEMECULA
COMMUNITY SERVICES DISTRICT
Adult Kickball League Rules**

Waka Rules are in effect with the following exceptions or emphasis:

PLAYER BEHAVIOR - Each team manager must keep his/her players' behavior and verbal comments in line with acceptable standards of player conduct. If a manager fails to do so, he/she may be subject to ejection from the game. **Only a manager** is allowed to question (in a courteous manner) the call of an umpire. **Non-Sportsmanlike conduct will not be tolerated.** Any player ejected will be automatically suspended a minimum of one (1) game. Players are responsible for the behavior of spectators, friends, & family members in attendance. Players associated with any unruly spectators, friends, or family members will be warned for the first offense, then player and manager will be ejected if behavior continues.

TIME LIMIT – No new inning after one hour from game time. Games are seven innings or one hour, whichever is less.

COMPLETED GAME - 4 innings (or 3 ½ if home team is winning) will be a completed game if game is called.

FORFEITS - A team has a five (5) minute grace period to field **8 players**. The umpire's watch is the official time. A team must play with eight or more players. Visiting teams may start kicking with 7 players, but 8th player must arrive by the time his/her turn in kicking order is up or when 3rd out is made, whichever occurs first. If the home team has only 7 players at game time, the visiting team has the option to switch to home team to allow the other team's 8th player to show up to avoid a forfeit. If 8th player does not arrive by the time it is his/her turn to kick, or when 3 outs are made (whichever happens first), game will be logged as a forfeit. If both teams have at least 8 players, no swapping of home/visitor will be allowed. **If a team "no shows" for a game without first providing notice to league director at least 3 hours in advance, that team will be issued an automatic forfeit for the next game on their schedule (including playoffs).**

KICKING ORDER - All defensive players must Kick. No more than 3 males may kick consecutively before a female must kick. If number of female kickers is different than males, females may kick in different spot of lineup as long as female order stays the same

COED FIELDING - Either sex may play any position on the field. The only adjustment to this is when a female is kicking, at least 3 outfielders must be behind the outfield cones. The 4th outfielder who is allowed in front of the cones must be a female. **If a team has less than 10 players, all outfielders must stay behind cones while a female is batting.** No more than 7 males may be on the field at one time. In addition, all defensive players must be positioned behind the pitcher at the time of the pitch, and may not charge forward of the pitcher until the ball has been kicked. Position players for the field include the following: 1st base, 2nd base, 3rd base, shortstop, pitcher, catcher, left field, center field, right field, and a rover. The rover is the only position player that can freely move from the outfield to the infield. Outfielders must remain behind the outfield arc until the ball is kicked. If a player crosses the outfield arc before the ball is kicked, that play will be void and the kicker will have the option of being awarded first base and any base-runners will only advance if forced; or having the option of continuing her at bat with the prior count of balls and strikes.

SCOREKEEPER - The home team shall provide a volunteer scorekeeper for the game. Score sheets will be provided for each game by the umpire and then returned to the umpire at the completion of the game. **NOTE:** All teams must "verify" the score each half inning with both managers/scorekeepers and the umpire in agreement. **The score is final once it is verified and cannot be changed later.**

LEAD-OFFS – **Lead Offs and stealing bases are not permitted.** If player is caught leading off or trying to steal base, time will be called and the runner will be called out.

ABSOLUTELY NO ALCOHOLIC BEVERAGES OR SMOKING - Alcoholic beverages and smoking is not permitted in any city park before, during, and after games. Forfeiture of game may result if this occurs, along with expulsion from the league. Players violating this rule will be suspended immediately.

COURTESY RUNNERS – A Courtesy Runner may be given only if the umpire deems it appropriate because of injury. The runner must be same sex.

HOME/VISITING TEAM - Listed on the schedule and score sheet. First team listed on schedule is Visitors and the second team listed is Home.

TEAM ROSTER - All players must be at least 18 years old. IDs are required for all players. **If a player has not signed roster, they are not on the team.** Only rostered players are eligible to play for the team they are registered on. **Players can only play for one team each night.** If a team discovers that an unrostered player is illegally playing, the manager of the opposing team has the right to play that game under protest. Intent to protest must be made before the last out of the game (See protest form for filing procedures). No protest involving player eligibility will be allowed after the game has concluded.

BALLS & STRIKES - All kickers will start with a one and one count.

Four strike rule in effect: When after having 2 strikes the kicker kicks a 2nd foul ball, the kicker will be out.

If a male is walked on 3 straight balls with no strikes thrown, they will be awarded 1st base.

Pitching - The ball must be delivered in an underhanded motion and released before the pitcher crosses the pitching rubber. Pitchers are not permitted to roll the ball with excessive speed towards home plate; a ball pitched in this manner will be called a ball even if it crosses the strike zone. Pitchers may bounce the ball and a strike will be called as long as the ball crosses the plate at a height such that the top of the ball is not higher than the bottom of the kicker's knee. For all illegal rolls: time will be called and a ball will be added to the count on the kicker. There will be no EXCESSIVE SPEED THROWS.

STRIKE ZONE - A strike is called when any part of the ball crosses any part of the extended home plate, and is no higher than knee level off the ground when it crosses the plate. (Home plate Extension: 1 foot on either side of the plate for a total strike zone of 41 inches.)

KICKING - Kickers must strike the ball with their foot and cannot kick the ball until it crosses home plate, or is over home plate. If a ball is kicked in front of this area the batter will be declared out. A ball can be kicked anywhere at or behind home plate. Balls that hit the strike zone cone are still live balls and can be kicked.

LINE-UPS - Team Managers may kick a maximum of (16) sixteen players and minimum of (8) players. Only 10 players are allowed to be on the field for defense. You can substitute players on the field at any time, however line-up must stay the same. No more than 3 males may kick consecutively before a female kicks.

Tagging Area - The legal tag area will be from the shoulder and below. Defenders are NOT allowed to throw a ball at a runner in an attempt to get a player out under any circumstances. Runner will be awarded a base +1 if fielder throws ball at runner.

DIMENSION – The Kickball field will have 65ft basepaths and a 50 ft Pitching rubber.