

# **2026 Adult Coed Kickball Rules and Regulations**

You, as manager, will be held responsible for knowing these league rules, regulations, and all other procedures and requirements listed in the Policy of Adult Sports. You are urged to make this copy available to your players, as they too will be held responsible for them. Ignorance of these rules will not excuse you or your players.

Rules will be in effect through the 2026 season.

## **ARTICLE 1. CO-ED KICKBALL RULES**

- 1.01 All rules and regulations including player eligibility rules for the Adult Softball League are applicable to the Adult Kickball League.
- 1.02 All players must respect and obey all rules and regulations pertaining to the park where the game is being played as posted by the Waukesha Parks, Recreation and Forestry Department.
- 1.03 The playing field will be a designated softball diamond.
- 1.04 Only registered team members are allowed in the dugout or playing field. NO KIDS

## **ARTICLE 11. OFFICIAL LINE-UP**

- 2.01 The official line-up cards must be at the score table five (5) minutes prior to the scheduled start of the game. Failure to do so may result in forfeiture of the game. Teams may make three (3) changes without penalty up to the time the umpire calls play ball. The umpire, upon notification of time, will forfeit the game. (see rule 8.03)
- 2.02 All players should have a valid form of ID available. Players being accused of being ineligible will have 15 minutes to produce a form of valid identification (Drivers License, State ID) for proof.
- 2.03 Team found guilty of having an ineligible player in the line-up will have all games that the ineligible player participated in forfeited to opponents. In addition to the forfeited games:
  - A. The first offense will have the person signing the line-up card as manager or signing as acting manager ejected from the current game.
  - B. The second offense will have the person listed on the team contract as manager and/or any acting manager ejected from the current game and suspended from the next scheduled game that is played.
  - C. The third offense any person signing the team contract as manager will be suspended for the remainder of the season.

## **ARTICLE 111. OFFICIALS**

- 3.01 Games will be officiated by one umpire. The umpire will issue all final rulings:
- A. Call time out.
  - B. Call off a game due to darkness, rain, or other inclement weather conditions.
  - C. Penalize a player, including game ejection, for unsportsmanlike conduct.  
Ejected players must leave the premises and may not return to the game.

## **ARTICLE IV. EQUIPMENT**

- 4.01 There will be no official uniform requirement in the Kickball League. Numbers on shirts are highly encouraged.
- 4.02 Athletic shoes are required for play (no barefoot kicking.) Metal cleats are NOT allowed.
- 4.03 The official kickball will be an 8.5-inch playground kickball. The Waukesha Parks, Recreation and Forestry Department will provide the kickball.

## **ARTICLE V. PLAYER ELIGIBILITY**

- 5.01 All players must be at least 16 years or older.
- 5.02 All players must have a valid ID present at the games due to possible roster checks.
- 5.03 Players may not switch teams or play on more than one kickball team during the season.

## **ARTICLE VI. TEAMS**

- 6.01 Each team will consist of a minimum of ten (10) players and a maximum of twenty (20) players.
- 6.02 A team shall consist of ten (10) players; five (5) men and five (5) women. A team shall not be permitted to start or to continue a game with less than eight (8) players. Nine (9) players must be five (5) women and four (4) men. A team can play with eight (8) players, four (4) men and (4) women. Any number below eight (8) players will be a forfeit.
- 6.03 Added Player Rules
- A. The use of the Added Player Rule is optional, and the manager must declare its use at the time he turns in his line-up card. Once declared it must be used for the entire game. Added players of any number from ten (10) through the entire team roster may be declared in the kicking order/on the line up card. If used, an equal number of men and women must be declared.
  - B. The team must have **starting** players who have been declared on the line-up card present and in the dugout at the start of the game.
  - C. The kicking order must always be maintained.
  - D. Declared Player Substitution: Defensive Substitution within the original declared kicking order is unlimited.
  - E. Undeclared Player Substitution: Additional players must be present on the bench and not a part of the original declared kicking order for the re-entry rule to be used.

- F. An injured base runner may have the player making the last previous out replace them as a pinch runner if there are no substitutes available. The base runner being replaced by a pinch runner may re-enter the game once.
- 6.04 The kicking order must alternate man, woman, man, woman, etc., starting with either man or woman. If a team starts with nine (9) players, the batting order must start with a woman.
- A. A male kicker can not follow another male kicker. If a kicking line-up starts with a male and finishes with a male, the next female scheduled to kick in the line-up will kick before the second male kicks. The order will alternate from that point.
- B. If any player is unable to kick in his/her turn up at the plate and there is no substitute available, the player will be declared out the first time up. The kicking order will then close. If the player is a female, the procedure in A (above) will apply.
- 6.05 The kick order may NOT have a greater number of males than females.
- 6.06 When kicking, there will for no reason be two (2) males kicking back to back. If for any reason this does happen, it will be called an out.
- 6.07 No more than five (5) males on the field at one time.
- 6.08 The infield is defined as 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, 3<sup>rd</sup> base and catcher. At least two of these positions must be occupied by a woman.
- 6.09 The line-up may not be changed once it has been set for the game.
- 6.10 Each team shall have one captain (manager) who will be responsible for:
- A. Making sure that registered participants on the team's roster are playing on their team.
- B. Ensure that the team's official kicking order is turned into the scorekeeper prior to the start of the game (5 minutes before).

#### **ARTICLE VII. BASE COACHES**

- 7.01 Two members of the team at kick may coach first and third base. The base coaches will assist in the retrieval of foul balls and may switch with other team members to remain in the proper kicking line-up.

#### **ARTICLE VIII. REGULATION GAME**

- 8.01 A regulation game shall consist of seven innings or a time limit of 45 minutes.
- 8.02 There will be up to a five (5) minute grace period for teams lacking the minimum nine (9) players to start a game. If after five minutes the team does not have the required nine players, the game will be called a forfeit, no exceptions. The amount of time lapse from the scheduled start of the game to when the ninth player arrives and is ready to play (up to five (5) minutes) will be deducted from the 45-minute playing time of the game.
- 8.03 Games will terminate as follows regardless of the number of innings played: No new inning will start after 45 minutes (45 minutes minus the lapsed time from the grace period, if applicable) unless score is tied. **If the score is tied at the end of 7 innings or 45 minutes, one additional inning will be played.** To further clarify this, a new inning will be in progress the

instant the third out is made in the inning or half inning prior, if there is any time remaining.

- 8.04 Line-ups must be turned into the scorer five (5) minutes prior to the scheduled start of the game.
- 8.05 There will be a run rule (mercy rule) of 15 runs after five (5) innings.
- 8.06 The away team will kick during the first half of the inning.
- 8.07 There is a limit of twenty (20) runs per inning per team except for the last inning.
- 8.08 The scoreboard clock will be the official clock for timing the game. Official starting and ending time shall be marked on the score sheets. The umpire's watch will be the official watch in the event the scoreboard clock malfunctions. The scoreboard clock will start when the umpire says play ball and stop at the end of the 45-minute game time.

#### **ARTICLE IX. PITCHING/CATCHING**

- 9.01 Any pitch that crosses the plate at or higher than one foot will be called a ball. No "bouncies", please.
- 9.02 The pitcher may not cross the pitching stripe (40-foot line) prior to the kicker kicking the ball. Should the pitcher cross the pitching stripe prior to the kicker kicking the ball, it shall be called a ball.
- 9.03 All defensive players must be in their normal positions with outfielders no closer than the edge of the outfield grass until the ball is kicked. Any player stopping a kicked ball within the 40-foot line must play the ball as a live ball.
- 9.04 The catcher must remain behind the kicker until the ball is kicked. Failure to follow this rule will result in a ball.

#### **ARTICLE X. KICKING**

- 10.01 All kicks must be made by the foot.
- 10.02 All kicks must occur at or behind the plate. Failure to follow this rule will result in a strike.
- 10.03 NO bunting is allowed. A kicked ball must travel at least 40 feet in fair territory. A ball failing to travel more than 40 feet will be called a strike unless it is stopped by a defensive player (See rule 9.03.)

#### **ARTICLE XI. RUNNING**

- 11.01 Runner(s) must stay within the base line. Fielders must stay out of the base line unless they are attempting to tag a runner out or catch the ball. Fielders trying to make an out on base may have their foot on base but must lean out of the base line. Runners hindered by any fielder within the base line shall be safe at the base which they were running.
- 11.02 Neither leading off base nor stealing is allowed. A runner off his/her base when the ball is kicked is out.
- 11.03 Hitting a runner with the ball above the shoulders is NOT allowed. Any runner hit above the shoulder is safe and advances one base. Exceptions are as follows:
  - A. If a runner intentionally uses his head to block the ball, and is so called by the umpire, the runner is out.

- B. If the runner is ducking, diving, or sliding (i.e. attempts to dodge the ball) and is hit in the head because of this, he/she is out. It is the umpire's judgment.
- 11.04 After a kicked ball in the air is caught, runners must tag their originating base before running to the next base. If the runner has not moved prior to the ball being caught, the runner may simply run forward without tagging up.
- 11.05 All ties will go to the runner. Runner may overrun first base.
- 11.06 One base on an overthrow that lands out of bounds.
- 11.07 Double First Base: The orange portion of the base in effect exists only on the initial play on the batter/runner.
- A. Three factors for play using double first base.
1. If there is no play, the batter/runner may touch either the white or the orange base as the batter/runner runs through or rounds first base.
  2. On a play where the throw is coming from fair or foul territory down the third base line, the first base man must use the white portion of the base. *No exceptions.* This includes any situation where there is an errant throw. The batter/runner must in all cases use the orange base.
  3. On a throw coming from foul territory down the first base line or behind home plate, the first base man must decide to use the white or orange portion of the base. This decision must be made early enough, in the judgment of the umpire, to allow the batter/runner to adjust to use the white portion when the batter/runner sees the first base man is going to use the orange portion. An errant throw does not give the first base man a right to change.
- B. If either the defensive player or the batter/runner touches the wrong base, it will be treated as not touching the base at all. If there is a collision, the player touching the wrong base is responsible for that collision and the umpire will enforce either the interference or obstruction rules.
- C. If there is no play on the batter/runner, and the batter/runner misses the base entirely not touching either white or the orange, when the batter/runner returns, they must return to the white portion.
- 11.08 There will be a line drawn halfway between third base and home plate. At any time, the base runner leaving third base crosses this line they cannot return to third. The person making the play with possession of the ball may tag the runner or just touch home plate for a force out. It is the base runner's responsibility to avoid any contact with defending player. Any contact, in the judgment of the umpire, to be intentional and/or deliberative will result in the runner being called out and ejected from the game.
- 11.09 The distance of the base paths will be sixty-five feet (65'). The pitching distance will be fifty feet (50').

## **ARTICLE XII. STRIKES**

- 12.01 A count of two (2) strikes constitutes an out.
- 12.02 A strike is:
- A. A pitch within the strike zone is either not kicked or missed by the kicker.

- B. A kick occurring in front of home plate that does not travel three feet (onto the infield grass).

### **ARTICLE XIII. BALLS**

- 13.01 A count of three (3) called balls advances the runner to first base.
- 13.02 When a male player received a base on balls or intentional walk, the offensive team will have the option of having the female following to automatically walk or kick. The team will have ten (10) seconds to announce the decision. The decision is final.
- 13.03 A ball is:
  - A. A pitch outside the strike zone.
  - B. An illegal “bouncy” pitch.
  - C. Any fielder or pitcher advancing on home plate before the ball is kicked.
  - D. Any catcher crossing home plate before the kicker or failing to field behind the kicker.

### **ARTICLE XIV. FOULS**

- 14.01 A foul equals a strike.
- 14.02 A foul is:
  - A. A kick that goes out of bounds.
  - B. A kick landing in-bounds but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play.)

### **ARTICLE XV. OUTS**

- 15.01 A count of three outs completes the team’s half of the inning.
- 15.02 An out is:
  - A. A count of two (2) strikes.
  - B. A runner touched by a ball at anytime while not on base.
  - C. Any kicked ball (fair or foul) that is caught before it hits the ground.
  - D. A ball tag on a base to which a runner is forced to run.
  - E. A runner off his/her base when the ball is kicked.
- 15.03 Note: There is no infield fly rule, but defensive players are asked not to drop the ball on purpose, to turn a double play.

### **ARTICLE XVI. BALL IN PLAY**

- 16.01 Once the pitcher has the ball in control and on the mound, the play ends.
- 16.02 If a runner intentionally touches or stops the ball, the play ends.

### **ARTICLE XVII. GHOST PLAYERS**

- 17.01 Ghost players will not be allowed.

### **ARTICLE XVIII. AWARDS**

- 18.01 Team awards will be given to the 1<sup>st</sup> place team in each league.
- 18.02 Individual awards will be given to each 1<sup>st</sup> place team in each league.

- 18.03 Standings and tie breakers will be figured using a computer. For more information on the criteria please contact the Waukesha Parks, Recreation & Forestry Department.

**ARTICLE XXIV. GAME CANCELLATIONS**

- 19.01 In the event a game is called on account of inclement weather after it begins, the following procedures will be followed:
- A. If the score is not tied and the game has completed 4-1/2 innings, the game will be a complete game provided the home team is ahead. If less than 4-1/2 innings have been complete, the game is not a complete game and will be made up following the same procedures as protest rules.
  - B. The game will continue with the time left when the game was called.
  - C. Any new players acquired by a team between the time the game was called and the time the game is made up may enter the make up game as a substitute.

**In the event of inclement weather, the decision to call the game once they are started will be made by the Softball/Kickball Supervisor.**

**ARTICLE XX. BUCHNER GROUND RULES**

- 20.01 Balls lodged in or bouncing over the outfield fence will be awarded two (2) bases.
- 20.02 All thrown balls striking light poles remain in play unless crossing the out of play lines.
- 20.03 Out of play lines will be from the back edge of the dugouts along the base of hill to the fence.
- 20.04 Balls hit fair and bouncing out of play will be awarded two (2) bases.
- 20.05 No glass containers allowed in the park.