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WORK BETTER  
LIVE WELL**  
First Coast Games

## KICKBALL TOURNAMENT DETAILS

**Tournament:** Monday, June 3<sup>rd</sup> and Wednesday, June 5<sup>th</sup> starting at 6:30pm

**Location:** Drew Park

**Address:** 6621 Barnes Rd S, Jacksonville, FL, 32216

**Event Director:** Dana Troeger, [dtroeger@fcymca.org](mailto:dtroeger@fcymca.org)

### EVENT RULES

Any rule not mentioned in the following will be governed by World Adult Kickball Association (WAKA) rules.

### ROSTERS

Each team will have a minimum of ten (10) players (5 males and 5 females). Everyone on the roster will kick, in alternating gender order. If there is an odd number of participants, one person will become a substitute that can be inserted in the lineup to replace the same gender in the order. **Each team may have a maximum of 20 players on a roster.**

### UNIFORMS

All teams will be required to wear the First Coast Games shirt provided. The team listed at the top of the tournament bracket will be designated the home team.

### COACHES

Each team is allowed to have a first and third base coach on the field, in the coaches' boxes.

### PLAYING FIELD

A kickball field is similar to a softball field. The infield is diamond-shaped and each of the baselines is generally 60 feet long. The pitching strip is about 42 feet from home plate. The strike zone is considered to be across home plate, 1 foot high and 1 foot on either side of the plate. Each team must field between eight and 12 players.

**There is an imaginary line between first and third base that fielders and the pitcher must stay behind until the ball is kicked.**

When in the field, the defense must have the following breakdown of males/females:

- Pitcher/Catcher: 1 male/1 female
- Infield: 2 males/2 females
- Outfield: 2 males/2 females

### **SHORTHANDED RULES**

To start a game, a team may begin or finish with one less (9) than required to start. The vacant position must be listed last in the batting order. An out will be recorded when the vacant position in the batting order is scheduled to bat. If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female. **At no time will a game continue with less than nine (9) players.**

### **FORFEITS**

Game time is forfeit time. Have your team available at least 15 minutes prior to scheduled game time. Games will start promptly 15 minutes after the end of the previous game on a particular field.

### **MERCY RULE**

There will be a mercy rule if a team is up by 12 runs after the end of the third inning.

### **STEALING**

Stealing bases is not allowed.

### **BATTING ORDER**

The batting order shall alternate between genders.

### **SAFE PLAY**

Runners may not deliberately collide with another player. Violation may result in either being declared out, removal from the game and in the event of bodily injury, expulsion from the tournament. Sliding is permissible. There will be no head shots allowed to terminate the out.

### **INFIELD FLY**

An infield fly rule will be in play.

### **NATURE OF THE GAME**

The team captain is the only team representative that may approach an umpire to question a call. All others risk being ejected from the game for unsportsmanlike conduct.

### **EQUIPMENT**

The kickball itself is made of rubber and filled with air. It is usually red and between 8-1/2 and 10 inches in diameter.

### **PITCHING**

All pitches will be underhand.

## KICKING

A player must use a foot or the lower part of the leg to kick the ball when it is rolled toward him by the pitcher. The player must also kick the ball at or behind home plate. Home plate can be stepped on during the kick, but no part of the planted foot can be in front of the plate. **A ball that is kicked while in front of the plate is considered a foul ball.** Any ball that is kicked into foul territory is also a foul ball. Bunting is allowed. Examples of foul and fair kicks as well as the strike zone are illustrated below. Three foul kicks are recorded as an out.

## SCORING

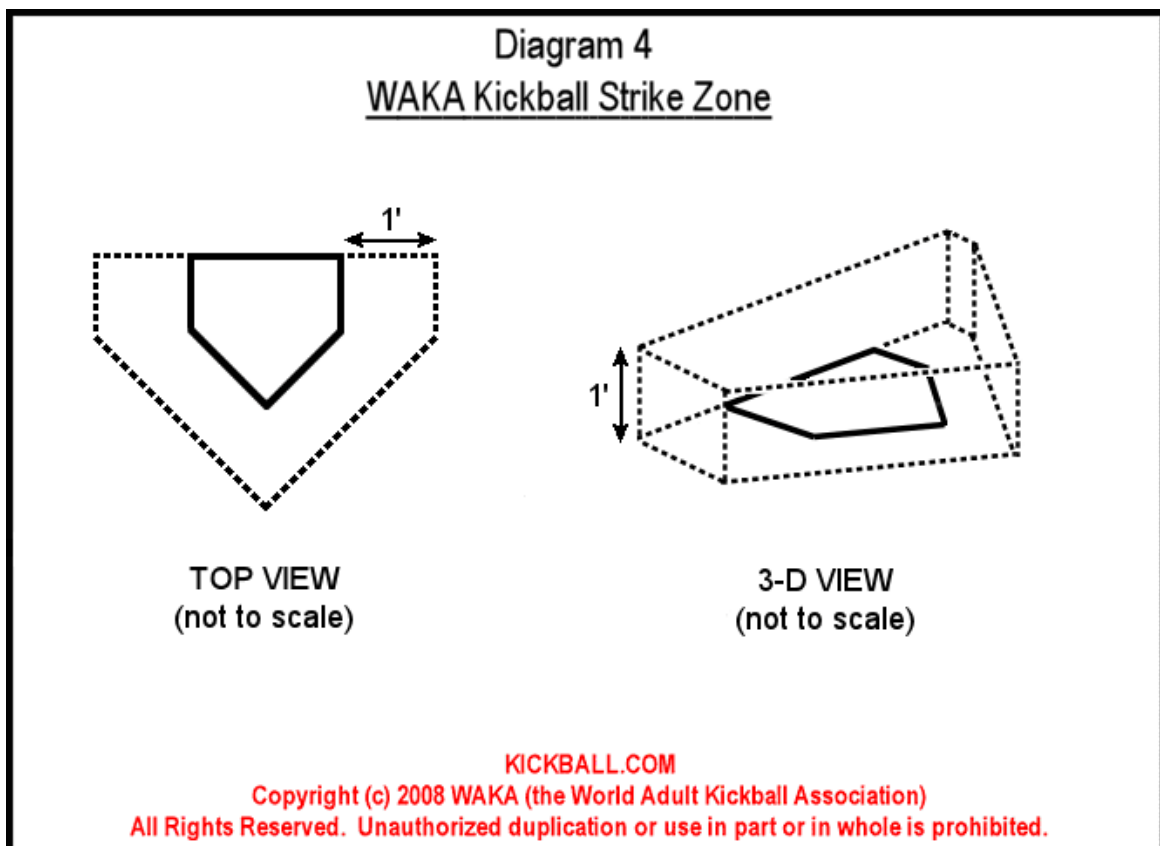
Teams score a run when a player safely runs around all four bases and touches home plate. A player can safely get on base by kicking the ball without recording an out or by getting pitched four called balls. A ball is a pitch that does not pass through the strike zone and that is deemed to be a ball by the umpire.

## OUTS

If a player gets three strikes, he or she is called out. A player is also out if his or her kicked ball is caught by a player on the opposing team. In addition, a player is out when he or she is hit by the ball while in between bases. A player is forced out when he or she must run to a base during a play and that base is tagged by an opposing player who is holding the ball.

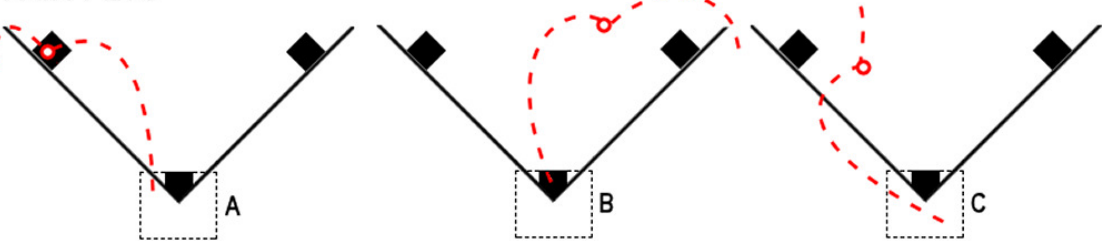
## GAME LENGTH

Kickball game will last at five innings. The team with the most runs at the end of the contest wins the game.

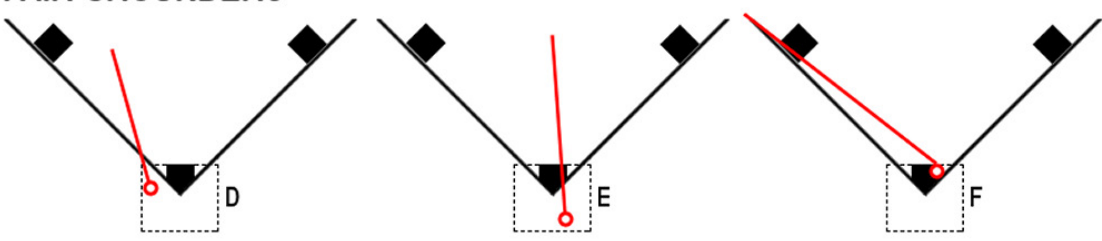


**Diagram 3**  
**WAKA Kickball Fair and Foul Examples**

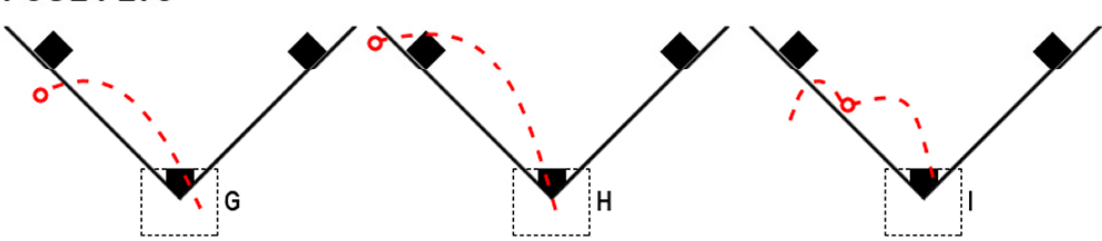
**FAIR FLYS**



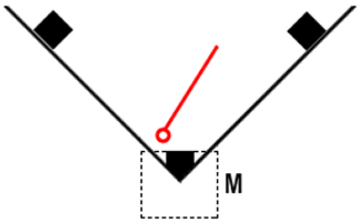
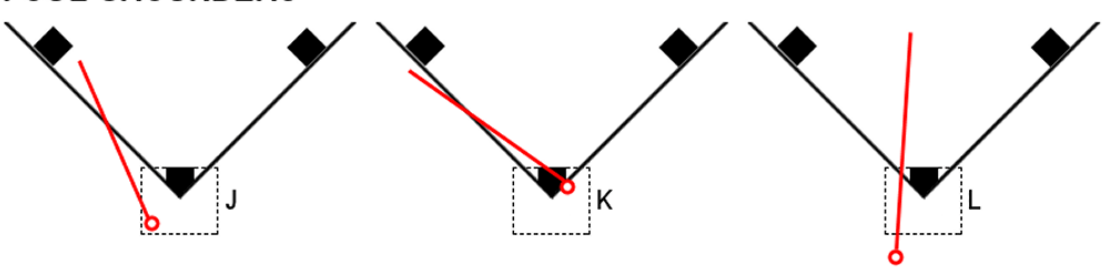
**FAIR GROUNDERS**



**FOUL FLYS**



**FOUL GROUNDERS**



Path of ball in the air
Path of ball on the ground
First ground contact point
<b>LEGEND</b>

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