

**WEST DES MOINES PARKS AND RECREATION DEPARTMENT**  
**222-3444**

**KICKBALL LEAGUE RULES**

**A. PLAYING FIELD**

1. The kickball diamond is a square with equal sides of 70 feet.
2. The pitching distance will be 50 feet pitching.

**B. TEAM**

1. Teams shall consist of 10 players 5 male and 5 female. A team may play with 8 players but can never have more males than females in the line up. You must alternate male/female in the batting order.
2. Defensive positions shall be 2males/2 females in the outfield grass, 2 males/2 females in the infield and 1 male/ 1 female in the pitcher/catcher positions.
3. Teams may choose to place all players present for the game in one big alternating male/female kicking order and use free substitution in the field. You can never have more males than females in the line up. If using this form of lineup, the opposing team Manager must be made aware prior to the game.
4. Official score keepers will be provided by the Department. The scorekeeper's book will be the official book. You must turn in your line up to the scorekeeper's table 10 minutes prior to the scheduled start of the game. Full proper last names and first initials of all players and substitutes must be legibly shown.

**C. REGULATION GAMES**

1. Games will be **10 innings** or 55 minutes. An official game will be after 4½ innings. 55 minutes will be put up on scoreboard at the beginning of the game. The scoreboard horn sounding as this time expires will signal that no additional inning will start from that point. Any inning started before the horn, will be completed if the home team is behind. If the game is tied it must be played until the tie is broken. Game clock will only stop when directed by Softball Staff.
2. Mercy Rule: The **20** run will be in effect after 6 innings.
3. **GAME TIME IS FORFEIT TIME:** Official score keepers watch will be used as the official game time. If your team forfeits a game without notifying the Recreation Office 24 hours before game time you will need to pay \$20 before you will be allowed to play your next game. The second forfeit will cost \$40. More than two forfeits in one season or if the entire team no shows, without notifying the Recreation Office will result in immediate release from the league with no refund of fees. Forfeit fees are to be paid to your scorekeeper prior to your next game. **All forfeit fees collected will be donated to WDM Human Services.** Please call opposing team if you know before the game that you will be forfeiting.

**D. PITCHING/FIELDING**

1. A legal pitch must roll along the ground and bounce no higher than the top of the batter's knee while crossing the plate. Any pitch higher than the batter's knee as it crosses the plate shall be ruled a ball.
2. **"Here it comes Grandma" Rule-**Pitches must be thrown at slow speeds. No Fireballing! Basically, pitch as though your grandma is up to kick. If you still don't know what rate of speed that is then don't be the pitcher!
3. The strike zone will extend approximately one foot from each side of home plate, to discourage excessive "looking". Any ball entering this zone without being kicked will be called a strike.
4. The count begins at 1 ball, 1 strike.
5. A foul counts as a strike even on the third strike.
6. The play ends once the pitcher has the ball in control and is near the mound.

**E. KICKING**

1. All kicks must be made by foot.
2. All kicks must be taken at or behind the home plate. If the ball is kicked in front of home plate, the play will be called dead (This call must be made immediately), and the result will be a called strike.
3. Bunting is allowed, but tends to expose the kicking team to excessive ridicule by the opposing team. **Bunt line** will be drawn at 20 feet. If defensive player fields ball prior to ball crossing the Bunt line the ball is considered live. Ball must stop dead for strike to be called.

## F. RUNNING

1. Runners must stay within the base line. Runners who are obstructed by passive fielders (fielders not making a play on the ball) within the base line shall be awarded the base.
2. Neither Stealing nor leading off base is allowed. A runner off of his/her base when the ball is kicked is out.
3. Hitting a runner's neck or head with the ball is not allowed. Any runner hit in the neck or head shall be awarded the next base. A runner may not intentionally put his or her head in the path of the ball while being tagged out or the result will be an out.
4. If a kicked ball is in fair territory and hits the runner or the kicker himself, the player is out.
5. It is the responsibility of the runner to avoid collision. Please save yourself and your opponents from injury by paying attention. Ties go to the runner...there's no need to take out the baseman.

## G. OFFICIALS & SPORTSMANSHIP

1. Home team shall provide the plate umpire and the visiting team shall provide base umpires.
2. Each Manager will be held responsible for the conduct of his/her team players and is responsible to see that all rules are observed. The manager must maintain complete control of him/herself and his/her team members at all times; this includes before, during or after a game and any other time involved with the kickball program. If you are not going to be at the game, assign a responsible person to take your place. The key to a successful program is in the hands of the manager and, in turn, his/her players. Good leadership will ensure a good program.
3. Officials and their decisions will be respected and not interfered with at any time. Unsportsmanlike conduct, disrespect, vulgarity, or profanity will not be tolerated at any time. Any manager or player removed from a game for breaking Rules of Conduct will receive an automatic one (1) game suspension to be served in the next consecutive game. A longer suspension may be given by the Recreation Program/Facility Supervisor, depending on the severity of the offense or frequency of misconduct. Any player or manager that is ejected from a game in this manner must leave the Complex.
4. The City reserves the right through its representatives to control all activities and to eject any person(s) from the Facility who deviates from the rules and regulations of said facility or league, deviates from Department Rules of Conduct which can be viewed at <http://www.wdm.iowa.gov/government/parks-recreation/adult-sports> or poses a threat to the safety of self or others. In such case, there will be no refund of user fees or deposits.

## H. ROSTERS

1. Each player must read and complete the information requested on the team roster.
2. No player is allowed to play on more than one team within the same league in West Des Moines, in the same season. Any violation of these rules will result in suspension.
3. Players may be added to a team roster anytime prior to and the day of the specified deadline on your league schedules. All rosters are frozen after this deadline.
4. Players wishing to be added to a team after the rosters are turned in must complete an Add-a-Player form. This completed form plus all appropriate fees must be turned in to the site scorekeeper prior to playing. Add-A-Player forms can be picked up from site scorekeepers at the field. Remember you are allowed only 5 roster changes/additions during a season.
5. The roster must have a minimum of 13 players and may have a maximum of 20 players. All players must be 18 years of age, out of high school and not play kickball professionally.

## I. BEER RULE

1. The following regulation applies to teams using City of West Des Moines facilities at Raccoon River Park Softball Complex: No player shall possess or consume beer on the field. If a team member violates these regulations, the team will automatically forfeit the game.

## J. COMPLEX RULES

1. No outside food, beverages, coolers and water jugs allowed inside complex and no beer is to be taken outside of complex.
2. When front gates are locked, admittance within the complex is restricted.
3. All animals must be under control by owner by a leash not more than 10' in length. Owner must remove any droppings by the animal on the property.

#### K. Tie Breaker Rule

1. In the event of identical records, head to head competition will be used to determine the winner. If the teams split the games, the team with the highest run differential in the head to head games shall be declared the winner. If a tie still remains, the team with the most total runs throughout the season will be declared the winner.