



APPLETON PARKS AND RECREATION DEPARTMENT

Official Youth Kickball Rules

2017

RAINOUT INFORMATION 832-3900

Recreation Programmer – Kabel Helmbrecht
Kabel.helmbrecht@appleton.org

The following rules and regulations have been established to allow participants to compete in a safe and fair environment. Participants and coaches are to be familiar with these directives. These rules may be subject to change if during the season a team gains an unfair advantage over other teams due to a given rule in the league. All coaches and players will be notified of any rule changes made during the season.

A. General League Rules

1. This league is for those players currently in 3rd & 4th grade, or 5th & 6th grade. A younger player may participate in an older age classification if he or she has the ability to do so.
2. A player may not play on more than one APRD team. Penalty: The player will sit the bench for their next game. The offending team will forfeit the last game the violating player played on. Flagrant violators will be dealt with individually.
3. A player will not be permitted to transfer to any other team once he has played one game with the original team.
4. Ribbons will be awarded to the first and second place teams with all other teams receiving participation ribbons.
5. Tiebreaker Rule: In the event of a tie within year division the following procedure will be used to determine the place of finish.
 - a. Head-to-head competition
 - b. Runs allowed
 - c. Runs scored

B. Players, Field, & Equipment

1. Regular lineups will consist of 10 players; four of these will be playing the outfield.
2. Teams must have a minimum of 7 players to begin the game.
3. No equipment, which in the opinion of the umpire could endanger others, shall be used. An umpire may remove a player at any time for dangerous equipment.
4. Participants should wear the APRD Kickball T-shirt provided to them.
5. Participants will not be allowed to participate when wearing jewelry, watches or any other potentially dangerous items.
6. A regulation 8 1/2" rubber kickball will be used for all games.
7. Base distance is 60 feet; official pitching distance is 33 feet (3rd & 4th graders). Base distance is 60 feet; official pitching distance is 46 feet (5th & 6th graders).

C. Game Play

1. All games will be six (6) innings. No inning will start after the maximum time limit of 60 minutes. If an inning is being played after time has run out it must be finished. A tie game at the end of the time limit will be recorded as a tie. If a game is still tied after six innings and the time has NOT expired, ONE new inning may be started.

D. Pitching

1. Pitches must roll on the ground when passing over the plate. A pitch that is higher than one foot at the plate results in a ball.
2. The pitcher must stay behind the pitching strip until the ball is kicked. Failure to abide by this rule will result in a ball.

E. Kicking

1. A time up to kick will consist of either three outs or **5 runs**, whichever comes first.
2. All kicks must be made by the foot or the leg below the knee. Any other contact will result in a dead ball and the kicker will receive a strike. The third strike cannot be made by this rule.
3. All kicks must be made by foot and occur at or behind home plate. Any ball kicked with both feet in front of the base will be called a foul ball and the kicker will get a strike. The kicker cannot receive his/her third strike from this (the kick will be a dead ball and replayed).
4. Bunting is allowed.

5. The third strike will automatically be an out.
6. Four balls will result in a walk and the kicker will be awarded first base.
7. Kicking lineup will consist of all team members present for the game.

F. Base Running:

1. A base runner cannot leave the base until the ball is kicked. There is no stealing.
2. Base runners must stay in the base line. Runners hindered by any fielder within the base line shall be safe at the base they were running to.
3. No player can score from third base except on a kick or a play.
4. All base runners may advance only one base on an overthrow to any base if the ball goes out of play (outside the fence). The runner will get the base they were running to plus one (1). If the runner was not advancing it will be one (1) base (umpires call).
5. **Runners can slide.**
6. Runners must tag up on fly balls. They can advance at their own discretion after tagging up.

G. Fielding

1. No player may field in front of the pitcher other than the catcher.
2. No player may advance beyond the 1st & 3rd base diagonal until the ball is kicked. Failure to abide by this rule will result in a ball.
3. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.

F. Strikes

1. Three strikes is an out.
2. A strike is a ball that rolls through the strike zone and is not kicked. A strike is also an attempted kick missed by the kicker inside or outside the strike zone. The strike zone is one (1) foot inside and one foot (1) outside of the plate and one (1) foot high. The umpire will determine balls and strikes.
3. Foul balls count as strikes, with the exception of the third strike.

H. Balls

1. Four balls is a walk.
2. A pitch is considered a ball if the pitch is outside the strike zone as determined by the umpire where a kick is not attempted.
3. A pitch that crosses the plate but is bouncing one (1) foot high (umpire's discretion) is a ball.

I. Outs

1. Three (3) outs completes a team's half of the inning.
2. Three strikes is an out.
3. An out occurs when the runner is touched by the ball ANY time while not on base and the ball is in play.
4. A fielder can throw the ball at a runner below the shoulders. Runners hit in the neck or head with the ball will not be out unless they were ducking to dodge the ball. If they are hit in the head they will be safe and awarded the base they were heading to. Play stops and the ball is dead after hitting a base runner and being declared out.
5. A kicked ball in the air that is caught in fair or foul territory is an out.
6. The runner is out if the fielder touches the base with control of the ball before a runner that is forced to run.
7. A runner is out if they leave the base before the ball is kicked.

J. Coaching Staff:

1. Two offensive coaches are allowed in each coaching box in foul territory. Two defensive coaches will be allowed in foul territory, but must not interfere with play or offensive coaches, i.e., one coach on each foul line. All other coaches will remain in team bench area.
2. Smoking is not allowed in the dugout or on the field.
3. Only coaches and players are allowed in the dugout, unless permitted by the coach.
4. No intentional flagrant contact will be allowed with any defensive player. Penalty: runner is out automatically.

K. Weather Cancellations & Early Game Completion:

1. Coaches and players should report to the field when the weather is questionable. In case of rain and the department cancels the game, please call 832-3900 for all cancellations. This line is updated by 4:00 p.m. Coaches will be notified of make up games via email.
2. All games called due to weather by the umpire shall be regulation if three or more complete innings have been played, or if the team second to kick has scored more runs than the other team at the end of 2 ½ innings.
3. Teams unable to play a scheduled game should contact the APRD at 832-5905 (preferred 48 hour notice) as a courtesy to their opponent and the staff. Games will not be rescheduled by the APRD for any reason except for rain.

L. Sportsmanship

1. The goal of the APRD youth kickball program is to provide a safe and fun atmosphere for children to learn and play the game of kickball. Sportsmanship and fair play is emphasized. The youth sports code of ethics for coaches, players, and parents will be enforced.
2. Coaches have received information in the training regarding good sportsmanship and ethical behavior for coaches, players, and parents. Coaches, parents, and spectators are expected to be role models for their players. Coaches should discuss proper sportsmanship with their players and parents.
3. Officials will not tolerate abuse, foul language, and inappropriate behavior from coaches, players, parents, and fans.
4. The Parks and Recreation Department reserves the right to assign penalties for unsportsmanlike conduct upon review. The Department also reserves the right to further the penalty upon assessment of the situation.

N. APRD Staff

1. One umpire will work your games. The umpire will also serve as the facility supervisor. They will take care of any concerns.