



City Of Destin Kickball Rules 2019



Player/Team Eligibility

All teams must be registered and confirmed with league coordinator prior to being placed on the schedule. Players are not considered to be registered participants until they have completed the City's Waiver and have paid their individual player fee. Fees can be paid at Destin City Hall (8am-5pm, M-F), Community Center (8am-9pm, M-F), or at the fields on game night. All requests for fee waivers must be submitted in writing to the Recreation Director well in advance of the first game. The Team Captain is responsible for making sure that all individual fees are paid, and waivers are signed. Once a team or player plays a complete game, they are considered registered with the league and will not receive a refund.

Players' Roster Eligibility

-Players can only be rostered for 1 team.
 -All players must be registered and play a minimum of 3 games in order to be eligible for tournament play.
 -All players must be at least 17 years old to play.
 -Once the player has signed up and played 1 game, they are considered rostered and cannot play for another team (unless as a nomad). If a player is released from their team, they need to sit out 1 complete game before playing with a new team. If a team drops out of the league it is up to the league coordinator to decide if those players can be picked up or not.

NOMAD Rule

-Each team will be given **2 free Nomad** positions, when needed, during regular season games.
 -A nomad is only used to avoid a forfeit or to have 11 players.
 -The game using a nomad(s) is considered an official game.
 -The nomad position may not be used by the same unregistered player more than 2 times. If it is, the nomad will be required to sign-up and pay the individual fee or will not play the third game. The player will then be registered and on that team's roster.
 -The nomad position **CANNOT** be used during tournament play.

Field

-65 Feet between bases
 -There will be a safety base
 -Line from first to third base that fielders must be behind.

Equipment

Balls: 10" Official WAKA Kickball
 -The City of Destin provides the ball
Cleats: No metal cleats!
 -Players will be allowed to change.

Game Preliminaries

-All WAKA rules apply unless amended below.
 -Teams can play with 8-11 players in the field (4 females).
 -Teams are allowed 3 Designated Kicker (DK) spots to kick up to 14 players. The DK(s) may be added after the game starts, but only in the first inning and before that spot(s) kicks.
 -No more than 3 men can kick in a row
 -Teams may play with 8 players to avoid a forfeit. The 9-11 players may be added when they arrive.
 -Teams may play with only 3 females, (only 10 in the field) but when the 4th female's spot comes up to kick, it will be an out. The out will end an inning, but not the game.
 -The Infield Fly Rule Will Be Enforced upon umpires discretion
 -Injured runners can be replaced with team member making the last out, with approval of opposing team coach.



Length of Games/Forfeits

-Games are 9 innings or an hour, unless the run rule comes into effect. In case of inclement weather, a game is considered to be a complete game when 5 innings have been completed.
 -If there is a 12-run differential after 5 innings, the game will be called. If the visiting team has a 16+ point lead after 4 innings, the umpire has the discretion to "flip" the game and keep the home team kicking. They are now the visitors.
 -There is a maximum of 10 runs per inning allowed, except in the last inning, when it is unlimited.
 -If a game ends in a tie, winner will be determined by a Wheelbarrow race from first to second base.
 -The game clock will begin 5 minutes after the original scheduled starting time. Teams will then have 10 additional minutes to field a team before a forfeit.

Pitching

-Pitching must be underhand only
 -Pitches cannot bounce higher than 1 foot (ground to bottom of the ball) as it crosses the plate
 -Pitches must have a minimum of 2 bounces before the plate
 -Pitchers must stay in contact or behind the first-third base line until the ball is kicked or a ball will be called.
 -No spin or curve pitches are allowed.
 -Strike zone is 1 foot on either side of the plate
 -The kicker has the option to kick any pitched ball.

Kicking

-Kickers come to the plate with 1 ball and 1 strike.
 -Kickers have an extra foul
 -All kicks must be made below the knee. A ball touched by any other part of the body will be considered a foul.
 -All kicks must be taken behind the front line of strike zone or will be considered a strike.
 -Kickers may not stop the ball and then kick it
 - **Bunting** - when bunting, the player must kick the ball past the 25 foot line for it to be a fair ball.
 - Any ball that does NOT pass the 25 foot line, and is NOT touched by the fielder is considered a dead ball and a strike.
 - Any player has the choice to field the ball and throw the runner out, no matter the distance of the kick. Once the ball is touched by the kicker or the fielder it is considered live.

Outs

-A runner touched by any ball while not on base (a thrown ball must be below the shoulders or at or above the runner's knees, unless the runner ducks, slides, etc.)
 -When any kicked ball (foul or fair) is caught
 -Count of 3 strikes or 2 strikes and 2 fouls (1 and 1 count to start)
 -A runner leading off the base when a ball is kicked
 -When a fielder maintains control of the ball while touching the base on a force out (cannot hit base with the ball for an out)

Highlights

-All fielders must start even with or behind the pitcher
 -There must be 4 fielders in the outfield grass.
 -Catcher must stay 3 feet behind the kicker until the ball is kicked
 -Team captains are responsible for line ups, innings, and score in the scorebooks. Must be legible with **first and last names**.
 -If teams are tied in the standings, winner will be determined by head-to-head competition, point differential, and a coin flip last.