



**Hurricane City Recreation**  
**ADULT CO-ED KICKBALL RULES**  
**SUMMER 2026**

Good sportsmanship is expected and will be practiced at all times by all players. The field supervisor/umpires have the right to terminate a game at any given time for inappropriate language and/or behavior. Furthermore, players may be suspended for one or more games if necessary.

Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the goal is to score more runs than the opposing team. Here is a brief overview of the game.

- ★ 10 fielders, up to 12 kickers (more players than 12 need to be used as a substitution)
- ★ 7 innings (no new inning after 50 minutes)
- ★ 2 base coaches
- ★ Strike-zone is 1 ft on all sides of the home-plate (and below the knee)
- ★ You can throw a runner out, but no headshots
- ★ One base on an overthrow
- ★ Forced outs
- ★ No stealing bases
- ★ Must use additional home plate

Once teams are assembled, the home team takes the field and the away team prepares to kick. Play begins when the pitcher rolls the ball to the kicker. Once the kicker kicks the ball, they run around the bases in order depending on how far they kick the ball – further kicks will afford the runner more time to traverse more bases.

If a fielding player catches the ball before it touches the ground, the kicker is out. If a fielding player manages to get the ball and pass it to one of the players on the base the runner is going to before the runner gets there, the runner is out. If any fielding player manages to touch the runner with the ball while holding it in their hand, the runner is out.

When a player makes it around all bases and returns to the home base, the kicking team scores a run. The kicking team should aim to score as many runs as possible in an inning without getting out. If three of the kicking team's players get out, the teams switch positions. Once both teams have had a turn in the field and at the plate, the inning ends. Whichever team has the most points at the end of 7 innings (or 50 minutes) wins the game.

For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed or tolerated. **Good sportsmanship is expected and will be practiced at all times by all players and spectators.** Any person who fails to act in a sportsmanlike manner before, during, or after a game will be ejected from the game and/or premises and may be suspended from further participation by the Recreation Department.

While the intent of Hurricane Recreation Kickball is to provide a fun, relaxed atmosphere with a simple game, the detailed rules of kickball are listed below. It is good to know and play by the rules, but we hope that the game can be played in the spirit of fun without disagreeing about every little thing. Decisions by the umpire are final.

## FULL RULES

### RULES AND BYLAWS

**The World Adult Kickball Association (WAKA) Official Rules and USA rule book will govern play except as amended by the following Hurricane City Recreation Department bylaws:**

### ADMINISTRATION

- 1. League Format** – Teams will be guaranteed 8 games with a 6-week regular season schedule and a single elimination tournament.
- 2. Team Names** – All team names must be approved by the Recreation Department. No obscene or offensive names will be allowed.
- 3. Tournament** - All teams will be placed into a single elimination tournament at the end of the season. Rankings will be determined by (1) winning percentage (2) head-to-head (3) head-to-head run differential (4) average run differential (5) forfeit (6) coin toss. For a player to be eligible for tournament play, they must have played in at least 2 games during the regular season. Any team attempting to bring ineligible players will be disqualified from the tournament.
- 4. Roster/Eligibility of Players** - Minimum number of players to register is 10. Maximum number of players to register is 20. Every team must submit a team roster prior to their first scheduled game. A player may be added or deleted from a roster through the fourth week of the season. To add or delete a player from a roster, a team representative must do so in person at the field or in writing prior to game time. Names **MUST** be on the roster prior to game time. No switching rosters once games have started; players may only be listed on one roster in the league. After the **fourth week** rosters will be final. Players 16-18 years of age are

permitted to play in adult leagues but must have a parent/guardian signature on the waiver. The Recreation Department may require a valid photo ID of any player in question. Any roster violations may result in a forfeit or removal from the league.

**5. Weather Cancellations** – An official decision regarding game cancellations due to weather and/or field conditions will be made by the Recreation Department 1 hour before game time. Team Managers are responsible for checking with the Recreation Department to determine whether the game will be played or rescheduled. A text and/or email will be sent out to the managers about updates to weather decisions. All rainouts may be rescheduled as double-headers during the regular season, moved to the end of the schedule or, if necessary, re-scheduled and played on another day.

**6. Refunds** – Full refunds will not be granted under any circumstances except in the event of a cancelled league by the Recreation Department. Team withdrawal up to one week before the season starts will be subject to a 15% administrative handling fee. No refunds will be given after the start of the season. Requests for refunds must be made at the Hurricane City Recreation Offices, 820 North 200 West, during regular business hours. For more information call (435) 635-2609.

## **GAME FORMAT**

**1. Game time** – Game times will be fifty (50) minutes or seven (7) innings. No new inning will begin after fifty (50) minutes. Official time is kept by the Scorekeeper and begins when the teams are instructed to take the field. The Umpire, Scorekeeper and Supervisor jointly make the decisions affecting the game time.

**2. Forfeits** – Game time is forfeit time! Any team unable to take the field at the scheduled time will forfeit the game. A team must have 8 players ready to play at the scheduled game time. Scorekeepers are not required to keep score for scrimmage games due to a forfeit.

**3. Line-ups** – Line-ups must be turned in 10 minutes BEFORE game time. A complete team for all leagues consists of ten (10) players. Up to twelve (12) players are allowed on the kicking line-up. Teams may play with a minimum of eight (8) players provided an automatic out is established in the kicking rotation for each player missing for a complete team. The Team Manager may designate, prior to the game, where those automatic outs will be placed in the line-up. If additional players arrive late, they must immediately fill the vacant spots in the line-up. If neither team has 8 players present to play at game time, both will receive a forfeit.

Line-ups need to have names and jersey/shirt numbers of the players and substitutes. All teams must have at least two male players on the line-up. There must always be an equal or greater number of females than males. The kicking order must alternate between male and female. No two males may kick consecutively. If a team is kicking and one of the females does not kick, the next kicker (male) will also be called out.

**4. Substitutions** – A substitute must be a player who has not yet been in the game. Players may only sub for one player. The starter and the sub may alternate kicking each inning. Subs must be male for male, or female for either male or female. Substitutions must be communicated with the umpire and scorekeeper before a kick. As long as the substitute is listed in the kicking order, they are not required to report to the scorekeeper when they go into the field defensively.

- The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution.

- 5. Injuries** – In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. Even in the case of injury the rules apply that two males cannot kick consecutively, and your team must have 10 kickers. In this situation a team may choose to take an out for their injured player or to remove a male kicker if no proper substitutions are available.
- 6. Courtesy/Pinch Runners** - Only runners who successfully make it to a base, may be substituted. Courtesy/pinch runners must be of the same sex (a male for a male and a female for a female). Courtesy/pinch runners are allowed for any injured player; you just need to notify the Umpire and Scorekeeper that he/she will be using a courtesy/pinch runner. The courtesy/pinch runner must be the last out made during the current inning or if necessary, the last out of the prior inning. The kicker must run to first base before the courtesy/pinch runner can enter the game. There are no other allowable runner substitutions.
- 7. Safety Rule** – Base runners must attempt to avoid flagrant contact with fielders or will be declared out.
- 8. Slide Rule** - If there is a play at the base or plate, the offensive player/runner should avoid contact to the best of their ability. Defensive players/basemen may not block their bases if they do not have the ball. If contact is made and could have been avoided, the offensive player/runner will be called out. If the contact is deemed a flagrant “take out slide” the runner may be ejected from the game and possibly suspended from the league.
- 9. Walks** – If a pitcher walks a male kicker, he is awarded second base. If there are **two outs** the female following the male kicker may have the option to kick or occupy first base.
- 10. Stealing** – No base stealing is allowed. Runners must stay on the base until the ball is kicked.
- 11. Intentional Game Delay** – Game Umpires will not tolerate undue delays in an effort to prolong the game to reach the time limit. If in the opinion of the game Officials, a team is making a travesty of the game such game will be terminated and forfeited accordingly.
- 12. Dugouts** – The home team will occupy the third base dugout.
- 13. Innings** - Games consist of seven (7) innings with no new inning beginning after fifty (50) minutes. Games tied at the end of seven innings or regulation time end in a tie. For tournament play, the International Tie-Break Rule will go into effect with the start of the eighth inning or any new inning after 50 minutes. Games called prior to four (4) complete innings will be rescheduled and replayed from the point of interruption. Games called after four (4) innings will stand, unless tied during tournament play, in which case the game will be rescheduled and completed from the point of interruption.
- 14. Mercy Rule** - A team ahead by 20 or more runs after 3 or 4 complete innings will be declared the winner. A team ahead by 15 or more runs after 5 complete innings will be declared the winner.
- 15. Kicking Box/Zone** – The area where the kicker is allowed to kick the ball. An 8’ wide by 14’ deep box beginning at the front of the plate.
- 16. Strike Zone** – The plate and (1) foot to either side of the plate. A maximum height of (1) foot as it crosses through the strike zone.
- 17. Strikes** – A count of three (3) strikes is an out.

**A strike is:**

- A pitch that is not kicked and went through the strike zone.
- An attempted kick missed by the kicker inside or outside of the strike zone.

**18. Balls** – A count of four (4) balls advances the kicker to first base.

**A ball is:**

- A pitch outside of the strike zone where a kick is not attempted.
- A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
- A pitched ball that is higher than one foot at the plate.
- An illegal pitch.

**19. Fairs and Fouls** – All fouls are strikes. One additional attempt will be given if the 3<sup>rd</sup> strike is a foul ball. If that attempt is another foul the kicker is out.

**A foul ball is:**

- A kicked ball landing out of bounds in foul territory. The foul is determined by where the ball lands not how it travels to get there. If such a kick is caught on the fly, it is an out.
- A kicked ball landing in foul territory.
- A kicked ball touched in foul territory.
- A kicked ball landing in fair territory but touching foul territory on its own at any time before reaching first or third base.
- A kicked ball whose direction is altered by contact with any object other than the ground in foul territory and called as such.
- A kick made on or above the knee.
- A kicked ball touched more than once or stopped in the kicking box by the kicker.

**A fair ball is:**

- A kicked ball landing and remaining in fair territory.
- A kicked ball landing in fair territory then traveling into foul territory beyond the 1<sup>st</sup>-3<sup>rd</sup> base diagonal.
- A kicked ball first touching a player in fair territory.
- A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory.
- A kicked ball that touches a runner before touching the ground in foul territory.
- A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.

**20. Outs** - Three (3) outs by a team completes the team's half of the inning.

**An out is:**

- A count of three (3) strikes (an additional attempt is given when the 3<sup>rd</sup> strike is a foul).
- A runner touched by the ball at any time while not on base (unless a head shot). The ball may be thrown at the runner by a fielder (any ball hitting the runner above the shoulders will advance the runner to the base they were running towards.)
- Any kicked ball (fair or foul) that is caught before it hits the ground. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an

out if the fielder first displays full control of the ball and maintains control after touching the ground.

- Kicking out of order.
- A ball tag on a base to which a runner is forced to run, before the runner arrives at the base.
- A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
- A tag of a base by any part of a fielder's body, while the fielder has control of the ball before the runner originating at that base can tag-up as required due to a caught ball.
- A runner off base when the ball is kicked.
- A kicker or runner that interferes with the ball.
- A kicker that intentionally hits the ball with their hand or arm.
- A runner physically assisted by a team member during play.
- A runner leading off the base or stealing.
- A runner that passes another runner.
- A runner outside of the baseline.
- A runner who misses a base, upon the conclusion of the play.
- A runner who fails to properly tag up on a caught ball, at the conclusion of the play.
- A runner tagged by the ball while on a base they are forced to vacate by the kicker becoming a runner.
- A runner coming from home plate who steps on First Base when it is unsafe and should have used the Extra Base.
- Force Out - being tagged by any part of a fielder's body on a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base.

**21. Ball in Play** - Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

**22. Interference is:**

- When any non-fielder or non-permanent object except a runner or umpire, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
- When any runner on or off base intentionally touches a ball or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance.
- When a kicker intentionally touches a pitched ball with their hand or arm before the pitch is called a ball or strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out and any runners shall return to the base from which they came.
- During any play where the ball is popped or deflates significantly. That play shall be replayed with a properly inflated ball.

**23. Equipment –**

**Players Equipment:** Players may not play barefoot or with open toed shoes. Athletic shoes are required. Metal cleats are not permitted. If a player is caught wearing illegal shoes of any kind, they will be asked to leave the field until the correct type of shoes are worn.

**Game Balls:** The Recreation Department will provide the official game ball. No other ball is approved for use in kickball games. The ball is a 10" Kickball, properly inflated to a pressure of 1.5 pounds per square inch. The team kicking is responsible for retrieving all balls going out of play, including home run balls. The next inning will not start until all balls have been returned to the field of play. Game time will continue to run until fouled/homerun balls are returned to the field.

**24. Fielder Positioning –** Proper field position must be maintained by all fielders while a pitch is in progress, until the pitched ball reaches the kicker. Failure to be properly positioned will result in a warning to the team that caused the infraction. The team's second and each subsequent infraction will result in the kicker being awarded first base regardless of the outcome of the kick. There must be an equal or greater number of female than male players on the field. Male and female players may play any position on the field but must be equally divided between infield and outfield. Pitcher/catcher may not both be males.

**Pitching:** Balls must be pitched by hand. Pitches must be underhanded. No running up to the rubber to launch a pitch. Any side-arm or over-hand pitches will be considered a ball at the discretion of the umpire. No bouncy pitches, all bouncy pitches will result in a ball.

- The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching rubber when releasing the ball. No part of the pitcher's front foot may be in front of or across the front edge of the pitching rubber.
- The ball must be within the kicking box when it crosses the plate, to be a legal pitch.
- The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball

**Catching:** The catcher must be positioned behind the kicker, directly behind the kicking box, and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. The catcher may not make contact with the kicker, or position so closely to the kicker as to restrict the kicking motion. Failure to abide by this rule results in a ball. Foul tip kicks caught by the catcher must travel above the kicker's shoulders to be ruled an out.

**Fielding:** All infielders besides the catcher must start play and remain in fair territory behind the 1<sup>st</sup>-3<sup>rd</sup> base diagonal until the ball is kicked. All outfield players must stand on the grass until the ball is kicked. If an outfielder leaves early to catch a ball the kicker will be awarded first base. All infielders have to stay within the perimeters of the dirt until the ball is kicked.

**Infield Fly Rule:** is in effect when there are fewer than two outs and a force at 3<sup>rd</sup> or home bases.

**25. Kicking -** All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.

- All kicks must occur at or behind home plate. The kicker may step on home plate to kick; however no part of the planted foot may be in front of or cross the front edge of the home plate. Kicking the ball prior to will be called a strike.
- The kicker must start with at least one foot inside of the kicking box.

- The kicker must have at least a portion of the plant foot within the kicking box during the kick.
- Bunting is allowed.
- The kicker may not trigger a position violation through maneuvers to be deliberately tricky or unsportsmanlike.
- If it's the 3<sup>rd</sup> strike, the kicker is out, ball is dead and runners may not advance.
- If an illegally kicked ball is caught in the air by the defense, the kicker is out, the ball is dead and runners may not advance.

## 26. **Running and Scoring**

### **Running:**

- Runners must stay within the baseline. Any runner outside the baseline is out.
- Runners may choose their path from one base to the next and may follow a natural running arc.
- Runners are free to change course to avoid interference with a fielder making a play.
- Runners must attempt to avoid flagrant contact with fielders or will be declared out.
- When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- No lead-offs or stealing is allowed. If this happens, the base runner shall be called out. A runner may advance once the ball is kicked.
- A runner off base when the ball is kicked is out.
- Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Umpire, the runner is out.
- Running past another base runner is not allowed. The passing runner is out.
- Sliding is permitted.
- Runners can avoid a throw-out as long as they remain within the baseline.
- A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
- All ties will go to the runner. Runners traveling from home plate may overrun first base and may only be tagged out if actively attempting to advance to second base.

### **Safety Base/Commitment Line:**

Fields are equipped with a safety base at first base and home base for safety. If there is a play at first, the runner must run to the outside base. If there is an overthrow or there is no play at 1<sup>st</sup> and they are immediately attempting to run to 2<sup>nd</sup>, then they may run to the inside base. The first baseman and runner should use the base that is safest to use for each play. Runners must use the extra base at home plate or they will be called out. A **commitment line** is drawn halfway between 3<sup>rd</sup> and home plate. Once a runner's foot touches the ground on or past the line they are committed to run towards home plate. It becomes a force out at home instead of needing to be tagged.

### **Obstruction:**

- Fielders must stay out of the baseline, 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 baseline.
- Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.

**Base Running on Overthrows:** An overthrow is a ball thrown, kicked, or deflected into foul territory (1<sup>st</sup> & 3<sup>rd</sup> base) while making a defensive play toward a player or base.

- A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.
- If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

**Scoring:** A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of the game the team with the most runs wins.

**27. Home Run Rule** – Players that hit a home run must touch all of the bases.

## UNSPORTSMANLIKE CONDUCT

Any person verbally and/or physically attacking, or making gestures towards an Umpire, Supervisor, Scorekeeper or City Personnel may be suspended from all Hurricane City Sports Programs for at least one year. All teams are responsible for their spectators. Teams may be ejected for unruly spectators.

1. **Conduct** - Any player, Team Manager, or spectator who fails to act in a sportsmanlike manner before, during, or after a game will be ejected from the game and/or premises and may be suspended from further participation by the Recreation Department. Any Recreation Personnel has the right and responsibility to ask a person to leave the field and possibly the park. Unsportsmanlike actions include, but are not limited to: casual profanity, inappropriate language and gestures, behavior that is dangerous or obnoxious to others, throwing equipment, intimidation, unnecessary roughness, trash talking, taunting, or any kind of negative actions directed towards an opponent, spectator, Umpire, Supervisor, Scorekeeper, or City Personnel. These are not acceptable and will not be tolerated.
2. **Player Ejection** – A player or Team Manager ejected from a game will be automatically suspended from the next game (including tournament games). If an individual is ejected from a game for unsportsmanlike behavior he/she must arrange an interview with the Recreation Department to request reinstatement into the program. It is the responsibility of the Team Manager to arrange the interview. Anyone ejected twice during the season will be suspended for the remainder of the season. Fighting will be a minimum of a 1-year suspension. The ejection includes the playing facility and Hurricane City Park property. Depending on the severity of the action a warning may or may not be issued by the Site Supervisor. The warning is left to the discretion of the Supervisor. If a warning has been given and the action continues, the player will be ejected from the game. If the behavior continues after the player has been ejected, that player's team will forfeit the game. All players should understand that if they are ejected, and that team does not have a substitute to take his/her place, the game is ruled a

forfeit. If the player/Team Manager does not leave the field/premises immediately the game will be stopped and declared a forfeit. Additional action may be taken including, but not limited to, probation or total suspension.

## PARK ORDINANCES

1. **Park ordinances** - All posted park ordinances will be enforced.
2. **Litter/Waste** - Help us keep costs down! It takes park personnel a lot of time to clean up garbage. Deposit all litter in receptacles provided.
3. **Alcohol** - The possession and/or consumption of alcohol on Hurricane City property is strictly prohibited. If you or any member of your team is caught with alcohol or smelling of alcohol your team will forfeit the game. If you are caught with it after your game, you will forfeit your next game.
4. **Smoking** - Smoking, including E-Cigarettes, is prohibited in the park.
5. **Dogs** - No dogs are allowed in the park.
6. **Impairment** - Anyone appearing on the field of play in an impaired condition will immediately be removed and not permitted to play.
7. **Parking** - Patrons may park their vehicles on Hurricane City property at their own risk.
8. **Excessive Noise** - Teams and spectators are not allowed to make excessive noises of any kind including but not limited to: whistles, horns, paddles, bells, etc.

*All violators of Park Ordinances may be issued a citation by the Hurricane City Police Department.*

## Protests

League game protests are discouraged and will not be accepted on judgment decisions. The site supervisor will settle protests. If protests cannot be settled at that time, complete the following:

1. Protests must be written and submitted to the Hurricane Community Center at [info@hurricane.utah.gov](mailto:info@hurricane.utah.gov) by 3:00 pm the next business day.
2. A \$10.00 hearing fee will be required and must accompany a written protest which may be refundable if honored.

Complaints or Evaluations: Only written complaints will be received by the Recreation Office: Teams are encouraged to evaluate the league and make recommendations in writing so that continuous improvements can be made. Please do so in a professional manner.

The Hurricane City Recreation Department reserves the right to make rulings not specifically covered herein which are deemed to be in the best interest of the Adult Co-ed Kickball Program. All decisions rendered by the Recreation Department are final.

Jennifer Cluff 435-760-7362 [jennifer@hurricane.utah.gov](mailto:jennifer@hurricane.utah.gov)  
Karalie Minor 801-791-9137 [karalie@hurricane.utah.gov](mailto:karalie@hurricane.utah.gov)