

Season 1 Kickball Rulebook

Tapestry Athletics · Season 1

Sundays 3–6PM · Ramon Garcia · Sep 27 – Nov 8, 2026

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1. Spirit of the Game

- This is a co-ed church fellowship league. The point is to have fun, build friendships, and play fair. Winning is secondary to how we treat each other.
- These rules are adapted and trimmed from the World Adult Kickball Association (WAKA) rulebook for a casual church setting.
- Any situation not covered here is settled by the referee's judgment and the spirit of the game. Referee rulings are final.

2. Field & Equipment

- The game is played on a softball-style diamond with four bases. Field setup is handled by the sports ministry before each game.
- The official ball is a standard red rubber kickball. Two are kept on hand per game.
- **Athletic shoes are required. No metal cleats.** Rubber cleats or turf shoes are fine.
- **Strike zone:** about 1 foot on all sides of home plate and up to 1 foot high.

3. Teams & Rosters

- **Roster:** each team carries 15 players — 9 men and 6 women.
- **On the field:** a team fields 10 at a time. A minimum of 8 is required to avoid a forfeit, and a team must always have a pitcher and a catcher.
- **At least 3 women must be on the field at all times.** If a team cannot field 3, they may still play by agreement of both captains, but the intent is to keep the field co-ed.
- **Captains:** each team names a Captain and Co-Captain, the only players who discuss calls with the referee.

4. The Kicking Order

Everyone kicks. This is the heart of a fellowship league — no one just watches.

- The entire 15-player roster kicks in one continuous order, not just the 10 players currently fielding.
- The order runs through all 15 in sequence, then loops back to the top and repeats.
- **The order carries over from inning to inning — it does not reset.** Whoever is next in the order leads off the team's next half-inning.
 - Example: if kickers 1, 2, and 3 make the three outs in the top of the 1st, the team's next turn (top of the 2nd) begins with kicker 4.
- A team may set a fresh kicking order each game, but it must be locked in and exchanged with the other captain before the first pitch.
- A late arrival is added to the bottom of the order. A player who leaves is simply skipped with no penalty — there is no automatic out for a missing spot.

5. Game Length & the Run Cap

- **A game is 7 innings or 45 minutes, whichever comes first.**
- No new inning starts inside the last 5 minutes of the time slot. The score at the end of the last completed inning is final.
- **5-run cap:** a team's half-inning ends at 3 outs or 5 runs, whichever comes first. This keeps innings short and no team gets stuck in the field too long.
- **Final-inning exception:** in the last inning (whether reached by innings or called by time), the run cap is lifted so a trailing team can still mount a comeback and everyone gets a full turn.
- A game is official once 3 full innings have been played. If it is called early (weather, darkness), the score at the last completed inning stands.

- We play rain or shine, unless conditions are unsafe. The referee may delay or call a game for lightning or dangerous footing.

6. Pitching & Fielding

- **The ball is pitched by hand, rolled along the ground.** Any pitching style is allowed as long as the ball is rolling.
- **Bouncies are allowed**, but the pitch must bounce at least twice before it reaches home plate. A pitch that arrives higher than 1 foot at the plate is a ball.
- All fielders except the catcher must stay behind the 1st–3rd base line until the ball is kicked.
- The catcher must stay behind the kicker and clear of the kicking motion.

7. Kicking

- All kicks must be made with the foot or leg, below the hip, at or behind home plate.
- Bunting is allowed in this league — play the ball as it lands.
- A kick that first lands in fair territory is fair. A kick that first lands foul, or goes foul before reaching 1st or 3rd base, is a foul ball.

8. Strikes, Balls & Fouls

- **3 strikes = out.** A strike is a pitch in the strike zone that is not kicked, or a missed kick attempt.
- **4 balls = walk** to first base.
- **A ball** is a pitch outside the strike zone the kicker does not attempt, a pitch that does not bounce at least twice before the plate, or a pitch higher than 1 foot at the plate.
- **3 fouls = out.** Foul balls never count as strikes — a kicker with two strikes can foul until they reach the third foul.

9. Base Running

- **No leading off and no stealing.** A runner may not leave the base until the ball is kicked. A runner off base early is out.
- **Tag up on caught balls.** If a kicked ball is caught in the air, runners must return and touch their original base before advancing.
 - Runners do not need to be on the base at the moment of the catch, but they must re-touch it after the catch before running.
- **One base on an overthrow** if a thrown ball goes out of play — one base beyond where the runner was, no more.
- **All ties go to the runner.**
- Runners may overrun first base and return safely, as long as they are not actively trying for second.
- **No ghost runners.** A runner is only on base if a real person is standing on it.
- Runners must stay in the baseline. More than about 4 feet out of the baseline to avoid a tag is out.

10. Outs

- A kicked ball (fair or foul) caught in the air is an out.
- **Force out:** a fielder with the ball tags the base a runner is forced to before the runner arrives.
- **Tag out:** a runner off base is touched by the ball, thrown or in a fielder's hand.
- **No headshots.** A runner may be thrown out by being hit with the ball, but only below the shoulders. A runner hit in the head or neck is safe, unless the referee judges they used their head or neck to block the ball on purpose.

- A runner who misses a base, fails to tag up, passes another runner, or runs outside the baseline is out.
- **3 outs** (or 5 runs) ends the half-inning.

11. Scoring

- A run scores when a runner touches home plate before the third out, subject to the 5-run cap.
- No run scores if the third out is a force out or if the kicker is put out before reaching first base.
- The referee records the final score of every game — both teams' runs — for standings.

12. Substitutions & Injuries

- Fielding substitutions are free and encouraged — rotate players in and out between innings so everyone gets time on the field.
- Because everyone is already in the kicking order, there is no separate batting substitution.
- An injured player is removed from the order with no penalty. If they return, they take their original spot.

13. Officials & Conduct

- Each game is officiated by sports ministry volunteers, typically covering home plate, first, and third base.
- Umpires for each game are drawn from teams not playing that slot. Every team umpires as part of the season.
- Only the Captain or Co-Captain may discuss a call. The referee's ruling is final.
- **Keep it gracious.** Unsportsmanlike conduct, arguing, or aggressive play may bring a warning or removal from the game. As followers of Christ, how we play is part of our witness — this matters more than the score.

14. Standings & Playoffs

- **Points:** Win = 3, Tie = 1, Loss = 0. Ties stand in the regular season — there are no extra innings.
- **Tiebreakers, in order:** (1) head-to-head result between the tied teams, (2) run differential, (3) fewest runs allowed.
- After 5 weeks of round-robin play, the top 4 teams advance to the Week 6 playoff.
- **Playoff bracket:** Semifinal 1 is Seed 1 v Seed 4, Semifinal 2 is Seed 2 v Seed 3, and the winners meet in the Championship. Seeds 5 and 6 help umpire.
- The run cap applies in playoff games too, with the same final-inning exception. If a playoff game is tied when time expires, the higher seed advances.