



City of Santa Ana Athletics

Adult Co-ed Kickball Rules and Regulations

Wednesday Nights at Jerome Park

The City of Santa Ana will not assume responsibility for injury. EVERYONE PARTICIPATES AT THEIR OWN RISK. The City of Santa Ana, Parks, Recreation & Community Services Agency, adult kickball rules will be conducted under WAKA (World Adult Kickball Association), except in those cases which conflict with the rules stated below.

I. **Entry Fee**

\$600.00 per team (includes all officials' fees.) All leagues will play 8 regular season games and playoffs.

- a. No late fees will be accepted, league fee must be paid in full at time of registration. NO payment plans will be available.
- b. Entry fee may be paid with check or money order made payable to City of Santa Ana at Jerome Community Center.
- c. Debit/Credit card payments accepted online at:
<https://secure.rec1.com/CA/santa-ana-ca/catalog>
- d. Refund Policy: Once a team is posted on the schedule no refunds will be issued. Refunds will only be issued when the cause of the program cancellation was initiated by the city.

II. **Divisions**

The league will play at Jerome Park on Wednesdays in the evening.

*Players MUST be 18 years or older before they play regardless of when the league starts.

- a. Each division must have a minimum of 4 teams to begin the season.
- b. There will be a capacity of 8 teams per division.
- c. Teams must make their scheduled game time or it will be a forfeit.
- d. If a team forfeits 3 games for any reason, they will be dropped from the league without a refund.
- e. There will be no game time rescheduling after the schedule is released.

III. **Head Coach/Manager Responsibilities**

- a. Pay all registration fees before the deadline.
- b. Send CivicRec link to everyone on your team to register and sign the waiver.
- c. Make sure all players read league rules and park policies prior to participation.
- d. Maintain the cleanliness of the field being used.
- e. Make sure all there team roster is updated prior to lock date.
- f. Managers and head coaches will be held responsible for the actions of their players and team spectators.
- g. Only Coach/Manager can dispute, protest, complain, etc. to the field supervisor.

IV. **Rosters**

- a. There is a maximum of 15 rostered players per team.
- b. ALL players must be entered online through <https://www.quickscores.com/santaana> by the head coach or manager.
- c. Teams must keep lineup cards and give a copy to the official before the start of the game.
- d. Teams are allowed to field 10 players with a minimum of 3 women. As many as 15 players can be in the lineup.
- e. Teams can begin the game with 8 players but must include 3 females. No automatic outs will be given if a team is playing with 8 or 9 players. If a roster player arrives late, that player may be inserted into the game, at any time. Empty positions must be at the bottom of line up.

- f. Head coach/manager will be the main point of contact and will be responsible for relaying information to their teammates.
- g. Players must be 18 years of age or older. Age verification will be checked prior to the beginning of the season.
- h. Rosters are open for modification until week 4. After week 4, all rosters will be locked.
- i. Player on the roster must play a minimum of 3 games in the regular season, with one of those game played before the roster lock date in order to qualify for playoffs. NO EXCEPTIONS
- j. The use of an improperly registered player will result in a forfeit.

V. **Equipment/Uniforms**

- a. Game balls (WAKA ball – 10' diameter) will be provided by Santa Ana staff.
- b. Jerseys must be the same color and have a visible, permanent number. Numbers cannot be duplicated.
- c. A jersey not in uniform will result in an AUTOMATIC 1-point run per player added to the opposing team once that player steps on the field.
- d. Athletic shoes must be worn at all times. Jewelry is prohibited at any time during play.
- e. No metal cleats allowed.

VI. **Game Rules**

- a. All games will have a 50-minute drop dead time limit or 5 innings, whatever comes first
- b. Official will set timers at 50 minutes and will start timer at game time.
- c. 10-minute grace period will be available for every game if a team has less than the required amount of players to start. Officials time will start during grace period
- d. If a game is tied at the 50 minute time, a tie will be recorded.
- e. Double forfeits will be assessed in games when neither team has the required number of players.
- f. EXCEPTION: Playoffs. Coin Flip will determine winner.
- g. (Semi finals and Championship game are 50 minutes, finish the inning)
- h. Field dimensions will be 60 ft. bases and 42'6 ft. pitcher's rubber.

i. **PITCHING, CATCHING AND FIELDING**

- i. The pitcher must start the act of pitching within the pitching area. The pitcher must stay in the pitching area until the ball is kicked. No part of the pitcher's front foot may be in front of or across the front edge of the pitching area. A team's first infraction will result in a warning to the team that caused the infraction. The second and each subsequent infraction by a team during the game will result in an automatic base for the kicker.
- ii. No player may field forward the 1st-3rd base diagonal line other than the catcher until the ball is kicked, and no portion of a players body may be forward the 1st-3rd base diagonal line until the ball is kicked. A team's first infraction will result in a warning to the team that caused the infraction. The second and each subsequent infraction by a team during the game will result in the kicker being awarded first base. Defensive players will not be penalized if the ball is not kicked.
- iii. The catcher must stay behind the back line of the kicking box until the pitched ball is contacted by the kicker. The first infraction of this rule will result in a warning. The second and subsequent infraction will result in a base for the kicker.
- iv. The strike zone extends to 1 foot on either side of home plate and 1 foot in height. A pitch outside the strike zone is a ball.
- v. There is no minimum pitching velocity.

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- vi. Balls must be pitched by hand, bounce at least twice before reaching home plate.
- vii. A female pitcher must pitch the first 2 innings during a 5 inning game
- viii. The catcher may not contact the kicker at any time during the at-kick or immediately following the at-kick. The first infraction of this rule will result in a warning. The second and subsequent infraction will result in a base for the runner.
- ix. One pinch runner per inning ALLOWED (Last batter of the same gender out)
- j. During playoffs, if a game is tied after regulation, extra innings start with a female runner on second base. Extra innings will follow until a winner is declared.
- k. Mercy rule will come in affect if a team is up by 15 or more after the 3rd inning.
- I. **RUNNING, SCORING AND KICKING**
 - i. Runners must reasonably stay within the base line. A runner who runs off the base line to avoid being tagged out will be considered out.
 - ii. Runner heading to first must stay to the left of the foul line if they will be using the orange extended base.
 - iii. A runner attempting to make a play for second, could be tagged out.
 - iv. Base runners that deliberately crash into a defensive player holding the ball and waiting to apply a tag will be called out.
 - v. There is no leading off or stealing of bassets. A runner off base when the ball is kicked will be declared out.
 - vi. Hitting a runner's neck or head with the ball is not allowed and will be called safe, except when the runner is making an attempt to dodge the ball.
 - vii. Sliding is not allowed.
 - viii. If a male player is walked, intentionally or otherwise, and a female kicker follows in the kicking order, the following female kicker will be given the option of kicking or being awarded a base.
 - ix. Males and females may kick in any order on their lineup
 - x. Bunting is allowed.
 - xi. All kicks must occur within the kicking box
 - xii. The kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box
 - xiii. Both 3 strikes or 3 fouls are considered an out. 4 balls is considered a walk
 - xiv. Foul balls never count as strikes.
 - xv. If a player is caught kicking out of the lineup order, the opposing team must protest immediately after the play and before the next pitch to the next kicker for an out to be called.

VII. **Game Officials**

- a. Referees shall have the authority to suspend or eject a player from a game for any reason.
- b. Any ejected player or spectator must leave the field, dugout and spectator area in a timely manner. The "out of sight, out of sound" rule will apply. Failure to do so will result in a team forfeit.

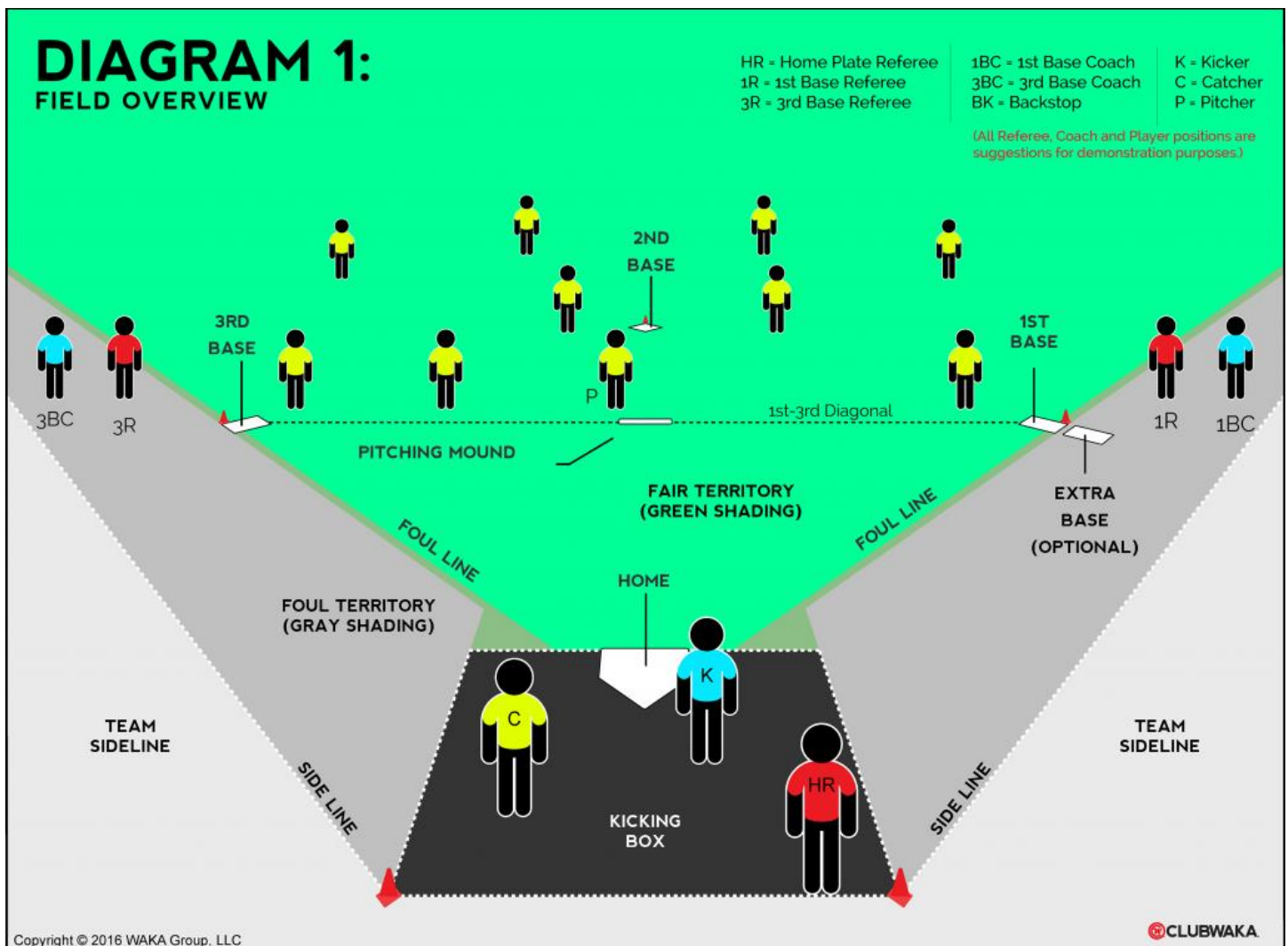
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- c. Ejected players may be substituted.
- d. One referee will be assigned to each game.
- e. Referees and City staff can and will stop the game if deemed necessary for any reason especially for safety purposes.

VIII. **Standings** In the event of a tie at the end of regular season, final standing will be determined by the following.

- a. Head to Head
- b. Head to Head run differential
- c. Highest total runs scored throughout season
- d. Lowest total runs allowed throughout season
- e. Coin flip

For additional information please call the Santa Ana Athletics Department at (714) 571-4264 or (714) 647-6559 during office hours or email COSAAthletics@santa-ana.org





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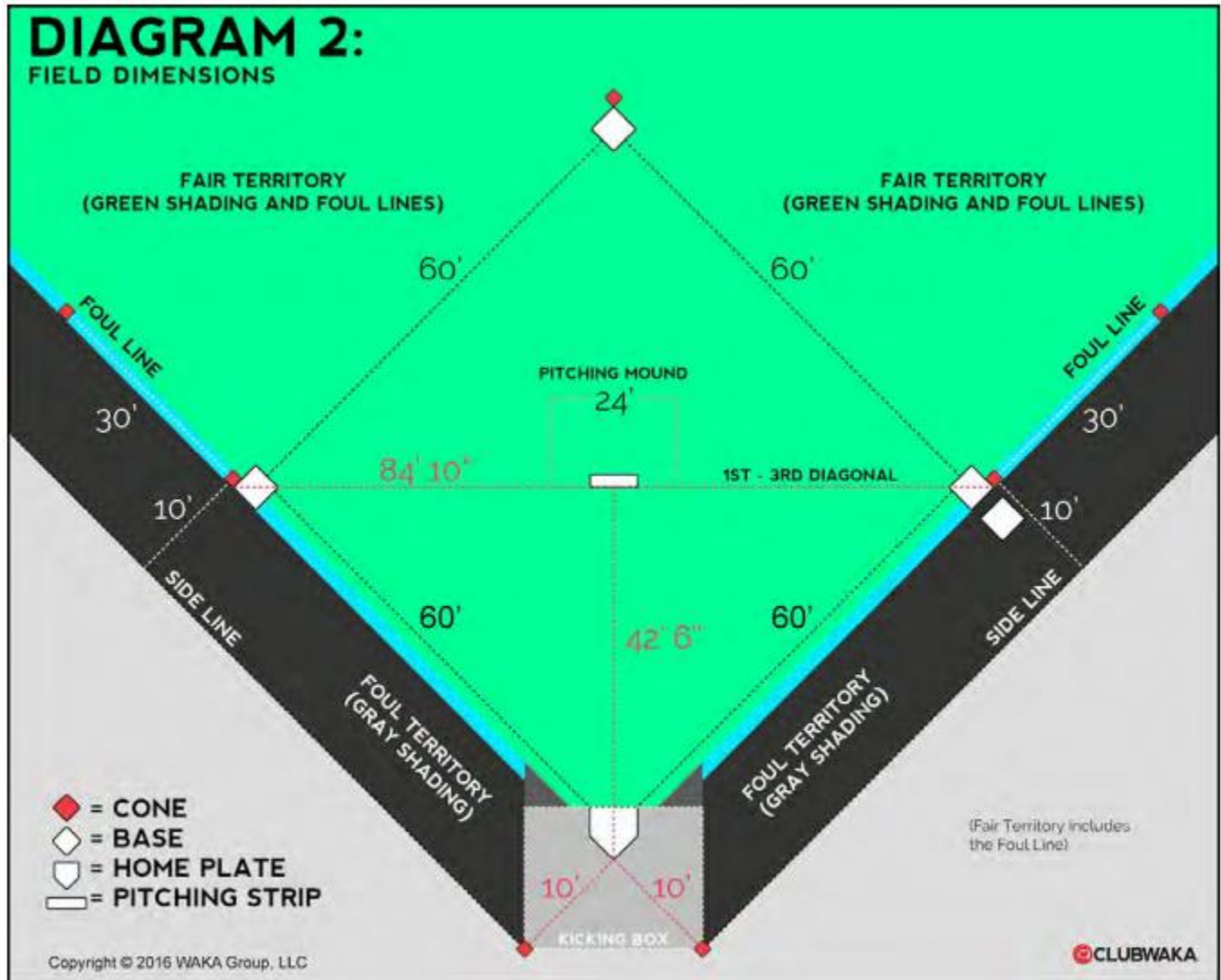
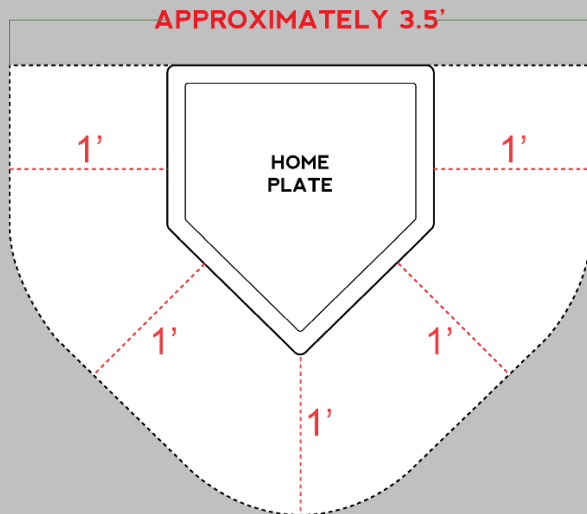
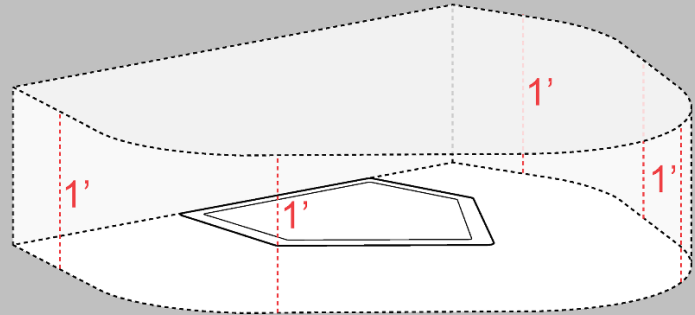


DIAGRAM 4: STRIKE ZONE

The Strike Zone extends 1' out from the side and rear edges of Home Plate (4a) and up to 1' directly above that plane (4b). (The Strike Zone is subject to Home Plate Referee's perception.)



4A: TOP VIEW OF STRIKE ZONE
(white shading)



4B: 3D VIEW OF STRIKE ZONE
(white shading)