



OFFICIAL RULEBOOK OF THE CIRCUIT CO-ED & WOMEN DIVISIONS 2018

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Note, the Online Rule Book Supersedes the Printed Edition

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1. INTRODUCTION

This code of rules governs the playing of kickball by teams at Kickball365 Circuit Events (Co-Ed & Women's Divisions). These rules serve to promote that spirit of fairness, sportsmanship, and fun. Kickball365 and the Rules Committee requires all coaches, captains, players, referees and fans to follow the Official Player Conduct Policy and conduct themselves in a professional manner before, during and immediately following all games.

1.1. SPIRIT OF THE GAME

- 1.1.1. The Circuit and kickball in general relies upon a spirit of sportsmanship that places the responsibility for fair play on the player. Kickball365 is about the love of the game but we recognize highly competitive play is going to happen, but it should never be at the expense of mutual respect among competitors, adherence to the agreed upon rulebook, or the basic joy of play.
- 1.1.2. We encourage all Players and Referees to protect these vital elements of The Circuit and strive to eliminate unsportsmanlike conduct from the field.
- 1.1.3. Such actions as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions, or other 'win-at-all-costs' behavior are contrary to the Spirit of the Game and must be avoided by all players.
- 1.1.4. Before a new strategy, equipment item, tactic, or procedure is adopted by a team, it must be cleared with the tournament director at the captain's meeting, or with the head referee before a game in which it is used. Failure to do so implicitly agrees to our right to retroactively punish or enforce any found rules violations, even if not explicitly prevented in this rulebook.
- 1.1.5. In the event the letter of the rules can be interpreted in a manner that conflicts with the spirit of the entire rulebook, we reserve the right to protect the integrity and intent of the sport.

1.2. SPIRIT OF THE RULES

- 1.2.1. Players and Referees are encouraged to obey the letter of the rulebook but acknowledge the spirit, whereas a Player may be obeying the literal interpretation of the words of the rule, but not necessarily the intent of the rule.
- 1.2.2. In the event the letter of the rules can be interpreted in a manner that conflicts with the spirit of the entire rulebook, referees reserve the right to protect the integrity and intent of the sport.

1.3. SUMMARY OF CHANGES FOR 2018

- 1.3.1. Elimination Game Length Lengthened
 - 1.3.1.1. Modified. Elimination Round Games at Circuit Events will be 65 minutes in length vs the previous standard of 60 minutes. No new innings can begin less than 5 minutes before the time limit.
- 1.3.2. Catcher Encroachment Rules Clarified
 - 1.3.2.1. Modified Rule 11.2.1. Removed the word "and" between "the Kicker" and "within the Kicker Zone".
 - 1.3.2.2. Added. New Rule. "A Catcher is required to start behind the kicker, regardless of where the kicker begins their approach unless physical obstruction prevents the catcher from starting behind the kicker. In this instance, with the Game Head Referee's discretion, the catcher may start next to the kicker but shall not allow any part of their body to pass the kicker's back hip until the ball is kicked."
- 1.3.3. Circuit Overtime Rules Clarified
 - 1.3.3.1. Added Rule 5.1.4.2., clarified language for Rule 5.2.3.1., and clarified. "When an injury occurs in a COT Co-Ed Division Game that results in a team having less than the minimum number of required players, such as an injury to a Team's fourth female leaves the Team with only three (3) females, below the required amount, the Team will be allowed to continue the game in progress with the following modifications that supersede the four-female requirement and other applicable rules in this Rulebook. [See rulebook for Emergency Rules for Mid-Game Injuries.]"
- 1.3.4. Double Kicks Section
 - 1.3.4.1. Added Rule 13.7.
- 1.3.5. Ending the Game Clarified - *Added May 2018*

2. DEFINITIONS

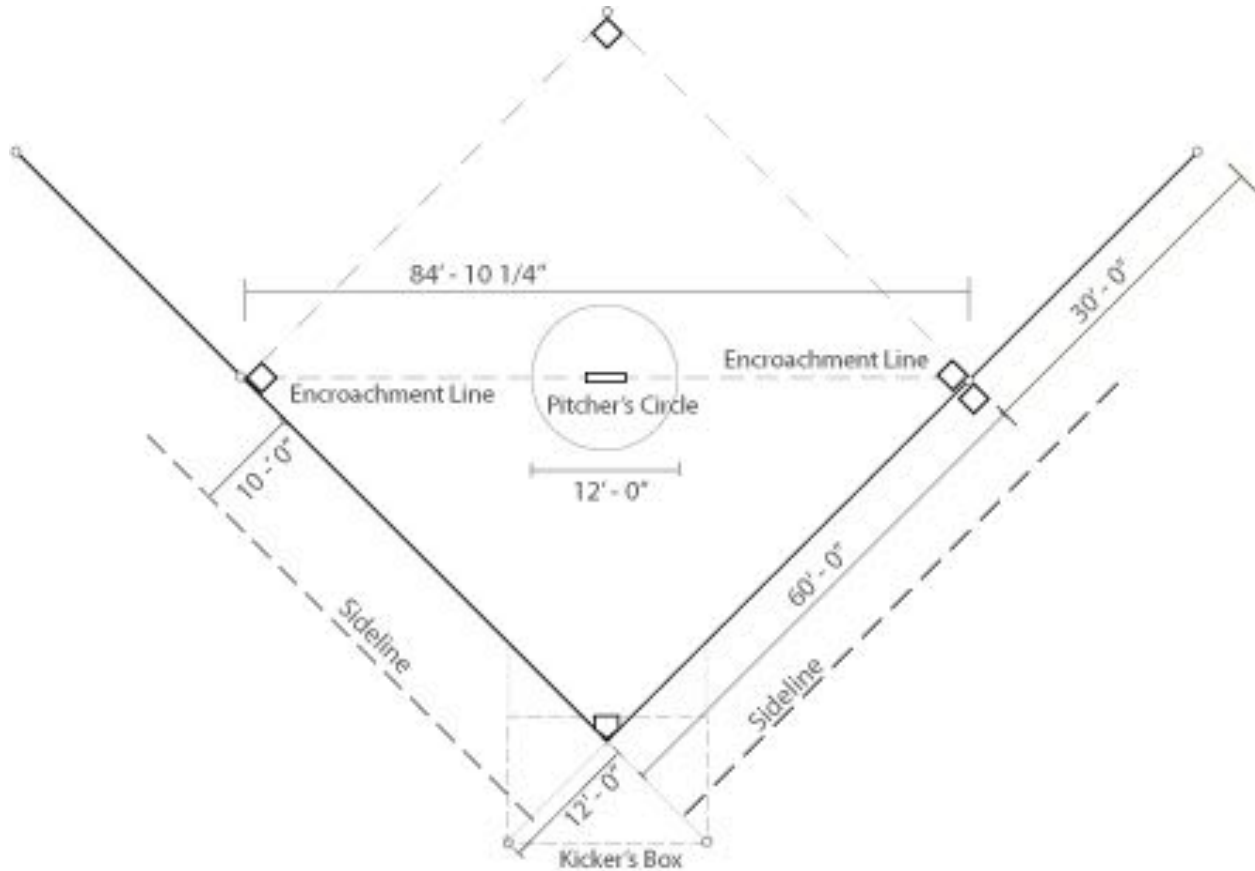
- 2.1. **Base Path** - is the direct line between the base and the runner at the time when the fielder is trying to tag the runner. The base path is the direct line between the runner and the base to which a player is either attempting to advance or retreat at the moment that a defensive player is attempting to tag them.
- 2.2. **Catcher's Zone** - The area bounded on the left and right by the borders of the Kicker's Box, on the front by the back hip of the Kicker, and on the rear by the limits of the Field.
- 2.3. **Circuit Event** - An event that uses the Official Rulebook of Kickball365 and is sanctioned by the Circuit.
- 2.4. **Circuit Overtime (COT)** - Is the additional period of gameplay to bring an Elimination Playoff Game to a decision and avoid declaring the match a tie.
- 2.5. **Circuit Overtime (COT) Tiebreaker** - Is the game tiebreaker period of COT to bring an Elimination Playoff Game to a final decision and avoid declaring the game a tie.
- 2.6. **Circuit Points** - Are earned as defined by the Circuit Scoring System.
- 2.7. **Circuit Scoring Sheet** - The official score sheet completed by the Game Head Referee.
- 2.8. **Circuit Scoring System (CSS)** - Used to establish the National Tour Standings for teams competing in either division for the Circuit Cup Championship.
- 2.9. **Conduct Policy** - is a code of conduct for members of the Kickball365 Player community, details the bodies that manage matters related to conduct, and describes the procedures for addressing conduct violations and sanctions relating to conduct violations.
- 2.10. **Dead Ball Stoppage** - A situation in which an active play is halted. No Baserunners may advance during a Dead Ball Stoppage.
- 2.11. **Elimination Game** - A game within a Circuit Event that determines when a Team is eliminated from winning the Event. The specific format to be used for Elimination Games will be determined by the Event Manager prior to the specific Circuit Event in question.
- 2.12. **Event Manager** - The person appointed by Kickball365 to assist in running Circuit Events or other Kickball365 supported tournaments.
- 2.13. **Event Head Referee-in-Charge (HRiC)** - The individual who oversees all Game Head Referees at the Circuit Event. This individual will enforce the rules and maintain the order of the games. If a play is in question, the Game Head Referee and Team Captain(s) should consult the Event HRiC. The appeal process at an Event is, from initial to final authority: Game Referee → Game Head Referee → Event HRiC.
- 2.14. **Event Roster** - Is the full listing of players on a competing team who are eligible to play at a Circuit Event. There is the Kicking Lineup cap (15) and the limit of limit total Out-of-Region Players who can attend for a Circuit Team.
- 2.15. **Executive Committee** - The main decision-making body of Kickball365.
- 2.16. **Fielding Lineup** - For the Co-Ed Division, each Team while fielding must field at least eight (8) players, at least four (4) of which must be Females. For the Women's Division, each Team while fielding must field at least eight (8) females.
- 2.17. **Game Head Referee** - The lead person who has responsibility in enforcing the rules and maintaining the order of the game in play. Game Head Referees may overrule decisions made by Game Referees.
- 2.18. **Game Referee** - The person who supports the Game Head Referee to properly enforce the rules and maintain the order of the game. Circuit games will be enforced by one or more Game Referees.
- 2.19. **Kicking Box** - The area shaped like 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. Also known as the Kicker's Box.
- 2.20. **Kicking Lineup** - A Team's Kicking Lineup may contain up to fifteen (15) players. Any additional players on the roster may be used as eligible Substitutions.
- 2.21. **Mercy Rule** - Is also known as a slaughter rule, knockout rule and skunk rule, which brings a Circuit Event to an early end when one team has a large lead.
- 2.22. **Non-Playing Team Coach** - A Team Coach is a registered non-playing coach of a competing Co-Ed or Women's Division Team. Formerly known as "Male Coaches". Teams are allowed up to two (2) Non-Playing Coaches. A Team Coach is required to wear the Coach's Band and cannot transfer Team Coach Responsibilities at any point throughout the day. Non-Playing Team Coaches may not serve as a Team Captain at any time during a Circuit Event, unless the registered Team Captain can no longer perform his/her duties.

- 2.23. **Official Kickball** – Is a custom Baden Sports PG10-5016 kickball. If a Circuit Event cannot use a PG10-5016 model, a Baden Sports PG10-07 kickball should be used as a replacement.
- 2.24. **Pool Play Game** - Is the round-robin stage of Circuit Events.
- 2.25. **Ranking** – Is the value assigned to a Team for the purposes of seeding it into Pool Play in a Circuit Event.
- 2.26. **Rules Committee** – Is the main governing body that applies and interprets the Rulebook for The Circuit.
- 2.27. **Run Ratio** - Is a Team's Total Runs Scored divided by the sum of its Total Runs Scored and Total Runs Allowed ($RS / (RS + RA)$). A Run Ratio cap is enforced at ten (10) runs from the total runs scored by the losing team.
- 2.28. **Safety Base** - Is only to be used for what its name implies. To give more safety to the players, a safety base is located in foul territory. Is only to be used for players traveling from home plate to first base. Once a player has reached the safety base, the runner is not allowed to return to the Safety Base. The kicker must run through this base, leaving the other base for the defensive fielder to make a play on the ball.
- 2.29. **Structure of The Circuit** - Is the document that defines guidelines and policies of The Circuit.
- 2.30. **Team Bench** - Is the list of players on a Team Event Roster who are not on a Team Lineup for a specific game.
- 2.31. **Team Captain** - Is the sole captain of a Team. Teams are required to designate only one Captain to the Game Head Referee prior to playing a game. The Team Captain is ultimately responsible for the orderly conduct of his/her Team as well as the Team's Fans. A Team Captain is required to wear the "Captain's Band" and cannot transfer Captain Responsibilities at any point throughout the day, unless the Captain is no longer able to perform his/her duties. Team Captain's should be identified to the Game Head Referee before the first game to ensure that there is no change. A Team Captain who is ejected from a game must appoint a player to serve as Team Captain for the duration of that game. At Circuit Events, the Team Captain is required to attend the Captain Meeting held at HQ. If a Team Captain does not attend then the Team Captain risks an automatic yellow card for the Circuit Event.
- 2.32. **Team Lineup** - Is the full listing of players on a competing team, identified by sex and sorted by the order in which they will kick, in a given game.
- 2.33. **Team Roster** - Is the full listing of players on a competing team who are eligible to play on The Circuit. There is no limit to the size of a Team Roster. There are limitations to a Team's Event Roster. [See Event Roster].
- 2.34. **Waiver** - Is what all Players and Non-Playing Coaches must agree to in consideration of participation in Kickball365 Circuit Event, or any other activity referenced.
- 2.35. **Win Points** - Is the statistic used to seed teams after the Pool Play Games of an Official Circuit Event. The formula for Win Points is $[(\text{Number of Wins} \times 3) + (\text{Number of Ties} \times 1) + (\text{Number of Forfeits} \times -2)] / (\text{Number of Pool Play Games Played})$. In Circuit Events where every Team plays same number of Pool Play Games, the denominator of this formula may be dropped.

3. FIELD & EQUIPMENT GUIDELINES

3.1. PLAYING FIELD

- 3.1.1. Standard field of play with the proper dimensions is on the accompanying diagram.
- 3.1.2. The playing field and surroundings should be essentially flat, free of obstructions and afford reasonable player safety.
- 3.1.3. Grass is the recommended surface and all lines should be marked, if permitted by field location.
- 3.1.4. All field setups will be reviewed and approved by the Event Manager prior to the start of play.
- 3.1.4.1. If both Teams feel a change is required, a formal appeal may be made to the Event Manager and/or Game Head Referee to request an additional adjustment of the field of play. The appeal is required prior to the start of a game beginning.



3.2. TEAM BENCH AREA

- 3.2.1. Team Bench area is defined as the Sideline area [See Diagram Rule 12.8] from the end of the Kicker's Box to the first or third base depending on the side of the field they are on. Non-playing team personnel must remain in their Team Bench Area. Violation of this rule will be assessed as a Warning.
- 3.2.2. Captains and/or Coaches must remain within their own Team Bench Area, that is, the area on the bench/table side of the field extending from the end of the Kicker's Box to the first or third base depending on the side of the field they are on. Violation of this rule is a Warning.
- 3.2.3. Captains and/or Non-Playing Coaches are allowed to coach a base on the opposing teams sideline when their team is kicking.

3.3. SPECTOR AREA

- 3.3.1. Spectators must be kept to the outfield side of the first or third base positioning on the sidelines away from the Sideline area. [See Rule 12.8].

- 3.3.2. Spectators are not allowed immediately within the Team Bench area. No spectators are allowed behind the end lines, except in permanent stadium seating positioned behind protective netting or fencing.

3.4. PLAYERS EQUIPMENT

- 3.4.1. Any equipment on a Player (jersey, footwear, costume, soft brace, etc.) is an extension of the Player.
- 3.4.2. Failure to comply with Player Equipment rules listed may subject the Player to discipline, including, but not limited to a warning, card discipline, ejection, and possible suspension and/or expulsion from The Circuit, as determined by Kickball365 and/or the Rules Committee.
- 3.4.2.1. Jerseys
- 3.4.2.1.1. Are Required. Teams may wear their own Jerseys. Player names or nicknames being placed on the Jerseys may not be obscene or overtly sexual, nor may they contain any offensive language.
- 3.4.2.2. Footwear
- 3.4.2.2.1. Are Required. All participants must wear closed-toe footwear. Metal cleats are not allowed.
- 3.4.2.3. Gloves
- 3.4.2.3.1. Are Not Permitted. This includes athletic gloves (including, but not limited to, batting, goalie, receiver, golf, weightlifting, or bike gloves) are not permitted. Kickers and Fielders cannot wear any type of athletic glove, even if the glove does not leave a residue on the kickball. A Game Head Referee should be alerted if any player is wearing gloves in the field.
- 3.4.2.4. Infringements / Sanctions.
- 3.4.2.5. For any infringement of these rules:
- 3.4.2.5.1. The Player at fault is to be instructed to leave the field of play to correct his/her equipment.
- 3.4.2.5.2. The Player is to leave the field of play when the play is dead, unless he/she has already corrected his/her equipment.
- 3.4.2.5.3. Any Player required to leave the field of play to correct their equipment is not permitted to re-enter the field without the Game Head Referee's permission.
- 3.4.2.6. Foreign Substance infringement:
- 3.4.2.6.1. A Player found to have applied any foreign substance will receive an automatic red card and sit the remainder of their current game plus an additional one (1) game suspension.

3.5. POOL PLAY GAMES

- 3.5.1. Consist of five (5) innings or sixty (60) minutes from start time, whichever comes first.
- 3.5.2. Teams must play a minimum of three (3) full innings for a game to count as official.
- 3.5.2.1. A Home Team leading the Away Team when time runs out at the middle or during the bottom half of an inning before the fifth inning wins that game as if it was the middle or bottom of the fifth inning.
- 3.5.3. A Mercy Rule does exist for Pool Play Games [See Rule 4.5].
- 3.5.4. Ties are allowed in Pool Play Games. There is no Circuit Overtime allowed during Pool Play Games.
- 3.5.5. A Game Head Referee cannot start a new inning if there are less than 5 minutes remaining in the game.
- 3.5.6. Game Head Referee must announce and notify Team Captains when the 5-minute mark is reached.
- 3.5.7. Time Limits apply to Pool Play Games. [See Rule 4.4]

3.6. ELIMINATION GAMES

- 3.6.1. Consist of six (6) innings or sixty-five (65) minutes from start time, whichever comes first.
- 3.6.2. Teams must play a minimum of four (4) full innings for a game to count as official.
- 3.6.2.1. A Home Team that is leading the Away Team, when time runs out, at the middle or during the bottom half of an inning before the inning wins that game as if it was the middle or bottom of the sixth inning.
- 3.6.2.2. An Event Manager, may, at any point no later than the beginning of the first Elimination Game, although at no point during any Elimination Game in progress, specify a longer time limit than 65 minutes for Elimination Games. Such limit supersedes any reference to the 65-minute Elimination Game time limit stated in this Rulebook.
- 3.6.3. Mercy Rule does exist for Elimination Games [See Rule 4.5].
- 3.6.4. Ties are not allowed. If an Elimination Game is tied after six (6) innings or 65 minutes of play (whichever occurs first), then Circuit Overtime is to be enforced [See Rule 6.1].

3.6.5. Time Limits apply to Elimination Games. [See Rule 4.4]

3.7. DETERMINATION OF HOME / AWAY

3.7.1. For Pool Play Games, Team Captains who win a Rock-Paper-Scissors contest determine Home or Away.

3.7.2. For Elimination Games, the Team with the higher starting Playoff Seed determines their Home or Away.

3.8. TIME LIMITS

3.8.1. Applies to both Pool Play Games and Elimination Games. [See Rule 4.1 and 4.2]

3.8.2. A Game Head Referee will add time spent attending to a Player who is injured during a game to the end of a Game's Time Limit.

3.8.2.1. By contrast, no time spent resolving a call that a Game Head Referee or Referee(s) has made will be added back to the end of the Game.

3.8.3. In the event of a game reaching its specific time limit, the Event Manager or Game Head Referee, will inform (blow horn, whistle, etc.) both Teams that their game time limit has expired. Once this has occurred, the Game Head Referee is responsible for finishing the full inning the teams are currently in only if time/scheduling permits. However, unless Circuit Overtime applies, no individual Circuit Event Game (Pool Play Games or Elimination Games) shall run longer than this final inning. At the end of this full inning, the game is over.

3.8.4. If an Elimination game is tied when the time limit of an elimination game has expired, teams must finish any inning in which they are currently playing before COT applies. If one Team is ahead at the end of this inning, that Team wins, and COT does not apply.

3.9. MERCY RULE

3.9.1. For Pool Play Games, if there is a ten (10) run difference at the end of the 3rd inning or at the end of any full inning thereafter, then this Mercy Rule, which ends the game in the winning team's favor, may be invoked by the winning team at that point.

3.9.2. For Elimination Games, if there is a ten (10) run difference at the end of the 4th inning or at the end of any full inning thereafter, then this Mercy Rule, which ends the game in the winning team's favor, may be invoked by the winning team at that point.

3.10. EMERGENCY GAME MANAGEMENT

3.10.1. Games will not be postponed due to rain, unless the fields are closed or deemed unplayable by the Head Referee and/or the Event Manager. Please refer to the Official Weather Policy to address the necessary procedures required to ensure every effort required to play all games scheduled for a Circuit Event.

3.10.2. Kickball365 will postpone or suspend activity if a thunderstorm appears imminent before or during an activity or contest (irrespective of whether lightning is seen or thunder heard) until the hazard has passed. Signs of imminent thunderstorm activity are darkening clouds, high winds, and thunder or lightning activity. If lightning is visible, play will be immediately postponed, and all individuals must retreat to safety. The time delay will depend on the local policy.

3.10.3. At the time of postponement or suspension all official scores are to be recorded to the Game Head Referee.

3.10.4. All games called off for any reason before three (3) full innings of play are completed shall not be considered regulation Pool Play or Elimination Games. Kickball365 will coordinate new times for all such postponed games.

3.10.5. All other game management procedures impacted by weather shall be governed by the Official Weather Policy.

3.10.6. All individuals have the right to leave an field location in order to seek a safe structure if the person feels in danger of impending lightning activity, without fear of repercussions or penalty from anyone.

3.11. ENDING THE GAME

3.11.1. The score of a game is the total number of runs scored by each team at the moment the game ends.

3.11.2. The game ends when the visiting team completes its half of the last inning if the home team is ahead.

- 3.11.3. The game ends when the last inning is completed if the visiting team is ahead.
- 3.11.4. If the home team scores the winning run in its half of the last inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.
- 3.11.5. For Pool Play Games, if the score is still tied at the end of the last inning, the result of the game will be recorded as a tie.
- 3.11.6. For Elimination Games, if the game is tied at the end of the last inning then proceed to C.O.T.

4. SPORTSMANSHIP GUIDELINES

4.1. SPORTSMANSHIP

- 4.1.1. All Player(s), Visitor(s), and/or Fan(s) of Circuit Events are expected to conduct themselves in a sportsmanlike manner as deemed by the Game Head Referee for game conduct, and by the Rules Committee for game conduct (not game-specific) as defined in the Conduct Policy.
- 4.1.2. Any conduct deemed unsportsmanlike will not be tolerated. Such conduct includes, but is not limited to: fighting, taunting, verbal abuse, lewd or obscene behavior, threatening behavior, offensive language or comments, excessive delay, stalling tactics, and/or collusion. Only a Team Captain is allowed to discuss calls with the Game Head Referee or Game Referee(s).
- 4.1.3. In addition to any sanctions imposed by the Game Head Referee or Game Referee(s) [See Rule 10.3], violators face additional penalties up to and including further warnings, ejections, suspensions, and/or expulsions for future Circuit Events, as determined by the Rules Committee, as well as the initiation of and/or cooperation with any appropriate civil and/or criminal proceedings and/or investigations under local/state/federal law.
- 4.1.4. Teams that compete in The Circuit are expected to do so with the highest integrity and respect for all other competing teams. If a team is found to have forfeited for the reasons outside of those outlined in the Official Rules of the Circuit, or for the purposes of gaining a "Competitive Advantage," then that team will be disqualified from the tournament and will not be guaranteed a spot in any future events. That team will vacate any wins accumulated during the tournament and the team captains will receive an automatic red card and must sit out two games at a minimum, should the team be granted a spot in future events.

4.2. EJECTION

- 4.2.1. For any Player ejected from the game who is in the Kicking Lineup, this removed spot will count as an automatic out. For the remainder of the Game the Defense of the Team whose player was ejected must play a player down.
- 4.2.2. A Team may not use a substitute kicker for any Player in the Kicking Lineup who is ejected.

5. OVERTIME GUIDELINES

5.1. CIRCUIT OVERTIME (COT): OVERVIEW

- 5.1.1. If the score is tied at the end of the Elimination Game Time, which is after the sixth (6) inning or sixty-five (65) minutes of play (whichever occurs first), COT shall commence until a winner is determined.
- 5.1.2. Each Team Lineup will continue where it left off at the end of their last completed inning at-kick.
- 5.1.3. Each Team is required to use the same kicking order. Kicking orders do not reset to the top of a lineup.
- 5.1.4. Each team may use only eight (8) players in the field for defense.
 - 5.1.4.1. For the Co-Ed Division this includes four (4) of each sex.
 - 5.1.4.2. For Teams that have a Red Carded player from that game, Team Captains are limited to field a total of seven (7) players. Team Captains are not eligible to add a player of the same sex to their Defensive Fielder position.
- 5.1.5. Team Captains are not permitted to modify the kicking order once COT begins.
 - 5.1.5.1. Unless injury forces a player to be removed from the order or an otherwise valid Substitution is made [See Rule 8.5].
- 5.1.6. When an injury occurs in a COT Co-Ed Division Game that results in a team having less than the minimum number of required players, such as an injury to a Team's fourth female leaves the Team

with only three (3) females, below the required amount, the Team will be allowed to continue the game in progress with the following modifications that supersede the four-female requirement and other applicable rules in this Rulebook:

- 5.1.6.1.1. The injured female's spot in the Kicking Lineup is an automatic out.
- 5.1.6.1.2. The team's Defensive Lineup must continue without the injured female.
- 5.1.6.1.3. The team will automatically forfeit the game if its third female is subsequently injured, ejected, or otherwise unable to continue; AND,
- 5.1.6.1.4. If the team wins the game in which the injury occurs, it must play its next game and any subsequent games with Rules 7.2.1.1, 7.2.1.2, and 7.2.1.3 in effect.
- 5.1.7. Team Captains will receive one (1) additional substitution once COT begins. [See Rule 9.1]
- 5.1.8. Time Limit - No pre-set time limit exists for COT.

5.2. CIRCUIT OVERTIME: GAME PLAY

- 5.2.1. 1st inning of COT will begin with the bases empty. If the 1st inning of COT ends in a tie, the Teams will play a second inning of COT.
- 5.2.2. For the 2nd inning of COT, Teams will begin with last kicker of the previous inning as a baserunner on 2nd base.
- 5.2.3. If the 2nd inning of COT ends in a tie, teams will proceed to the Tie-Breaker.
- 5.2.3.1. For Championship Games, games that continue past the 2nd inning of COT will continue with last kicker of the previous inning as a baserunner on 2nd base until a winner is determined.

5.3. CIRCUIT OVERTIME: TIE-BREAKER SHOOTOUT

- 5.3.1. If the score remains tied at the end of COT, play shall continue using the following Tiebreaker Procedures:
 - 5.3.1.1. Each Team Lineup continues where it left off at the end of the last completed inning at-kick.
 - 5.3.1.2. Only players in the current game are eligible to participate in the Shootout.
 - 5.3.1.2.1. Players on the Team Bench, who were submitted to the opposing Team Captain prior to the start of the game, are eligible to participate.
 - 5.3.1.2.2. Players substituted out of the game and during the game or COT are not eligible to participate.
- 5.3.2. Shootout Game Play Guidelines
 - 5.3.2.1. Player Eligibility
 - 5.3.2.1.1. Each team will continue to use only eight (8) players in the field for defense. For the Co-Ed Division this includes four (4) of each sex.
 - 5.3.2.2. The Kicking Team will kick five (5) kickers in a row, each Kicker will kick with the bases empty, before switching sides.
 - 5.3.2.3. Each Kicker will get one (1) pitch to attempt to safely reach any base the Kicker can until they get Out or until the play is ruled dead.
 - 5.3.2.4. Each successful base reached equals ONE (1) point.
 - 5.3.2.5. Getting out at any point, even while running extra bases, results in zero points.
 - 5.3.2.5.1. Examples: Strike/Foul/Out = 0 points, 1B = 1 point, 2B = 2 points, 3B = 3 points, Home Run = 4 points.
 - 5.3.2.6. No Walks exist in the Shootout. A Ball = one (1) point and the same Kicker repeats until a successful attempt.
 - 5.3.2.7. Once a Kicker successfully reaches a base OR is Out, the Kicker is to leave the field for the next Kicker.
 - 5.3.2.8. If the score is still tied after each 5v5 round, the Tiebreaker will continue sudden death style one (1) kicker at a time until a winner is determined.
 - 5.3.2.9. The winning team will get one (1) point added to the final score of the tied game scoring and future rankings purposes.
 - 5.3.3. Time Limit: No pre-set time limit exists for the COT Tiebreaker.

6. ELIGIBILITY & TEAM LINEUPS

6.1. PLAYER ELIGIBILITY

- 6.1.1. Players, Rosters, Lineups, and Teams must meet the following requirements at all times.
- 6.1.2. Players must be 21 years of age or older to compete in a Circuit Event.
- 6.1.3. Players who do not meet the eligibility requirements cannot play in a Circuit Event.
- 6.1.4. Teams must have the minimum number of players at the scheduled time of the game, or else they will forfeit their games. "Game time is forfeit time."
- 6.1.5. Teams who do not meet the requirements must comply or forfeit each game until compliance is achieved.
- 6.1.6. Any use of ineligible players not on the submitted Roster will automatically result in a forfeit of the game and any remaining games in that Circuit Event.
- 6.1.6.1. A Team found to violate this rule may receive additional penalties determined by Kickball365.
- 6.1.7. Player & Team Transfer Rules to Circuit Teams
- 6.1.7.1. The Circuit's Player & Team transfer rules & requirements regarding a Player's active Team Roster status can be found in the Structure of the Circuit and the Official Team/Player Transfer Policy which can be found at http://www.kickball365.com/rules/Player_Transfer_Policy.pdf.

6.2. OFFENSIVE TEAM KICKING LINEUP

- 6.2.1. Team Captains must exchange written Kicking Lineup and Team Bench lists at start of each game. Kicking Lineups must be verified by Game Head Referee before gameplay begins.
- 6.2.2. Kicking Lineup and Team Bench are valid for the current game only and may be changed in-between games at a Circuit Event.
- 6.2.3. Teams may request clarification on the identity and/or sex of kickballers on the Kicking Lineup and Team Bench lists.
- 6.2.4. Kicking Lineups may only contain a maximum of fifteen (15) Players at any given time, even if these Kickers do not play the field. This applies to Circuit Events (Co-Ed and Women's Division) Only.
- 6.2.5. Must contain at a minimum four (4) females for Co-Ed Division games.
- 6.2.6. The order of a Kicking Lineup may not change during the course of the game, unless a proper Substitution is made, as specified [See Rule 8.4].
- 6.2.7. Every Player that a Team wishes to use in a game must be on the Kicking Lineup, whether the Player began the game in the Kicking Lineup or is a proper Substitution, as specified [See Rule 8.4].
- 6.2.8. If a Team player cannot kick at the designated spot in the Kicking Lineup, and cannot be properly substituted, that Player's "at kick" will be counted as an out, unless due to injury.

6.3. DEFENSIVE FIELDING TEAM LINEUP

- 6.3.1. Fielding Lineup's can only contain a maximum of ten (10) Players at any given time, except during COT.
- 6.3.2. A Team's Fielding Lineup must contain at least eight (8) Players at all times, unless a Red Card forces a team otherwise.
- 6.3.2.1. A Team's Fielding Lineup must contain at a minimum four (4) females at all times for Co-Ed Division.
- 6.3.3. All types of Substitutions to the Defensive Fielding Lineup are governed by [See Rule 8.4].
- 6.3.3.1. Generally speaking, substitutions to the Defensive Lineup between two Players already in the Kicking Lineup are not restricted. Nor is there a requirement that any Player in the Kicking Lineup play on defense.
- 6.3.4. Special Restrictions on Pitcher and Catcher Positions include:
 - 6.3.4.1. A Team must have only one (1) Pitcher and only (1) Catcher in the field.
 - 6.3.4.2. Each Team may replace its Pitcher and/or Catcher position once per inning, unless injury forces another substitution. (No other defensive position carries this restriction.) This once-per-inning restriction regardless of whether the substitute comes from a current player in the Defensive Lineup or not.
 - 6.3.4.3. A Player substituting in for Pitcher or Catcher is not required to be currently playing on defense.

7. INJURY GUIDELINES

- 7.1. In cases of injury or illness, a time-out may be requested by the Team Captain for a player removal and replacement with a proper substitute of the same sex. Substitutions are governed by the Substitution Rules specified [See Rule 9.4].
- 7.1.1. All injuries must be reported to the opposing Team Captain and noted on the Game Head Referee scoresheet.
- 7.1.2. If an injured player does not resume kicking in the designated spot in the Kicking Lineup, the player may not return to that game.
- 7.1.3. There is no re-entry rule.
- 7.1.4. Any Player removed due to injury at least two (2) times during a given Circuit Event will not, under any circumstances, return to play any further games on that day.
- 7.1.5. If a Player is injured and cannot continue, the Team's Kicking Lineup will continue either:
- 7.1.5.1. In the same order, minus the removed player; or,
- 7.1.5.2. With a valid substitute player in the spot of the removed player.

7.2. EMERGENCY RULES FOR MID-GAME INJURIES

- 7.2.1. For Co-Ed Division Games, when an injury occurs that results in a team having less than the minimum number of required players, such as an injury to a Team's fourth female leaves the Team with only three (3) females, below the required amount, the Team will be allowed to continue the game in progress with the following modifications that supersede the four-female requirement and other applicable rules in this Rulebook:
- 7.2.1.1. The injured female's spot in the Kicking Lineup is an automatic Out.
- 7.2.1.2. The team's Defensive Lineup must continue without the injured female.
- 7.2.1.3. The team will automatically forfeit the game if its third female is subsequently injured, ejected, or otherwise unable to continue; AND,
- 7.2.1.4. If the team wins the game in which the injury occurs, it must play its next game and any subsequent games with Rules 7.2.1.1, 7.2.1.2, and 7.2.1.3 in effect.

8. SUBSTITUTIONS

8.1. SUBSTITUTION RULES

- 8.1.1. To replace a player by substitute the following conditions must be met:
- 8.1.1.1. Team Captain must verbally report to the Game Head Referee and to the opposing Team's Captain of the planned Substitution.
- 8.1.1.2. Game Head Referee must confirm each Substitution is properly made.

8.2. GAME PLAY SUBSTITUTIONS

- 8.2.1. Team Captains are limited to three (3) Substitutions of the types identified above as such per game.
- 8.2.2. For Elimination Games that reach C.O.T., each Team will receive one (1) additional substitution.

8.3. SUBSTITUTIONS LIMITS

- 8.3.1. Does not apply (i.e., Substitution does not count towards the limit) when:
- 8.3.1.1. In the discretion of the Game Head Referee, any of the first three (3) substitutions were due to legitimate injury; or,
- 8.3.1.2. In the discretion of the Game Head Referee, any substitution due to legitimate injury was due to the excessive and willful conduct of the opposing team to injure, including to do so with the object of causing the substituting team to forfeit.

8.4. SUBSTITUTION INFRINGEMENTS

- 8.4.1. If a Team Captain or a Game Head Referee inadvertently fail to confirm that a Substitution was made, then the opposing Team Captain may protest an improper Substitution.
- 8.4.2. If the Substitution is improper, then the following consequences apply:

- 8.4.2.1. The Substitution is considered used and counted towards the team’s substitution limit;
- 8.4.2.2. The Substitute Player is removed from the Kicking Lineup and Defensive Fielding Lineup, and, if such Player was originally on the Team Bench, is ineligible to play in the rest of the current game;
- 8.4.2.3. If the offending team is currently kicking, the current Kicker is automatically out;
- 8.4.2.4. If the offending team is currently fielding, the team must remove one Fielder for the duration of the current half-inning at-kick; and,
- 8.4.2.5. The offending Team Captain will receive a Yellow Card.
- 8.4.2.6. In the discretion of the Game Head Referee, if a team is found to have faked an injury to circumvent the Substitution Limit and/or to otherwise gain a competitive advantage, it will immediately forfeit the current game. The Team Captain will be suspended for the duration of the Circuit Event.

8.5. SUBSTITUTION PROCEDURES

PERMITTED?	PLAYER	RESTRICTIONS	RE-ENTRY
9.4.1. Kicking Line-up	No One. Choosing not to kick the person.	No Unless due to injury. Results in an automatic out for kicking team.	No
	Anyone in Kicking Lineup	Yes. Replacement may only happen: (1) If the kicker is injured during an at-kick (2) The injury happens on a play that does not force the kicker to run to first; and, (3) The Team has no eligible player on the Bench.	No The substitute kicker retains his/her original spot in the kicking order.
	Someone on Bench	Yes. Three (3) Limit Per Game Plus one (1) for Overtime.	No
9.4.2. Baserunners	Bench Player(s) Only. Unless legitimate injury and it goes to last out of same sex.	Yes. Three (3) Per Game Plus one (1) for Overtime.	No
9.4.3. Defensive Player Refer to Pitcher / Catcher restrictions per inning	No One Choosing to play one (1) less player in the field.	No As long as you maintain the minimum fielder requirements.	Yes. Only if Player resumes original spot in kicking line-up.
	Anyone in Kicking Lineup	No	Yes. Only if Player resumes original spot in the kicking order.
	Someone on Bench	Yes. Three (3) Limit Per Game Plus one (1) for Overtime.	No
9.4.4. Ejected Player	Not Permitted	N/A	N/A

9. ENFORCEMENT & DISCIPLINARY

- 9.1. Event Manager(s), the Event Head Referee-in-Charge, or any Kickball365-appointed individual or group charged with decision-making regarding conduct pertaining to a specific Circuit Event in progress may issue Warnings, Cards, and/or Ejections for violations of these rules and/or other unsportsmanlike behavior. Per the Conduct Policy, players are expected to behave in a manner consistent with the mission of the organization while (a) on the playing field, (b) interacting with the administration and officers of Kickball365, and (c) dealing with the greater kickball community. The same expectations exist for teams and other groupings of players.
- 9.2. No lower level of Enforcement is required to precede a higher level of Enforcement. A Game Head Referee may directly issue higher-level Enforcement, at their discretion.

9.3. DISCIPLINARY ACTIONS

- 9.3.1. At the time of issuing a disciplinary action the Game Head Referee must notify all Game Referee(s), and both Team Captain's of such instance.
- 9.3.2. If a card is issued to a Player, Team Captain, Non-Playing Coach, and/or Fan, then the Game Head Referee must document the Name, Card received, and reason at time of card being issued.
- 9.3.3. Prior to all games, the Game Head Referee must be notified of Players, Visitors, or Fans who have already received Enforcement under "Disciplinary Levels" [See Rule 10.4].

9.4. DISCIPLINARY LEVELS

- 9.4.1. Warnings (Lowest-Level Enforcement)
- 9.4.1.1. Player will receive a Warning for committing any of the following towards another Player, Referee, Visitor, or Fan in attendance: taunting; physical/verbal abuse; excessively delaying play; entering the field of play without the Game Head Referee's permission; deliberately leaving the field to delay the Game; stalling; colluding; inappropriately discussing of calls with the Referees/Event Staff; making an improper Substitution as described [See Rule 8.3]; repeatedly failing to comply with instructions of Referees and/or Event Staff concerning Rules and Game Play; engaging in any activity otherwise prohibited by the Event Facility rules, or local/state/federal law; and/or engaging in other unsportsmanlike behavior, as determined by the Game Head Referee.
- 9.4.1.2. Player will not receive a second Warning in the same Game for a related infraction.
- 9.4.1.3. The minimum sanction for such a Player will be a Yellow Card.
- 9.4.2. Yellow Card (Mid-Level Enforcement)
- 9.4.2.1. Player will receive a Yellow Card for a serious instance of conduct described in [See Rule 10.3.1] that, in the discretion of the Game Head Referee, requires stronger enforcement.
- 9.4.2.2. Yellow Card will be shown to the Player and the Team Captain. The Player will receive five (5) Disciplinary Points.
- 9.4.2.3. Player receiving two (2) Yellow Cards in a game will receive a Red Card instead and will be subject to the sanctions described [See Rule 10.4.3].
- 9.4.2.4. Any Player receiving a Yellow Card in a game will not receive the courtesy of a Warning for a subsequent infraction. The minimum sanction for such a Player will be a Yellow Card.
- 9.4.3. Red Card (Third-Level Enforcement)
- 9.4.3.1. Player will receive a Red Card for a particularly egregious instance of conduct described [See Rule 10.1], for repeated instances of mis-conduct, or for fighting, extreme verbal abuse, lewd or obscene behavior, threatening behavior, and/or offensive language or comments.
- 9.4.3.2. Red Card will be shown to the Player and the Team Captain. The Player will receive ten (10) Disciplinary Points.
- 9.4.3.3. Any Player receiving a Red Card in any Game will not receive the courtesy of a Warning or Yellow Card for any infraction in any subsequent Game. The minimum sanction for such a Player will be a Red Card.
- 9.4.3.4. Any Player receiving a Red Card (or its equivalent in Disciplinary Points):
- 9.4.3.4.1. Must leave the vicinity of the Circuit Event and the permit area immediately.

- 9.4.3.4.2. Cannot be replaced on the Kicking Lineup by a bench player of the same sex. That player's spot in the Kicking Lineup now becomes an automatic out for that Team.
- 9.4.3.4.3. Cannot be replaced by a substitute in the Defensive Fielding Lineup, forcing their team to play a player fewer of the player's same sex who was removed (e.g. Teams must play with 9 Defensive Fielders vs 10 Defensive Fielders OR 7 Defensive Fielders instead of 8 Defensive Fielders during COT).
- 9.4.3.4.4. Teams entering COT are not eligible to add a player of the same sex to their Defensive Fielder position to replace the Red Carded player.
- 9.4.3.4.5. That Player will not be considered as being lawfully on the premises.
- 9.4.3.4.6. Failure of an ejected player to leave the premises of the Facility will cause that player's Team to forfeit any game it has in progress.
- 9.4.3.5. Visitors and Fans engaging in conduct described in [See Rule 10.4.3.4] will be issued Red Cards and subjected to removal from vicinity of the Circuit Event [See Rule 10.4.3.4.1].

9.5. DISCIPLINARY POINTS

- 9.5.1. Yellow Card
 - 9.5.1.1. When a player gets a yellow card during a game, the player is assigned 5 disciplinary points.
- 9.5.2. Red Card
 - 9.5.2.1. When a player gets a red card (or a combination of 2 yellow cards) during a game, the player is ejected from the game and the follow penalties apply:
 - 9.5.2.1.1. The player must sit out their next scheduled Circuit Event game.
 - 9.5.2.1.2. The player is assigned 10 disciplinary points.
- 9.5.3. For additional information regarding Accumulation of Points, exceptions, and appeals. See the Player Conduct Policy for additional information.

10. GAME PLAY GUIDELINES

10.1. OUTS

- 10.1.1. Any count of four (4) Strikes/Fouls is an Out.
- 10.1.2. Any pitched ball contacting the Kicker (whether kicked or not) and caught in the air by a defensive player prior to touching the ground is considered an out.
- 10.1.3. Any time a pitched ball kicked into play and not touched by any Fielder makes contact with a Baserunner who is not on base (absent a Baserunner who has overrun first base) is an out and results in a Dead Ball Stoppage. This is without any regard to the fault of the Baserunner.
- 10.1.4. At this Dead Ball Stoppage point:
 - 10.1.4.1. All Baserunners must return to the bases they last reached before the contact.
 - 10.1.4.2. If Baserunners would still be forced to advance after the out is recorded, then they automatically advance.

10.2. CONTACT WITH A KICKBALL IN PLAY

- 10.2.1. Any time a Fielder contacts a Baserunner who is not on base (absent a Baserunner who has overrun first base) with the ball, via a throw or a tag (with the exception of [See Rule 11.2.1.2]), is an out.
- 10.2.2. If any part of a ball thrown, kicked, or otherwise deflected by a Fielder at a Baserunner makes first contact with the Baserunner on any part of the head or neck while the Baserunner is not diving, not sliding, or not ducking, the Baserunner shall be awarded the base to which s/he was running.
- 10.2.3. Any time a Fielder has control of the ball and touches a base to which a Baserunner is forced to advance prior to the Baserunner reaching the base is an out.

10.3. BASE PATH RUNNING

- 10.3.1. Any Baserunner intentionally running more than four (4) feet outside the Base Path, intending to avoid a tag or throw, is out.

10.4. INTERFERING WITH A FIELDER

- 10.4.1. Any Baserunner interfering with a Fielder making an active play on the ball is out, results in a Dead Ball Stoppage, and requires all Baserunners to return to the bases they last reached before the interference. If Baserunners would still be forced to advance after this out is recorded, then they automatically advance.
- 10.4.2. Such interference includes, but is not limited to:
- 10.4.2.1. intentionally striking a ball in play; deliberately or recklessly contacting the Fielder; deliberate and direct verbal interference by a Baserunner in the immediate vicinity of a Fielder with that Fielder's attempt to field the ball; intentionally screening the ball from a Fielder's view; and/or a Base Coach interfering with the active play. If, in the discretion of a Game Referee, such interference would have prevented a Fielder from making an out on other Baserunners with ordinary effort, the Game Referee may call such Baserunners out.
- 10.4.3. Any Baserunner not on base when the ball is actually kicked by the Kicker is out.
- 10.4.3.1. If this is the third out of an inning, the Kicker's at-kick ends.
- 10.4.4. Any Baserunner who passes another Baserunner is out.
- 10.4.5. Any Baserunner who is physically assisted by any team member is out.
- 10.4.6. Any Base Coach recklessly interfering with a play will result any appropriately impacted Baserunners being called out.
- 10.4.7. Any attempt by the Kicker or Baserunner to make contact with a kicked ball, fair or foul, is out.
- 10.4.8. If a player cannot kick at the player's designated spot in the kicking order, except for injury, the "at kick" is an out.
- 10.4.9. Prior to the first pitch of an at-kick, the kicker can declare their intention to be called out. Upon making that declaration, the defense will have the choice to either (a) accept the out or to (b) intentionally walk the kicker resulting in two (2) bases being awarded. The kicker must accept the defense's decision and thus end the at-kick for the current kicker.
- 10.4.9.1. Once a pitch has been thrown to the kicker, the kicker forfeits the right to choose to declare the intention to be called out.

10.5. PITCHING

- 10.5.1. Teams must have one (1) and only one (1) pitcher while on defense.
- 10.5.2. A pitched ball must touch the ground at least twice prior to reaching the front of the plate. If the second bounce is on the plate, the pitch is a ball.
- 10.5.3. A Pitcher must deliver each pitch:
- 10.5.3.1. By hand; however, a Pitcher may throw the ball in any style they choose;
- 10.5.3.2. On or behind the Encroachment Line;
- 10.5.3.3. With the plant foot, upon release, on or behind the pitching strip and no more than one (1) foot to either side of the pitching strip;
- 10.5.3.4. And finish the pitching motion within the upper half of the Pitcher's Circle (bounded by the edge of the Pitcher's Circle nearest to second base and the diameter of the Pitcher's Circle that is collinear with the encroachment line between first and third base). See Pitcher Encroachment [See Rule 12.1].
- 10.5.4. The Pitcher's Circle extends in a six (6) foot radius from the pitching strip/line.

10.6. STRIKES & FOULS

- 10.6.1. Four (4) strikes and/or fouls and a Kicker is Out.
- 10.6.2. A pitched ball is a strike if:
- 10.6.2.1. Any part of it touches any part of the strike zone; and,
- 10.6.2.2. Touches the ground at least twice prior to reaching the front of the plate; and,
- 10.6.2.3. Any part of it does not reach more than one (1) foot high, as measured from the bottom of the ball, at any time (1) during the bounce that carries the ball to or through the strike zone and (2) at any point between the time when the ball passes the plate and reaches the horizontal plane of the kicker.
- 10.6.2.4. Any attempted kick that does not make contact with the ball is a strike.

- 10.6.2.4.1. It is a judgment call for the Game Head Referee or Game Referee(s) to determine whether the Kicker's movements constitute an attempted kick.
- 10.6.3. A Foul is:
 - 10.6.3.1. A Strike and is:
 - 10.6.3.1.1. Any kick that is kicked while the player's plant foot is outside of the Kicker's Box, OR
 - 10.6.3.1.2. Any kick that lands in foul territory outside of the Kicker's Box / Catcher's Zone, OR
 - 10.6.3.1.3. Any legally kicked ball that is still on or above home plate or wholly in foul territory when it is touched by a Fielder, OR
 - 10.6.3.1.4. Any kick during which the Kicker's plant foot is at least partly in front of Home Plate, OR
 - 10.6.3.2. Any improperly kicked ball is a foul. This includes:
 - 10.6.3.2.1. A kicker first contacting a pitched ball with the hands or any part of the arm, and who does not elect to be out, OR
 - 10.6.3.2.2. Any kicked foul ball is live until it hits the ground, makes contact with a Player/Runner until it hits the ground.
- 10.6.4. A Fielder may catch a foul ball to get the Kicker out. If a play is made, then any Baserunners who have properly tagged up may advance at their own risk.

10.7. STRIKE ZONE

- 10.7.1. Is 41" wide (one (1) foot to the lateral and back sides of home plate) and one (1) foot high.
- 10.7.2. Cones cannot be used to designate the strike zone. However, temporary paint on the field may be used as a guide for the Game Head Referee and Players to the Strike Zone location.
- 10.7.3. The Game Head Referee has final say on the strike zone location.
- 10.7.4. Cones should only be used to designate the foul lines.

10.8. BALLS

- 10.8.1. Four (4) balls and a Kicker is walked.
- 10.8.2. Any pitch that is not a strike or foul is a ball.

10.9. INTENTIONAL WALK

- 10.9.1. A Pitcher may intentionally walk a Kicker to award him/her with one (1) base only by stating "Intentional Walk" to the Game Head Referee after at least one (1) strike / foul has been pitched.
- 10.9.2. Intentional Walk Restriction
 - 10.9.2.1. Occurs when a pitcher fails to pitch at least one (1) strike / foul to the kicker in the same at-kick.
 - 10.9.2.2. The result will be the kicker being awarded two (2) bases.
 - 10.9.2.2.1. If this occurs, base runners are permitted to advance only if forced to do so by kicker being awarded two (2) bases as a result of an Intentional Walk Restriction.

10.10. CATCHING POSITIONS

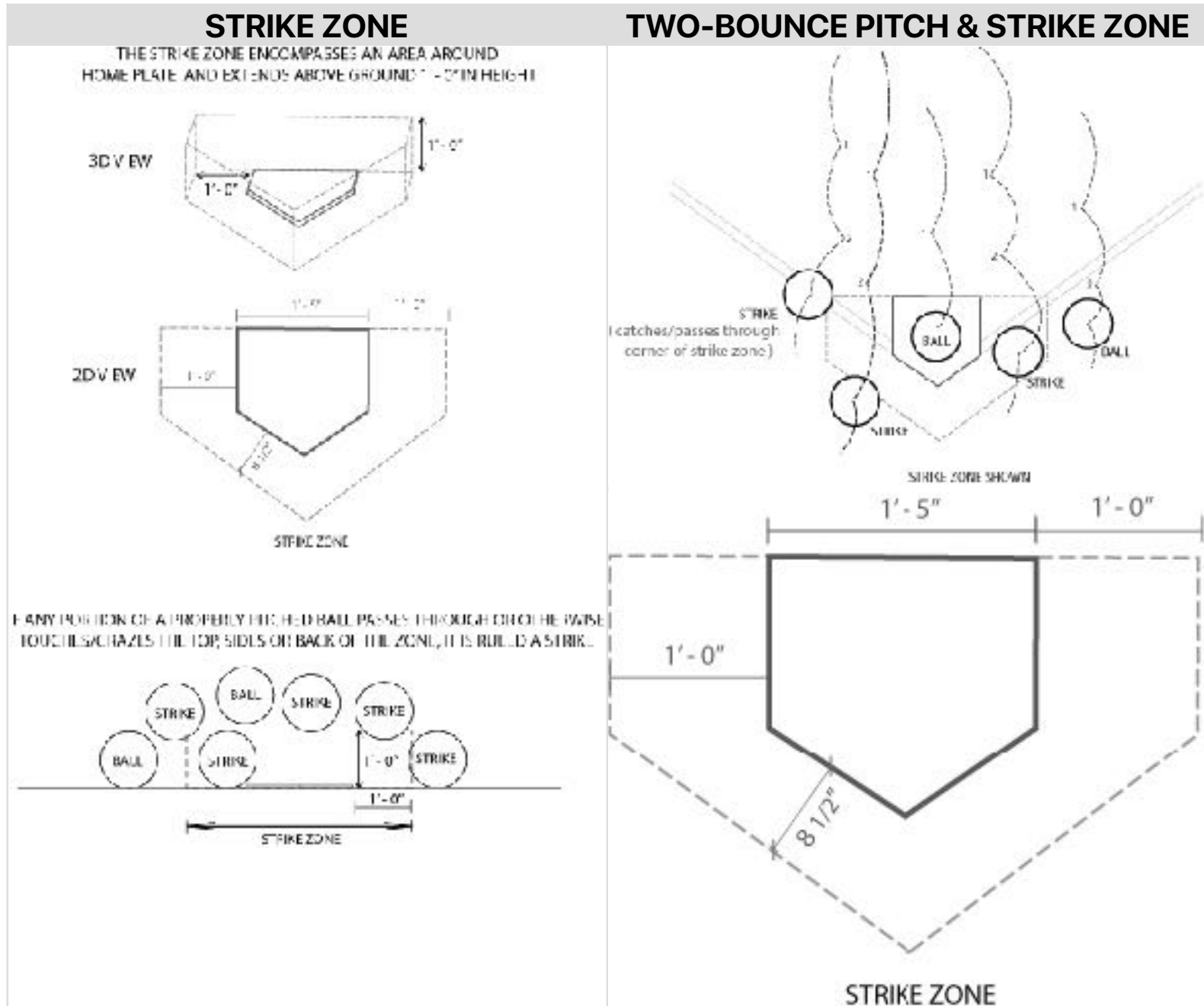
- 10.10.1. Teams must have one (1) and only one (1) Catcher while on defense.
- 10.10.2. Catcher must stand behind the Kicker and within the Kicker's Box / Catcher's Zone.
 - 10.10.2.1. No part of a Catcher's body may cross in front of the Kicker's back hip nor be positioned outside the Catcher's Zone until the ball is kicked or until the Kicker has let the ball pass.
 - 10.10.2.2. Failure to do so results in an Encroachment call [See Rule 12].
- 10.10.3. Catcher Obstruction is prohibited.
 - 10.10.3.1. If the Catcher impedes the Kicker intentionally or unintentionally (through physical contact or other deliberate movement into the Kicker's approach to kick the ball), the Catcher will be given a single warning for Catcher Obstruction, and the Kicker may opt to be awarded a ball in the count or the result of the play.
 - 10.10.3.2. If the Catcher repeats the Catcher Obstruction violation, the Kicker may opt to be awarded 1st base or to accept the result of the play.
- 10.10.4. Catcher Inducement is prohibited.

- 10.10.4.1. If a Kicker makes an unnatural move and initiates contact in an attempt to draw a Catcher Obstruction call, the Kicker will be given a single warning for Catcher Inducement, and the Fielding Team may opt to be awarded a strike in the count or the result of the play.
- 10.10.4.2. If that same Kicker repeats the Catcher Inducement violation, that Kicker shall be called out.

10.11. FIELDING POSITIONS

- 10.11.1. All Fielders, with the exception of the Catcher, must be positioned behind the encroachment line with at least one foot in fair territory until the ball is kicked.
- 10.11.2. Fielder's Position is defined by the front of the fielder's torso.
- 10.11.2.1. A fielding player found in foul territory will result in the Kicker having the option of being awarded two (2) balls in the count or the result of the play.

10.12. STRIKE ZONE DIAGRAMS



11. ENCROACHMENT & OBSTRUCTION

11.1. PITCHER ENCROACHMENT

- 11.1.1. Occurs when a Pitcher fails to deliver the pitch in accordance with [See Rule 10.5]. Failure to do so results in a Pitcher Encroachment call.
- 11.1.2. If a Pitcher falls during the delivery of their pitch and slips due to field conditions, it should not be considered Pitcher Encroachment. If the Pitcher is the first person to touch the kicked ball then this results in a Pitcher Encroachment call.

11.2. CATCHER ENCROACHMENT

- 11.2.1. When the Catcher is improperly positioned by not standing behind the Kicker within the Catcher's Zone & Kicker's Box. The Catcher's Zone is bounded on the left and right by the borders of the Kicker's Box, on the front by the back hip of the Kicker, and on the rear by the limits of the Field.
- 11.2.2. No part of a Catcher's body may cross in front of the Kicker's back hip nor be positioned outside the Catcher's Zone until the ball is kicked or until the Kicker has let the ball pass. Failure to do so results in an Catcher Encroachment call.
- 11.2.3. A Catcher is required to start behind the kicker, regardless of where the kicker begins their approach unless physical obstruction prevents the catcher from starting behind the kicker. In this instance, with the Game Head Referee's discretion, the catcher may start next to the kicker but shall not allow any part of their body to pass the kicker's back hip until the ball is kicked.

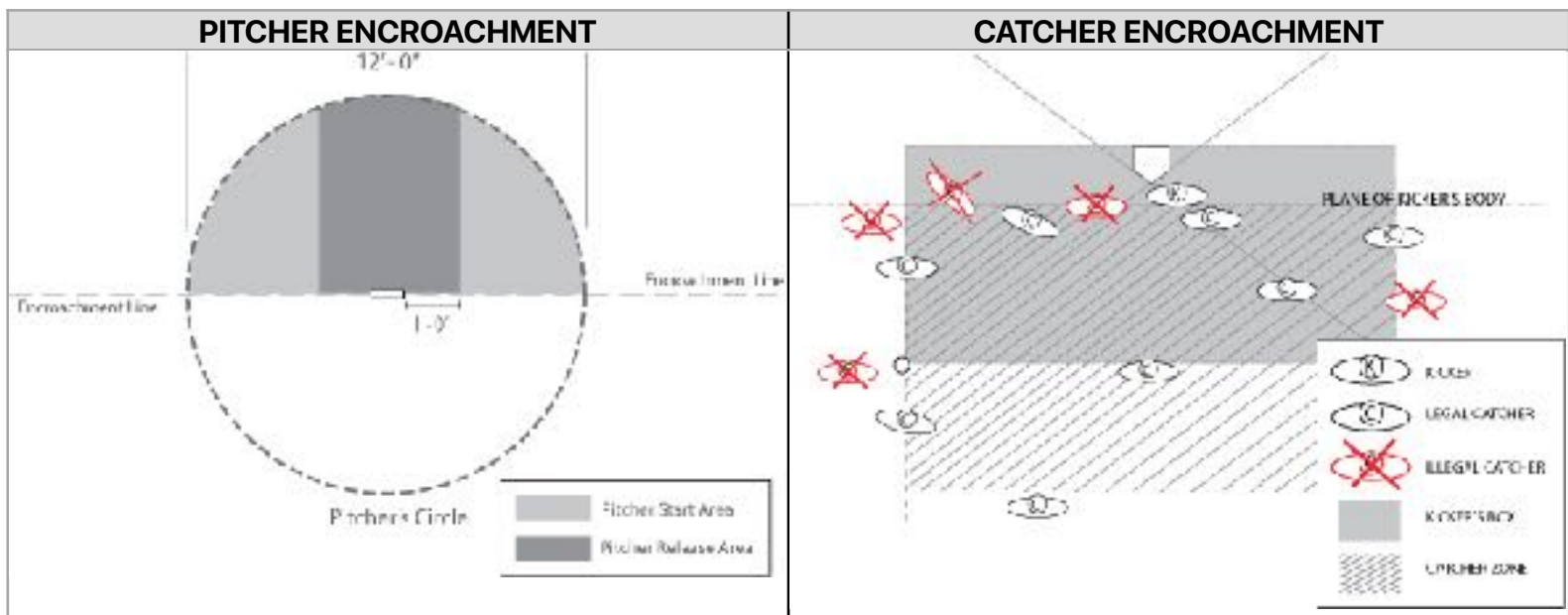
11.3. FIELDER ENCROACHMENT

- 11.3.1. Occurs when any Fielder (including the Pitcher) crosses the encroachment line between 1st base and 3rd base line (1st base / 3rd base) before the ball is kicked.
- 11.3.2. Failure to do so results in a Fielder Encroachment call.
- 11.3.3. A Fielder's Position is defined by the front of the fielder's torso.

11.4. ENCROACHMENT PENALTY

- 11.4.1. Encroachment is only penalized by the kicking team choosing to:
 - 11.4.1.1. Nullify the result of the play, and add two (2) balls to the Kicker's count; OR,
 - 11.4.1.2. Allow the result of the play to stand.
- 11.4.2. If the addition of two balls to the count would raise the balls count over four, the Kicker is walked as if there were four balls, and the next Kicker instead starts his/her at-kick with one ball.

11.5. ENCROACHMENT DIAGRAMS



11.6. OBSTRUCTION

- 11.6.1. Fielder Obstruction is prohibited in order to prevent injuries.
- 11.6.2. Fielders may not stand or set up within the baseline, on the base, in a position blocking the base, nor may they deliberately or recklessly contact Baserunners (including intentional fake tags), unless making an active play on the ball forces the defender to do so.
- 11.6.3. Fielders must use the "Inside Base" – the base to the left side of the foul line at 1st base – to record force outs on Baserunners at 1st base. No exception allows the Fielder to use the Safety Base located on the right side of the foul line.
- 11.6.4. Fielder Obstruction results in the Baserunner being awarded the base attempted by the Baserunner, at the discretion of the Game Head Referee or Game Referees. The base award is a delayed call at the end of a play, in order to determine whether the Kicking Team achieves a more advantageous result through game play.
- 11.6.4.1. However, a Baserunner's Interference with a Fielder's active play on a ball results in the Baserunner being called out.
- 11.6.5. When assessing Fielder Obstruction versus Baserunner Interference, the Referee will balance the Fielder's right to field the ball with the Baserunner's right to the base and use discretion to determine the resulting call.
- 11.6.5.1. The Referee will also consider balance the need to give the Fielder the opportunity to field a difficult play using ordinary effort with the consequences of the Fielding Team failing to execute an easier play. If neither an Obstruction nor an Interference Call is made due to a judgment of Incidental Conduct, the result of the play stands.
- 11.6.6. Presumptively Obstructive Behavior at Specific Locations. Absent the discretion of the Game Head Referee, the following scenarios are presumptively considered Fielder Obstruction:
- 11.6.6.1. Fielders not making an active play within a Baseline but who are nonetheless set up or standing in the baseline, while an oncoming Baserunner is, in the judgment of a Game Head Referee, actively attempting to run through that baseline.
- 11.6.6.2. Fielders not making an active play at 2nd or 3rd Base but who are nonetheless set up or standing on the base, while an oncoming Baserunner is, in the judgment of a Game Head Referee, actively attempting to run past 2nd or 3rd Base.
- 11.6.6.3. Fielders setting up to use any part of the body to block Home Plate from an oncoming Baserunner.
- 11.6.6.4. Presumptively Baserunner Interference at First Base. Absent the discretion of the Game Head Referee, a Baserunner attempting first base who contacts a Fielder who is making an active play on the ball, has a foot contacting first base, and is leaning out of the Baseline is presumptively considered as engaging in Baserunner Interference [See Rule 11.4.1].

12. KICKING, BASERUNNING & FIELDING**12.1. KICKING**

- 12.1.1. All legal kicks must occur within the Kicking Box and must:
- 12.1.1.1. Be made below the waist;
- 12.1.1.2. Occur with the Kicker's plant foot within the Kicker's Box, with no part of the plant foot either in front of the plate; and,
- 12.1.1.3. Contact the ball only once during the kicking motion or other bodily attempt to kick the ball.
- 12.1.1.4. If the above three (3) requirements are not met, the resulting kick is a Strike.
- 12.1.2. Teams must kick in their submitted kicking order.
- 12.1.2.1. A Kicker who is in the Kicker's Box and kicking out of order results in an out for the spot in the order that was due up according to the written lineup.
- 12.1.2.2. For Example: If the fourth Kicker is up when third Kicker should be up, the third Kicker is called Out. The Kicking Lineup will continue with the next spot due up.

12.2. BASERUNNING

- 12.2.1. Base stealing is prohibited.
- 12.2.2. A Baserunner off base when the ball is kicked is Out.

- 12.2.3. Baserunners establish a Base Path when, in the judgment of a Game Referee(s), they actively turn their torso towards the next base.
- 12.2.3.1. Baserunners may not intentionally run more than four (4) feet outside of the Base Path to avoid a tag or throw.
- 12.2.4. Baserunners have the right-of-way within the Base Path, except that a Fielder has the right to make a play on any ball in play, including within the baseline.
- 12.2.5. Baserunners must not contact a kicked ball in play that has yet to be touched by a fielder.
- 12.2.5.1. Failure to do so constitutes Interference.
- 12.2.6. Baserunners must not intentionally interfere with the fielding of a ball in play.
- 12.2.6.1. Failure to do so constitutes Interference, such interference includes, but is not limited to:
- 12.2.6.2. Intentionally striking a ball in play; deliberately or recklessly contacting the Fielder; deliberate and direct verbal interference by a Baserunner in the immediate vicinity of a Fielder with that Fielder's attempt to field the ball; intentionally screening the ball from a Fielder's view; and/or a Base Coach interfering with the active play.
- 12.2.7. A Baserunner running to 1st base must use the Safety Base located on the right side of the foul line. Failure to do so results in an out, unless:
 - 12.2.7.1. No Fielder occupies the Inside Base; OR,
 - 12.2.7.2. The Baserunner immediately advances to 2nd Base after touching the Inside Base; OR,
 - 12.2.7.3. An imminent collision with a Fielder forces the use of the Inside Base.
 - 12.2.7.4. Safety Base is only to be used for players traveling from home plate to first base. In the event of a player turning towards second base, the Safety Base is no longer a safe haven.
- 12.2.8. Baserunners may overrun 1st Base.
- 12.2.8.1. However, if a Player turn toward 2nd Base as if attempting to advance, they are in play and may be tagged out.
- 12.2.9. In force play situations that require a Baserunner to run to the next base, the base on which the Baserunner began the play is not a safe haven. If contacted by the ball while on that base, a Baserunner is out as if properly tagged off base.
- 12.2.10. If a base becomes dislodged during play, the Baserunner is considered on base while maintaining contact with the square area on the field representing the original location of the base.
- 12.2.11. Substitutions to Baserunners injured during a play are governed by Rule [8.4], above.
- 12.2.11.1. If the substitute Baserunner's spot in the Kicking Lineup comes up, the spot is skipped, and an out is recorded.
- 12.2.12. In order to advance on a caught fly ball, Baserunners must "tag-up" on their original bases at or subsequent to the Fielder's first contact with the ball.
 - 12.2.12.1. Failure to tag-up allows the defense to make an out by either tagging the Baserunner with the ball before the Baserunner returns to the original base, or by a Fielder in control of the ball touching the original base before the runner returns to it
 - 12.2.12.2. Failure to tag up is not an automatic out. It must be recognized by the defense, who must make a play on the Baserunner or original base.
- 12.2.13. A Baserunner who passes another Baserunner is out.
- 12.2.14. Two Baserunners may not occupy the same base.
 - 12.2.14.1. If while the ball is in play, they do so, the trailing Baserunner is out when tagged, and the lead Baserunner is entitled to the base.
 - 12.2.14.2. If a Baserunner (the trailing Baserunner) is forced to run to a base and occupies it at the same time as the lead Baserunner, the trailing Baserunner is entitled to the base, and the lead Baserunner is out if tagged with the ball by a Fielder, or if the Fielder tags the base while in possession of the ball.
- 12.2.15. A Baserunner physically assisted by a teammate is out. Any appropriate Baserunner whose Base Coach deliberately or recklessly interferes with a ball in play is out.
- 12.2.16. Once the Pitcher has the ball within the Pitcher's Circle, all Baserunners must stop at the base they are running toward unless the Pitcher, subsequent to receiving the ball, attempts to make a play on a Baserunner.
- 12.2.17. Formal appeals to the base are required on baserunning calls if a Fielder did not attempt to tag the base that was missed or left early while the ball was in play. The appeal can be made after time out is

established by the Pitcher and confirmed by the Game Head Referee. If a Baserunner is deemed out for a baserunning error, the play is adjusted accordingly as if the Baserunner was out at the time of the appeal. The exception is that if that Baserunner is the third out, no Baserunners trailing that Baserunner may score that inning.

12.3. OVERTHROWS

- 12.3.1. An Overthrow is any attempt towards a Baserunner or base that does not contact the Baserunner and deflects into foul territory.
- 12.3.1.1. A successful out recorded on that play means it is not an attempt, so it is not an Overthrow.
- 12.3.1.2. Similarly, any play on a Baserunner that contacts the Baserunner but does not result in an out is not an Overthrow.
- 12.3.1.3. If the play on the Baserunner misses and goes into foul territory, it is considered an Overthrow.
- 12.3.2. An Overthrow allows Baserunners to attempt to advance up to one (1) base beyond the base they were running toward when the ball traveled into foul territory.
- 12.3.2.1. These advancements are not automatic.
- 12.3.3. If the defense attempts to make a play on any Baserunner while advancing after an Overthrow, all Baserunners may attempt to advance as many bases as they choose (unless, of course, another Overthrow occurs in the process). It is up to the Game Head Referee's discretion as to what constitutes the defense "making a play" on a Baserunner.

12.4. DEAD BALL PLAYS

- 12.4.1. If a Baserunner contacts a pitched ball kicked into play and not touched by any Fielder, that Baserunner is out, and a Dead Ball Stoppage results. All other Baserunners to return to the bases they last reached before the contact occurred. If Baserunners would still be forced to advance after this out is recorded, then they automatically advance. This is without any regard to the fault of the Baserunner.
- 12.4.2. If a Baserunner intentionally touches the ball or otherwise interferes with its fielding, that Baserunner is out, a Dead Ball Stoppage is called, and any other Baserunners must return to the base they last reached before the touching. If Baserunners would still be forced to advance after this out is recorded, then they automatically advance. Such interference includes, but is not limited to: intentionally striking a ball in play; deliberately or recklessly contacting the Fielder; deliberate and direct verbal interference by a Baserunner in the immediate vicinity of a Fielder with that Fielder's attempt to field the ball; intentionally screening the ball from a Fielder's view. If, in the discretion of a Game Referee, such interference would have prevented a Fielder from making an out on other Baserunners with ordinary effort, the Game Referee may call such Baserunners out. See outs, Rule [11.1], for clarification.
- 12.4.3. If a Base Coach deliberately or recklessly interferes with a ball in play, a Dead Ball Stoppage is called, and a Referee may call any appropriate Baserunner out and require any appropriate Baserunners to return to the base they last reached before the Interference.
- 12.4.4. If a fair ball (which either stays in fair territory or later goes into foul territory after being played fair) becomes trapped in any object, hits a spectator, hits a movable object (e.g. backpack, chair, cooler), or travels to where a Fielder faces a substantial impediment in getting to the ball (e.g. natural or man-made obstacles, including, but not limited to fences, hills, roads, ditches, trees, and/or bushes), Dead Ball Stoppage is called.
- 12.4.4.1. The play is dead and the Kicker and all other Baserunners automatically advance only to the base to which they were headed at the point of the Dead Ball Stoppage. The Game Head Referee has the discretion to award the Kicker and Baserunners whatever additional base(s) they realistically would have reached had there not been a Dead Ball Stoppage.
- 12.4.5. Game Head Referee shall call an immediate Dead Ball Stoppage on any play with serious injury results. Any Baserunners, at the Game Head Referee discretion, may be awarded the base the Game Head Referee realistically believed they would be reached had there not been a serious injury. This awarding does not occur when it is the Kicker who is injured during the play.
- 12.4.6. The Game Head Referee, Event Head Referee, and Event Manager will determine any applicable Ground Rules for the field of play, including which Ground Rules dictate automatic application of a Dead Ball Play. Such Ground Rules must be clearly announced to both Team Captains before the start of any game.

- 12.4.7. If a kickball bursts or becomes defective during an active play, then a Dead Ball Stoppage is called, and the play shall be replayed in its entirety.

12.5. FAIR BALL PLAYS

- 12.5.1. A legally kicked ball is fair if it:
- 12.5.1.1. Passes the front of home plate; AND,
 - 12.5.1.2. Has not landed or rolled completely outside of either baseline (subject exception [See Rule 13.6.1.1]); AND,
 - 12.5.1.3. Is positioned on any part of a foul line OR between the two foul lines when it:
 - 12.5.1.3.1. Is first touched by a Fielder or Baserunner; OR
 - 12.5.1.3.2. Stops completely; OR
 - 12.5.1.3.3. Strikes 1st base or 3rd base; OR
 - 12.5.1.3.4. Passes 1st base or 3rd base in the air, after having landed on a foul line or between the two baselines before such passage; OR
 - 12.5.1.3.5. Lands past 1st base or 3rd base.
 - 12.5.1.4. The fielder's position when fielding the ball is irrelevant to whether the ball is fair.
 - 12.5.1.5. If a ball goes over a permanent fence that is aligned in fair territory on the fly, the Kicker shall be awarded an automatic Home Run.

12.6. FOUL BALL PLAYS

- 12.6.1. Any legally kicked ball that travels into foul territory outside the Catcher's Zone on its own prior to reaching the 1st base or 3rd base cone is foul.
- 12.6.1.1. However, a kicked ground ball may bounce in and through the Catcher's Zone, as well as through the territory between the Kicking Box and before the base lines, so long as it crosses the first and third baselines between the two cones marking the Kicker's Box. If it does so, it is a fair ball.
- 12.6.2. Any legally kicked ball that is still inside the Catcher's Zone when it is touched by a Fielder is foul.
- 12.6.3. Any legally kicked ball that is still on or above home plate when it is touched by a Fielder is foul.
- 12.6.4. Any legally kicked ball first touched by a Fielder or Baserunner while it is completely outside either foul line (subject to the exception of any ball described in [See Rule 12.6.1.1]) is foul.
- 12.6.5. Any kick that occurs above the waist of the Kicker is a foul. This kick, while illegal, is not considered a dead ball play.

12.7. DOUBLE KICKS

- 12.7.1. A double kick is when either:
- 12.7.1.1. a Kicker contacts the ball two (2) or more times in foul territory during an attempted kick which results in a foul. This kick, while illegal, is not considered a dead ball play; OR
 - 12.7.1.2. a Kicker contacts the ball two (2) or more times once in foul territory during an attempted kick and the second attempt in the field of play, this will result in a out. This kick, while illegal, is considered a dead ball play.
- 12.7.2. For double kicks that are bunts:
- 12.7.2.1. If a Kicker's second ball touch occurs after the plant foot has left the kickers box AND at least one foot has touched fair territory, this result is an out. If the Kicker is still in the air, not an established baserunner, then it is a foul.

12.8. FAIR/FOUL DIAGRAMS

<h3 style="text-align: center;">FAIR BUNTS</h3> <p style="text-align: center;">FAIR BUNTS</p>	<h3 style="text-align: center;">FAIR & FOUL BALL BOUNCE</h3> <p style="text-align: center;">FAIR & FOUL BALL BOUNCE</p>
<h3 style="text-align: center;">FAIR / FOUL PLANT FOOT</h3> <p style="text-align: center;">FAIR / FOUL PLANT FOOT</p>	<h3 style="text-align: center;">CATCHER FIELD FAIR / FOUL</h3> <p style="text-align: center;">CATCHER FIELD FAIR / FOUL</p>
<h3 style="text-align: center;">FIELDIED FOUL BALLS</h3> <p style="text-align: center;">FIELDIED FOUL BALLS</p>	

13. GAME LENGTH GUIDELINES

	Pool Play Round	Elimination Round
Maximum Inning Limit	5 innings	6 innings
Maximum Time Limit	60 minutes	65 minutes
Incomplete Innings at Time Limit?	<p>No new innings begin less than 5 minutes before the defined time limit.</p> <p>If maximum time limit is reached, and time/scheduling allows, teams must finish any incomplete inning in progress.</p> <p>If maximum time limit is reached, the final score reverts back to the last completed inning.</p>	<p>No new innings begin less than 5 minutes before the defined time limit.</p> <p>If the 65-minute time limit is reached, teams must finish any incomplete inning in progress.</p>
Tie Score at End of Time Limit?	Record as tie.	<p>Use COT to play extra innings until one team ahead at end of a full inning of COT, as long as time/scheduling permits.</p> <p>If still tied at end of COT time/scheduling constraints, use COT Last Tiebreaker.</p>
Mercy Rule Team ahead by 10+ runs at end of a full inning?	<p>Yes.</p> <p>Starting at the end of the 3rd inning. Winning team's option.</p>	<p>Yes.</p> <p>Starting at the end of the 4th inning. Winning team's option.</p>