

CO-ED & WOMEN DIVISIONS 2020 EDITION

Table of Contents

1. INTRODUCTION 2
2. DEFINITIONS 3
3. FIELD, GAME & EQUIPMENT GUIDELINES 6
4. SPORTSMANSHIP GUIDELINES 10
5. OVERTIME GUIDELINES 11
6. ELIGIBILITY & TEAM LINEUPS 13
7. INJURY GUIDELINES 14
8. SUBSTITUTIONS 15
9. ENFORCEMENT & DISCIPLINARY 17
10. GAME PLAY GUIDELINES 19
11. ENCROACHMENT, OBSTRUCTION, & INTERFERENCE 22
12. KICKING, BASERUNNING, & FIELDING 25
13. GAME LENGTH GUIDELINES 30
14. DIAGRAMS 31

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 rely 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. Any attempt to coerce or force an opposing team into an error, foul, or penalty will be treated as a severe sportsmanship violation.
- 1.1.6. 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. If an edge case or loophole is found, we will adhere to the intent of the rulebook rather than that interpretation of the written statute.

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 2020.

- 1.3.1. OBSTRUCTION [Section 11.5] updated.
- 1.3.2. INTERFERENCE [Section 11.6] updated and moved.
- 1.3.3. FIRST/SAFETY BASE [Section 12.2.4] and FIRST BASE OBSTRUCTION [11.5.6] updated.
- 1.3.4. ROUNDING AND INTENT [Section 12.2.5] added.
- 1.3.5. CONTINUITY AND RETROACTIVITY [Section 12.2.12] added.
- 1.3.6. DEAD BALL STOPPAGE [Section 12.4] updated.
- 1.3.7. Summary: Attempt to clean up obstruction and interference. Much more in-depth explanation of "rounding" and what constitutes becoming a live runner again, to try to avoid inconsistency. Revision of the "running lane" to try to give leeway for normal plays and normal rounding to occur, while enforcing collision protection on close plays. Removal of the ability to "round" through the inside first base if there is a feasible play at first; you may still round, but you must use the outside base. The concept and correction of a "continuity error", when someone is in an illegal position (generally in advance of the allotted bases on an overthrow) and derives an advantage from it; once the ball is dead, the Head Referee will now have the ability to fix the situation to what it should have been had rules been followed correctly.

2. DEFINITIONS

- 2.1. **Backstop.** Is a player or Non-Playing Coach behind home plate to keep the ball on the playing field. The backstop must remain behind the kicker, catcher, and Game Head Referee during all live balls. The backstop's purpose is to speed up gameplay by returning the pitched kickball to the Pitcher. Spectators are not permitted to act as a backstop. The Game Head Referee has full discretion to remove non-authorized or additional individuals from behind home plate if deemed necessary.
- 2.2. **Base Coaches.** The team kicking shall field no more than two base coaches at a time, one near first base and one near third base. Base Coach(es) are required to be either Players on the Team Roster or Non-Playing Coach(es).
- 2.3. **Base Path.** The path a runner establishes in advancing from one base to another
- 2.4. **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.
- 2.5. **Circuit Event.** An event that uses the Official Rulebook of Kickball365 and is sanctioned by the Circuit.
- 2.6. **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.
- 2.7. **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.
- 2.8. **Circuit Policy.** Are a series of documents that describe a variety of elements that make up The Circuit.
- 2.9. **Circuit Scoring Sheet.** Official score sheet completed by the Game Head Referee.
- 2.10. **Circuit Scoring System (CSS).** Used to establish the National Tour Standings for teams competing in either division for the Circuit Cup Championship.
- 2.11. **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.
- 2.12. **Dead Ball Stoppage.** A situation in which an active play is halted. No Baserunners may advance during a Dead Ball Stoppage.
- 2.13. **Double Walk.** A walk, intentional or otherwise, with no strikes/fouls pitched.
- 2.14. **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.
- 2.15. **End of Game.** If the away team is leading at the end of the final inning, the game is over and the away team wins. If the home team has the lead after the top of the final inning, the game is over and the home team wins; the bottom of the inning will not be played. If the home team attains the lead during the bottom of the final inning, the game is over immediately and the home team wins.
- 2.16. **Event Manager.** Individual appointed by Kickball365 to manage Circuit Event/Tournaments.
- 2.17. **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.
- 2.18. **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.
- 2.19. **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.
- 2.20. **Foul Territory.** Is that part of the playing field outside the first and third base lines extended to the outfield and behind the front of home plate. Note, foul lines and foul poles are not part of foul territory.
- 2.21. **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.
- 2.22. **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.
- 2.23. **Ground Rules.** The location, venue, and field specific rules that govern the gameplay impact of various hazards, features, and circumstances that are present in the game area. These will normally involve which surfaces and areas are live and which are Dead Ball Stoppages, any areas a Kicked Ball might be ruled an automatic single/double/triple/home run, and any alterations of game rules have been made to allow for weather or field imperfections.

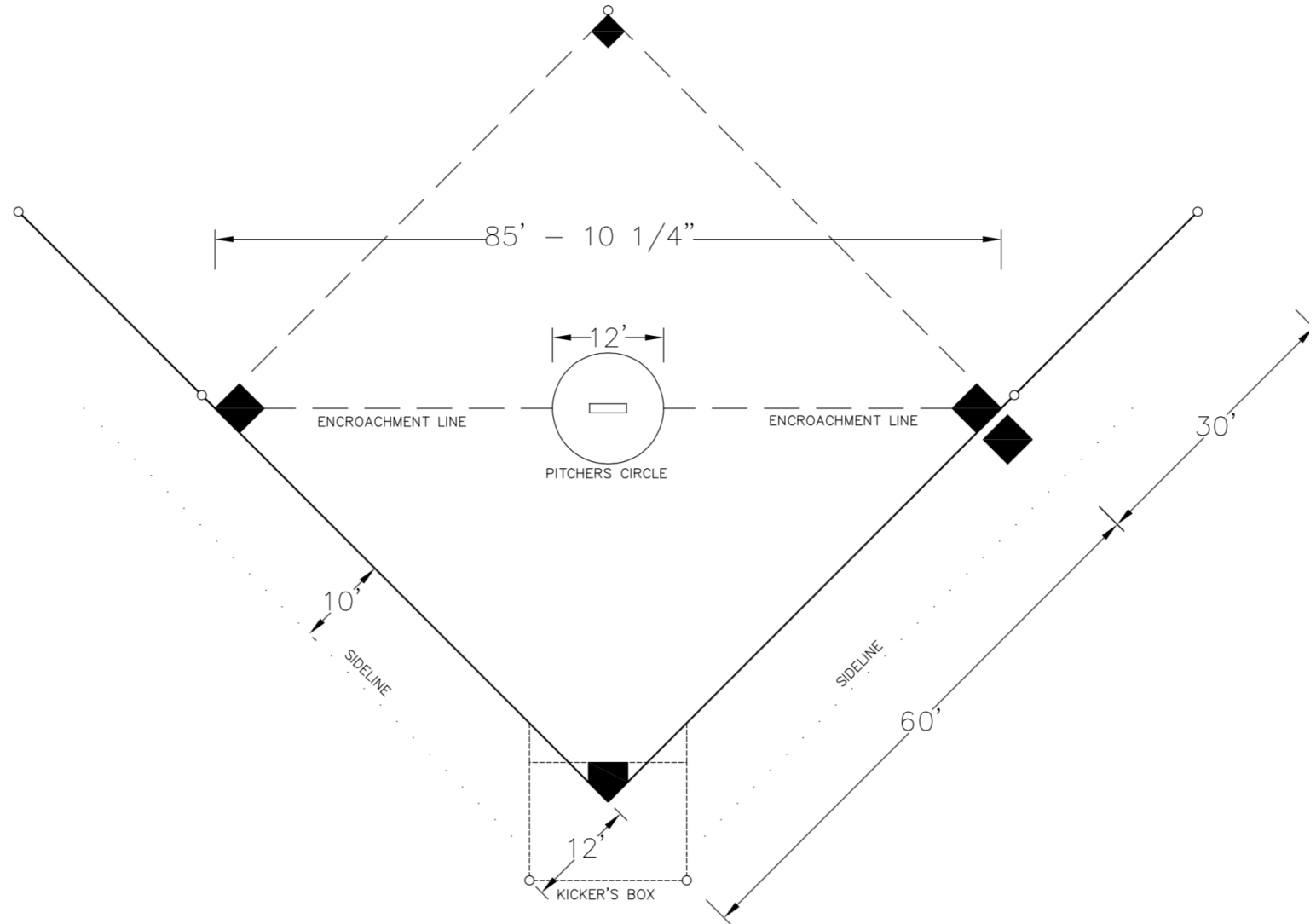
- 2.24. **Kicked Ball.** A ball kicked into play by the offense that has neither been fielded/touched by the defense, nor been established as a dead foul ball.
- 2.25. **Kicking Box.** The area shaped like a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Also known as the Kicker's Box.
- 2.26. **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.
- 2.27. **Kicker-Runner.** After making a legal kick into play, the kicker becomes an active baserunner, referred to as the kicker-runner to distinguish him/her from other baserunners.
- 2.28. **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.
- 2.29. **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.
- 2.30. **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.
- 2.31. **Overthrow.** Is any attempt towards a Baserunner or base that does not contact the Baserunner and travels into foul territory.
- 2.32. **Pass.** The deliberate transfer of a ball between two Fielders.
- 2.33. **Peg.** The deliberate act of throwing or otherwise directing a ball at a Baserunner by a Fielder.
- 2.34. **Pool Play Game.** Is the round-robin stage of Circuit Events.
- 2.35. **Ranking.** Value assigned to a Team for the purposes of seeding it into Pool Play in a Circuit Event.
- 2.36. **Rules Committee.** Is the main governing body that applies and interprets the Rulebook for The Circuit.
- 2.37. **Run Ratio.** Is a Team's Total Runs Scored divided by the sum of its Total Runs Scored and Total Runs Allowed ($RS / (RS + RA)$). Run Ratio cap is enforced at ten (10) runs from the total runs scored by the losing team.
- 2.38. **Running Lane.** Is the foul territory side of the first base line when a kicker runs towards first base. Kickers must be fully in foul territory at least twelve (12) feet before first base otherwise the result is an automatic out if there is an attempted play at that base. If permitted, this line will be marked on the fields. The Running Lane is established as a safety measure to avoid collisions with defenders and not impede a ball thrown by the defense in that direction.
- 2.39. **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.
- 2.40. **Structure of The Circuit.** Is the document that defines guidelines and policies of The Circuit.
- 2.41. **Team Bench / Sideline Area.** Is the list of players on a Team Event Roster who are not on a Team Lineup for a specific game.
- 2.42. **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. Team Captain's are required to attend Captain Meetings at HQ.
- 2.43. **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.
- 2.44. **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.
- 2.45. **Time Out.** Is an intentional halt in the play. Calling a Timeout allows the Team Captain of either team to communicate with their team (e.g., determine strategy or inspire morale, stop the game play but not the game clock). The player must request a timeout that is not forced by activity (e.g., such as a dead ball play, leaving the kicking box prematurely, etc.) and it must be granted by the Game Head Referee.
- 2.46. **Vanquished Runner.** A baserunner who has already been deemed out, due to the result of a play.

- 2.47. 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.
- 2.48. 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.

3.1.5. Foul Territory is the part of the playing field outside the first and third base lines extended to the outfield and behind the front of home plate. Note, foul lines and foul poles are not part of foul territory.

3.2. TEAM BENCH / SIDELINE AREA

3.2.1. Team Bench area is defined as the Sideline area [See Section 14] from the end of the Kicker's Box to the first or third base depending on the side of the field they are on.

3.2.2. Non-playing team personnel must remain in their Team Bench Area.

3.2.2.1. Violation of this rule will be assessed as a Warning. This rule is intended for safety and to avoid possible interference with officiating of the game.

3.2.3. 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.

3.2.3.1. Violation of this rule is a Warning. This rule is intended for safety and to avoid possible interference with officiating of the game.

3.2.4. Captains and/or Non-Playing Coaches are allowed to coach a base on the opposing teams sideline when their team is kicking.

3.3. SPECTATOR 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.

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.^[SEP]

3.4. PLAYERS EQUIPMENT

3.4.1. Any equipment on a Player (jersey/t-shirt, 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.

3.4.2.1.2. Teams may wear their own Jerseys or League T-Shirts. Player names or nicknames 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

3.4.2.4.1. For any infringement of these rules:

3.4.2.4.2. The Player at fault is to be instructed to leave the field of play to correct his/her equipment.

3.4.2.4.3. The Player is to leave the field of play when the play is dead, unless he/she has already corrected his/her equipment.

3.4.2.4.4. 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.

3.4.2.5. FOREIGN SUBSTANCE INFRINGEMENT

3.4.2.5.1. 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 [See Rule 2.14].

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 3.9].

3.5.4. Ties are allowed in Pool Play Games.

3.5.5. There is no Circuit Overtime permitted for Pool Play Games.

3.5.6. A Game Head Referee cannot start a new inning if there are less than 5 minutes remaining in the game. Game Head Referee will notify Team Captains when the 5-minute mark is reached.

3.5.7. Time Limits apply to Pool Play Games. [See Rule 3.8]

3.6. ELIMINATION GAMES

3.6.1. Consist of six (6) innings or sixty-five (65) minutes from start time, whichever comes first. See End of Game for additional details [See Rule 2.14].

- 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 3.9].
- 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 5.1].

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 Rules 3.5 and 3.6]
- 3.8.1.1. Time Limits will not apply to a Championship Game unless under direction of Facility Management or any unforeseen circumstances.
- 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 are to be governed by weather are to be governed by the Weather Policy.
- 3.10.6. All individuals have the right to leave the 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 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 COT.

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 9.4], 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 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 [See Rule 9.5.3.4.3].
- 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 8.2.2]
- 5.1.8. Time Limit does not exist. There is no pre-set time limit for COT.

5.2. CIRCUIT OVERTIME: GAME PLAY

- 5.2.1. 1st inning of COT will begin with the bases empty.
- 5.2.2. If the 1st inning of COT ends in a tie, the Teams will play a second inning of COT.
- 5.2.3. For the 2nd inning of COT, Teams will begin with last kicker of the previous inning as a baserunner on 2nd base.
- 5.2.4. If the 2nd inning of COT ends in a tie, teams will proceed to the Tie-Breaker.
 - 5.2.4.1. 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. Player Eligibility
 - 5.3.1.2.1. Only players in the current game are eligible to participate in the Shootout.
 - 5.3.1.2.2. Players on the Team Bench, who were submitted to the opposing Team Captain prior to the start of the games, are eligible to participate.
 - 5.3.1.2.3. Players substituted out of the game during the game or during COT are not eligible to further participate.
 - 5.3.1.3. Defensive Lineup
 - 5.3.1.3.1. Each team will continue to use only eight (8) players in the field for defense.
 - 5.3.1.3.2. For the Co-Ed Division this includes four (4) of each sex.
 - 5.3.1.4. Offensive Lineup
 - 5.3.1.4.1. The Kicking Team will kick five (5) kickers in a row.
 - 5.3.1.4.2. Each Kicker will kick with the bases empty.
 - 5.3.1.4.3. Each at-kick will consist of a single pitch. The result of the pitch and/or play will determine the score earned by the Kicker.

- 5.3.1.4.4. A ball kicked into play is treated as a normal live play, until the runner is out or the ball is returned to the pitcher and time is called.
- 5.3.1.4.5. Once a Kicker successfully reaches base OR is called out, the at-kick ends, and the Kicker will leave the field for the next Kicker.
- 5.3.1.5. Scoring System
 - 5.3.1.5.1. Getting out at any point, even while running extra bases, will result in 0 points, regardless of any bases reached prior to the out. This will end the at-kick.
 - 5.3.1.5.2. A foul or strike results in an out.
 - 5.3.1.5.3. A runner ending at first base will score a single, and receive 1 point.
 - 5.3.1.5.4. A double will score 2 points.
 - 5.3.1.5.5. A triple scores 3 points.
 - 5.3.1.5.6. A home run scores 4 points.
 - 5.3.1.5.7. A pitch that is taken for a ball scores 1 point, and the same Kicker will receive an additional pitch. There is no restriction on the number of pitches a Kicker may receive due to this effect.
 - 5.3.1.5.8. Encroachment called on the Fielding Team will result in a single ball (and thus 1 point and an additional pitch) being awarded to the Kicker. If the encroachment occurs on a ball kicked into play, the offensive team may choose to accept the full result of the play, instead. Accepting the result of the play will end the Kicker's at-kick and proceed to the next Kicker.
- 5.3.1.6. If the score is tied after each team's full 5 kicker lineup has kicked, the COT Tiebreaker will continue in "sudden death" style, with one (1) at-kick for each team until a winner is determined. These at-kicks will continue with the kicking order.
- 5.3.1.7. The winning team will get one run added to their score to indicate the victory, and it will be treated as a standard 1 run victory for future ranking and standing purposes.
- 5.3.2. 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 Team/Player Transfer Policy found at https://docs.google.com/document/d/1ufIFPAKzmuF2XBMAJbtRQlbrg-evxp3Z_pYVt9noi5A.

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 8.5].
- 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 8.5].
- 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 Substitutions to the Defensive Fielding Lineup are governed by [See Rule 8.5].
 - 6.3.3.1. Generally speaking, substitutions to the Defensive Lineup between two Players already in the Kicking Lineup are not restricted.
 - 6.3.3.2. There is no requirement that any Player in the Team Kicking Lineup must 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.
- 6.3.5. Infringements
 - 6.3.5.1. If a team is found to have replaced its Pitcher and/or Catcher position multiple times in a single inning the offending Team Captain will receive a Yellow Card and will be required to revert back to the previously replaced Pitcher and/or Catcher.

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 8.5].
- 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. Any player removed from a game due to injury must be checked out and by the Athletic Trainer before returning to future games.
- 7.1.6. If a Player is injured and cannot continue, the Team's Kicking Lineup will continue either:
- 7.1.6.1. With a valid substitute player of the same gender in the spot of the removed player, or, if no valid substitute is available,
- 7.1.6.2. In the same order, minus the removed player.
- 7.2. EMERGENCY RULES FOR ROSTER MINIMUM VIOLATIONS (GAME INJURIES & MORE)**
- 7.2.1. Pre-Game
- 7.2.1.1. If due to unforeseen circumstances beyond the teams control, a team that has fewer than the minimum roster requirements at the start of play may be permitted to proceed in play at the sole discretion of Kickball365.
- 7.2.1.2. If a team does not have the minimum number of players for a game provided. The impacted team must play its game and any subsequent games with Rules 7.2.2.1, 7.2.2.2, 7.2.2.3, 7.2.2.4, and 7.2.2.5 in effect.
- 7.2.2. Game in Progress
- 7.2.2.1. For Co-Ed Division Only. 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:
- 7.2.2.2. The injured female's spot in the Kicking Lineup is an automatic Out.
- 7.2.2.3. The team's Defensive Lineup must continue without the injured female.
- 7.2.2.4. The team will automatically forfeit the game if its third female is subsequently injured, ejected, or otherwise unable to continue; AND,
- 7.2.2.5. If the team wins the game in which the injury occurs, it must play its next game and any subsequent games 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. DURING GAME PLAY

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 COT, each Team will receive one (1) additional substitution.

8.3. SUBSTITUTION LIMITATIONS

8.3.1. Does not apply (i.e., Substitution does not count towards the limit) when:

8.3.2. In the discretion of the Game Head Referee, any of the first three (3) substitutions were due to legitimate injury; or,

8.3.3. 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 fails to confirm to the opposing Team Captain 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 for any substitution infringement

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
8.5.1. Kicking Line-up	Valid Same Gender Substitute from Bench	Limit 3 Per Game, Plus 1 Additional if Game Goes to Overtime. If sub is due to legitimate injury suffered during this game, it doesn't count against this Limit.	No
	Choosing Not to Kick Position	May Only Skip if Injury Occurred, and Occured During This Game May only choose to skip kicker if no valid same-gender bench player is available, see above.	No
8.5.2. Baserunners	Bench Player of Same Gender Only. If legitimate injury occurs and no such subs exist, team may substitute in last out of same gender.	Three (3) Per Game Plus one (1) for Overtime. If sub is due to legitimate injury suffered or aggravated during the previous play, it doesn't count against this Limit.	No
8.5.3. Defensive Player	No One Choosing to play one (1) less player in the field.	Must you maintain the minimum fielder requirements, and must always have a Pitcher and Catcher. Substitutions must be made in a timely manner. Otherwise no limitations.	Yes. Replaced fielder must continue kicking in their spot in kicking line-up and may freely return to field.
	Anyone in Kicking Lineup	Pitcher and Catcher may only be changed once, except for injury [See Rule 6.3.4.2] All other positions may be freely changed.	Yes. Replaced fielder must continue kicking in their spot in kicking line-up and may freely return to field.
	Someone on Bench	Three (3) Limit Per Game Plus one (1) for Overtime. Pitcher and Catcher may only be changed once, except for injury [See Rule 6.3.4.2]	No
8.5.4. Ejected Player	Not Permitted	N/A	N/A

9. ENFORCEMENT & DISCIPLINARY

9.1. AUTHORITY AND ENFORCEMENT

- 9.1.1. 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.
- 9.1.2. 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.
- 9.1.3. 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.

9.2. DISCIPLINARY ACTIONS

- 9.2.1. At the time of issuing a disciplinary action the Game Head Referee must notify all Game Referee(s), and both Team Captains of such issuance.
- 9.2.2. 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.
- 9.2.3. 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 Section 9.3].

9.3. DISCIPLINARY LEVELS

9.3.1. Warnings (Lowest-Level Enforcement)

- 9.3.1.1. Player will receive a Warning for committing any of the following towards another Player, Referee, Visitor, or Fan in attendance. The following actions are examples only and are not a complete list: 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.
- 9.3.1.2. Players will not receive a second Warning in the same Game for a related infraction.
- 9.3.1.3. The minimum sanction for such a Player will be a Yellow Card.

9.3.2. Yellow Card (Mid-Level Enforcement)

- 9.3.2.1. Player will receive a Yellow Card for committing any of the following towards another Player, Referee, Visitor, or Fan in attendance. The following actions are examples only and are not a complete list: Commits a reckless manner (for example, charging, pushing, tripping), commits a tactical foul designed to interfere with or impede an opposing team (e.g., pushing an opponent, blatantly holding an opponent or an opponent’s uniform), commits an act which, in the opinion of the Game Head Referee, shows a lack of respect for the game (e.g., aggressive attitude, inflammatory behavior, slamming equipment, or taunting), fakes an injury or exaggerates the seriousness of an injury, Interferes with or prevents the Fielder from releasing the kickball from the hands into play, and/or verbally distracts an opponent during play, etc.).
- 9.3.2.2. Player will receive a Yellow Card for a serious instance of conduct described in [See Rule 9.3.2.1] that, in the discretion of the Game Head Referee, requires stronger enforcement.
- 9.3.2.3. Yellow Card will be shown to the Player and the Team Captain. The Player will receive five (5) Disciplinary Points.
- 9.3.2.4. 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 9.4.2].
- 9.3.2.5. 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.

9.3.3. Red Card (Third-Level Enforcement)

- 9.3.3.1. Player will receive a Red Card for a particularly egregious instance of conduct described [See Rule 9.3.2.1], for repeated instances of misconduct, or for fighting, extreme verbal abuse, lewd or obscene behavior, threatening behavior, and/or offensive language or comments.
- 9.3.3.2. Red Card will be shown to the Player and explained to the Team Captain.
- 9.3.3.3. 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 at this event. The minimum sanction for such a Player will be a Red Card.

- 9.3.3.4. Any Player receiving a Red Card (or its equivalent in Disciplinary Points):
 - 9.3.3.4.1. Must leave the vicinity of the Circuit Event and the permit area immediately.
 - 9.3.3.4.2. 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.
 - 9.3.3.4.3. 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 nine (9) Defensive Fielders vs ten (10) Defensive Fielders OR seven (7) Defensive Fielders instead of eight (8) Defensive Fielders during COT).
 - 9.3.3.4.4. 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.
 - 9.3.3.4.5. That Player will not be considered as being lawfully on the premises.
 - 9.3.3.4.6. 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.
- 9.3.3.5. Visitors and Fans engaging in egregious instance conduct described in [See Rule 9.3.2.1] will be issued Red Cards and subjected to removal from vicinity of the Circuit Event.

9.4. DISCIPLINARY POINTS

- 9.4.1. Yellow Card
 - 9.4.1.1. When a player gets a yellow card during a game, the player is assigned 5 disciplinary points.
- 9.4.2. Red Card
 - 9.4.2.1. 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
 - 9.4.2.2. The player must sit out their next scheduled Circuit Event game
 - 9.4.2.3. The player is assigned 10 disciplinary points.
 - 9.4.3. 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. CONTACT BETWEEN BASERUNNER AND BALL IN PLAY
- 10.1.3.1. Any time a pitched ball kicked into play, and NOT YET TOUCHED by any Fielder, contacts a Baserunner who is not on a base, this is an out and results in a Dead Ball Stoppage. This is without any regard to the fault of the Baserunner.
- 10.1.3.1.1. If a runner is forced off their base due to the kicker-runner, they are not considered legally on base when hit, and the out and Dead Ball Stoppage Occur as if they were off the base.
- 10.1.3.2. At this Dead Ball Stoppage point:
- 10.1.3.2.1. All Baserunners (except any just rendered OUT) must return to the bases they last reached before the stoppage.
- 10.1.3.2.2. If Baserunners would still be forced to advance after the out(s) are recorded, then they automatically advance.
- 10.1.3.3. A ball that HAS BEEN TOUCHED BY A FIELDER that contacts a Baserunner who is not on a base (absent a Baserunner who has overrun first base) with the ball, via a throw or a tag (with the exception of Catcher Encroachment [See Rule 11.2.]), is an out.
- 10.1.3.3.1. Intent by either party is irrelevant for the purpose of this out, as accidental deflections, pegs, tags, and combinations thereof are treated identically if contact with a runner is made.
- 10.1.3.3.2. A runner who is forced off their current base by subsequent runners advancing can be tagged or pegged out as if they were off base. [See Rule 12.2.6.1.]
- 10.1.3.3.3. If this contact occurs to the head or neck of the Baserunner, while they are not diving, sliding, or ducking, the Baserunner shall be safely awarded the base to which they were running. If the contact results in injury or temporary incapacitation such that the affected Baserunner doesn't reach one or more base(s) he/she is deemed to have likely reached, the Head Referee may award additional base(s).
- 10.1.3.4. 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.
- 10.1.3.4.1. Hitting the base with the ball is NOT an out. The fielder must have control and touch the base themselves.
- 10.1.3.4.2. Touching the base with the ball, while maintaining complete control of the ball, is an out. Fielder must not rely on the ground/base to establish that control.
- 10.1.3.5. Any Baserunner intentionally running more than four (4) feet outside their established Base Path, for the purpose of avoiding a tag or throw, is out.
- 10.1.3.5.1. Swerving to avoid a collision or safety concern will not result in an out, unless the action also caused the avoidance of a tag or peg attempt.
- 10.1.3.5.2. Referee(s) will use their judgment to weigh both the intent of the runner and the right of the defense to complete an ordinary play to determine if an out would likely have been made but was denied due to the runner leaving the Base Path unreasonably.
- 10.1.4. Any Baserunner not on base when the ball is kicked by the Kicker is out.
- 10.1.4.1. If this is the third out of an inning, the current Kicker's at-kick ends.
- 10.1.5. Any Baserunner who passes another Baserunner is out.
- 10.1.6. Interference with a fielder or play results in an out. [See Rule 11.6]
- 10.1.7. If a player cannot kick at the player's designated spot in the kicking order, except for injury, the "at-kick" is an out.
- 10.1.8. Prior to the first pitch of an at-kick, the kicker can declare their intention to surrender and 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.
- 10.1.8.1. Once a pitch has been thrown to the kicker, the kicker forfeits the right to choose to declare the intention to be called out.

10.2. PITCHING

- 10.2.1. Teams must have one (1) and only one (1) pitcher and catcher while on defense.
- 10.2.2. 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.

- 10.2.3. A Pitcher must deliver each pitch:
 - 10.2.3.1. By hand; however, a Pitcher may throw the ball in any style they choose;
 - 10.2.3.2. On or behind the Encroachment Line;
 - 10.2.3.3. With the plant foot, upon release, on or behind the front edge of the pitching strip and no wider than one (1) foot from the nearest edge of the pitching strip;
 - 10.2.3.4. 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 11.1].

10.2.4. The Pitcher's Circle extends in a six (6) foot radius from the pitching strip/line.

10.3. STRIKES & FOULS

- 10.3.1. Four (4) strikes and/or fouls and a Kicker is Out.
- 10.3.2. A pitched ball is counted as a strike if:
 - 10.3.2.1. Any part of it touches any part of the strike zone; and,
 - 10.3.2.2. Touches the ground at least twice prior to reaching the front of the plate; and,
 - 10.3.2.3. It never exceeds one (1) foot off the ground, 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 front of the horizontal plane of the kicker; or
 - 10.3.2.4. The kicker attempts, in the judgment of the Referee(s), to kick the ball but doesn't make contact (a swing-and-miss); or
 - 10.3.2.5. The kicker attempts to kick but it results in a foul ball.
- 10.3.3. A Foul ball is:
 - 10.3.3.1. An illegally kicked ball. [See Rule 12.1]
 - 10.3.3.2. Any kick that lands in foul territory outside of the Kicker's Box / Catcher's Zone, OR
 - 10.3.3.3. Any legally kicked ball that is still on or above home plate or wholly in/over foul territory when it is touched by a Fielder.
- 10.3.4. Any kicked foul ball is live until it hits the ground, hits an obstacle or bystander/spectator, or proceeds out of play based on the field's ground rules.
 - 10.3.4.1. 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.

10.4. STRIKE ZONE

- 10.4.1. 41" wide (one (1) foot to the lateral and back sides of home plate) and one (1) foot high.
- 10.4.2. Due to safety concerns, no cones or markers may be used to designate the strike zone. However, temporary paint on the field can and will be used as a guide for the Game Head Referee and Players to the Strike Zone location, when field access permits.
- 10.4.3. The Game Head Referee has ultimate discretion and final say on the strike zone location and result of any pitch.

10.5. BALLS/WALKS

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

10.6. INTENTIONAL WALK

- 10.6.1. A Pitcher may elect not to pitch to and to instead Intentionally Walk a Kicker to award him/her with the appropriate base(s) by stating "Intentional Walk" to the Game Head Referee or confirming a clear intent to award the Kicker a walk.
 - 10.6.1.1. If this is done with no strikes/fouls, it will constitute a Double Walk. If done with at least one strike/foul, it will result in a single base walk.
 - 10.6.1.2. Offering an Intentional Double Walk before the first pitch is thrown supersedes the right of the Kicker to surrender, and will result in the kicker immediately advancing to second base. [See Rule 10.1.8]
 - 10.6.1.3. Only the Pitcher may declare an Intentional Walk. Coaches may signal the pitcher to do so, but the pitcher must communicate this desire to the Head Referee. Once confirmed, the action may not be revoked.

10.7. DOUBLE WALK

- 10.7.1. Occurs when a pitcher fails to pitch at least one (1) strike / foul to the kicker in the same at-kick.
- 10.7.2. The result will be the kicker being awarded two (2) bases.
- 10.7.3. 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.

10.8. CATCHING POSITION

10.8.1. Teams must have one (1) and only one (1) Catcher while on defense.

10.8.2. Catcher must stand behind the Kicker and within the Kicker's Box / Catcher's Zone.

10.9. FIELDING POSITIONS

10.9.1. 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.

10.9.2. Fielder's Position is defined by the front of the fielder's torso.

11. ENCROACHMENT, OBSTRUCTION, & INTERFERENCE

11.1. PITCHER ENCROACHMENT

- 11.1.1. Occurs when a Pitcher fails to deliver the pitch in accordance with [See Rule 10.2.3]. 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. However, if the Pitcher is subsequently the first person to touch the Kicked Ball and derives an advantage from initially being in an encroaching position, this would be encroachment.

11.2. CATCHER ENCROACHMENT

- 11.2.1. No part of a Catcher's body may cross in front of the back horizontal plane of the Kicker nor be positioned outside the Catcher's Zone until the ball is kicked or until the Kicker has let the ball pass.
 - 11.2.1.1. 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. 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.
- 11.2.3. Failure to do so results in an Encroachment call, and the associated penalty. [See Rule 11.4]

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.
 - 11.4.1.3. 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. OBSTRUCTION (of a fielder on a runner)

- 11.5.1. Fielder Obstruction is prohibited in order to prevent injuries.
- 11.5.2. 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.
- 11.5.3. 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.
- 11.5.4. Fielders at a base must ALWAYS leave a clear lane for the runner to access the base, until the ball is in their possession and control. If a Fielder is in a blocking position before having control of the ball, and the Baserunner is approaching, Obstruction may be called even if there is no collision.
- 11.5.5. Unless they are in possession of the ball, or are the most direct fielder pursuing an unfielded Kicked Ball, all Fielders must avoid blocking any Baserunner. If, in a natural base path and during normal advancement or retreat, a Baserunner collides with or is forced to substantially alter their course to avoid a collision with an improperly placed Fielder, the Baserunner may be entitled to the base he/she was running towards. At the conclusion of the play, the Head Referee may award the next base and potentially extra base(s), or may otherwise correct the game state if this obstruction prevented further advancement or caused a continuity error.
 - 11.5.5.1. An attempt by a Baserunner to force contact with a Fielder to gain the benefit of an Obstruction call will be considered both a safety and sportsmanship concern, and will be subject to disciplinary action.
 - 11.5.5.2. If no meaningful advancement was possible, no Obstruction can be called, as no progress was obstructed. Obstruction calls cannot award bases another Baserunner is at, nor award bases that the Baserunner made no realistic attempt or had no realistic chance to reach. Additionally, a runner cannot be obstructed when pursuing a base they cannot legally obtain (such as returning to a base they are forced from, running

towards third after missing second base, or running beyond the limitations of their overthrow advancement), though any safety/sportsmanship penalties will still be enforced.

- 11.5.5.3. If a trailing Baserunner passes a live lead Baserunner due to the lead Baserunner being obstructed, the penalties for passing are removed if the situation resolves itself directly (with the trailing runner retreating behind the lead runner immediately).
- 11.5.5.4. If a trailing runner advanced to the base a vanquished Baserunner is subsequently assigned due to an obstruction call, the Kicking Team will have the option of taking the play as it stands or assigning the obstructed baserunner that base and returning trailing runners to previous bases when forced backwards.
- 11.5.6. **FIRST BASE OBSTRUCTION**
- 11.5.6.1. Fielders must use the "Inside Base" – the base inside 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.
- 11.5.6.2. **TRESPASSING IN THE RUNNING LANE**
- 11.5.6.2.1. Fielders may enter the Running Lane to field a defensively-played ball, but must avoid both contact and threat of contact with a Baserunner in that Running Lane. Contact with, or near contact with an active Baserunner who is running entirely within the Running Lane will be both Obstruction and a safety and sportsmanship violation, and will be subject to disciplinary action.
- 11.5.6.2.2. Even on a completed defensive play within the Running Lane, if the Baserunner is put into an unsafe position or forced to take evasive action, Obstruction may be called.
- 11.5.6.2.3. After fielding a defensively-played ball in the Running Lane, the Fielder must vacate the Running Lane immediately.
- 11.5.6.2.4. A fielder in control of the ball may enter the Running Lane to tag a runner. However, if the fielder receives the ball **INSIDE** the Running Lane, he/she must still vacate before any potential collision.
- 11.5.6.2.4.1. An attempt by a vanquished Baserunner to force avoidable contact with a Fielder in the Running Lane to gain the benefit of an Obstruction call will be considered both a safety and sportsmanship concern, and will be subject to disciplinary action.
- 11.5.6.2.5. Fielders have the right to pursue a Kicked Ball, even into the Running Lane.
- 11.5.7. **Presumptively Obstructive Behavior at Specific Locations.** Absent the discretion of the Game Head Referee, the following scenarios are presumptively considered Fielder Obstruction:
- 11.5.7.1. Fielders not making an active play on a Kicked Ball 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.
- 11.5.7.2. Fielders not making an active play on a Kicked Ball 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.
- 11.5.7.3. Fielders setting up to use any part of the body to block Home Plate from an oncoming Baserunner.
- 11.5.8. **CATCHER OBSTRUCTION**
- 11.5.8.1. If the Catcher impedes the Kicker (through any physical contact or movement into the Kicker's approach to kick the ball), the Fielding Team will be given a single warning for Catcher Obstruction, and the obstructed Kicker may opt to be awarded two balls in the count or take the result of the play.
- 11.5.8.1.1. On the second and any subsequent Catcher Obstruction occurrences for that Fielding Team (regardless of whether it's the same catcher), the obstructed Kicker may opt to be awarded first base, be awarded two balls in the count, or take the result of the play.
- 11.5.8.1.2. If Catcher Obstruction is deemed intentional or reckless, or a single Catcher repeatedly commits Catcher Obstruction, the obstructing catcher may be subject to disciplinary action.
- 11.5.9. **CATCHER INDUCEMENT**
- 11.5.9.1. If a Kicker makes an unnatural move/run-up and initiates contact in an attempt to draw a Catcher Obstruction call, that Kicker's Team will be given a single warning for Catcher Inducement, and the Fielding Team may opt to be awarded a strike in the count or take the result of the play. If the ball wasn't successfully kicked into play, the Fielding Team may take the result of the pitch, a strike, or both. Thus, if the inducement occurs on a foul ball or strike thrown, two strikes will be added to the count.
- 11.5.9.2. If any Kicker on the warned team subsequently commits a Catcher Inducement violation in that game, that Kicker shall be called out. This is a sportsmanship violation, and may be subject to disciplinary action.

11.6. INTERFERENCE (by a runner/coach on a fielder or play)

- 11.6.1. Any Baserunner interfering with a Fielder making an active play on a 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. 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.
- 11.6.1.1. Such interference includes, but is not limited to: avoidable physical contact with a Fielder; direct verbal interference by a Baserunner in the immediate vicinity of a Fielder or with an attempt to field a ball; intentional screening of the ball from a Fielder's view; failure to vacate a base a Baserunner is forced off of and subsequently hindering a fielding attempt at that base.
- 11.6.2. It is the Baserunner's obligation to avoid contact with a Fielder in a legal position to receive an impending throw to their base. If the Fielder is in a non-blocking position and gives a clear approach lane, the Baserunner must take advantage of that approach and avoid contact. Failure to do so will constitute Interference, regardless of whether the play would have been successful. If this is deemed to be intentional or reckless, it may be considered a sportsmanship violation and be subject to disciplinary action.
- 11.6.3. Blocking of the path of the most direct fielder's line to a Kicked Ball constitutes Interference, whether the action was intentional or accidental. Baserunners have the obligation to vacate both the area the Kicked Ball is at and the most opportune approach to fielding said ball, regardless of whether it is in or out of any Base Path, is fair or foul, and is grounded or in flight. The fielding team has the ultimate right to field a Kicked Ball. Once a fielding attempt is made, even if it is unsuccessful, this obligation is removed.
- 11.6.3.1. Any attempt by a Fielder to induce a blocking call on such a play will be a sportsmanship violation, and subject to disciplinary action.
- 11.6.4. Any attempt, whether successful or not, by the Kicker or Baserunner to intentionally make contact with a live Kicked Ball, fair or foul, is interference and an out. Such an attempt is a sportsmanship violation, and subject to disciplinary action.
- 11.6.5. **COACH INTERFERENCE**
- 11.6.5.1. Base Coaches, Teammates, and Team Staff/Volunteers may not impact a defensive play. This includes intentionally hitting a ball in play, stopping a live Kicked Ball a fielder was attempting to field, or intentionally or negligently hindering a fielder's path. Incidental or accidental contact, and unavoidable/unforeseeable collisions will not be penalized. Coach Interference may be considered a sportsmanship violation and result in disciplinary action.
- 11.6.5.2. A Baserunner receiving physical assistance from another Baserunner, Base Coach, Teammate, or Spectator is out. This includes pushing a runner, stopping a runner from running in a direction or from being passed, helping a runner up, or steadying a runner who has lost balance. While "high fives" and non-advantage contact are permitted, it is **STRONGLY** recommended that teams avoid contact with live Baserunners in any manner, in order to avoid confusion.
- 11.6.5.3. Base coaches or teammates leaving the sideline area and entering the field of play for the purpose of getting a Baserunner's attention, coaching, or otherwise impacting their advancement will also be deemed as illegally assisting the Baserunner and Interference.

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 position and ready to kick, and out of correct 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 would then resume with the fourth Kicker up.

12.2. BASERUNNING

- 12.2.1. Base stealing is prohibited.
- 12.2.2. Any Baserunner(s) off base when the ball is kicked are Out.
- 12.2.2.1. Baserunners may not intentionally run more than four (4) feet outside of the Base Path to avoid a tag or throw. [See Rule 10.1.3.5.]
- 12.2.3. Baserunners have the right-of-way within the Base Path, except that a Fielder has the absolute right to make a play on a Kicked Ball, including within the baseline and even the Running Lane. [See Rules 11.6.3,12.2.4]
- 12.2.4. FIRST/SAFETY BASE and RUNNING LANE
- 12.2.4.1. Kickers running to first base must be fully in foul territory at least twelve (12) feet before first base, in the "Running Lane". If permitted, this line will be marked on the fields. The Running Lane is established as a safety measure to avoid collisions with defenders and not impede a ball thrown by the defense in that direction. [See RUNNING LANE DIAGRAM]
 - 12.2.4.1.1. If the Kicker-runner is not in the Running Lane, and a realistically-completable play occurs on that runner at first base, the runner will automatically be out.
 - 12.2.4.1.2. If the Kicker-runner is forced to evade due to the presence of a fielder in the Running Lane, he/she is allowed freedom to deviate from the Running Lane and even to use the inside base if it is safer and more direct after such an evasion. [See Rules 12.2.3, 11.6.3]
 - 12.2.4.1.3. If such evasion is caused by a fielder's pursuit of a defensively played ball, this is Obstruction and the runner will be entitled to the base. [See Rule 11.5.6.2.1]
 - 12.2.4.2. Baserunner(s) running to first base from home plate should use the Safety Base located on the right side of the foul line, even if rounding to continue on toward second base.
 - 12.2.4.2.1. Failure to use Running Lane and Safety Base is an automatic out, unless no play or potential play is imminent at First Base.
 - 12.2.4.2.2. Runners have the obligation to use the Safety Base unless it's clear no play can occur, such as a kick to the outfield or an impending play at another base. If there is any doubt, the runner will be called out.
- 12.2.5. ROUNDING AND INTENT
- 12.2.5.1. Baserunner(s) may overrun 1st Base, so long as they immediately return to first base and demonstrate no attempt to advance. Any intent to become a live base runner will result in them being vulnerable to being tagged out before they return to first base.
 - 12.2.5.2. Intent to advance may be assumed due to:
 - 12.2.5.2.1. A hard step towards second base.
 - 12.2.5.2.2. A noticeable upper-body flinch towards second.
 - 12.2.5.2.3. A noticeable course change towards the inside of the field, especially due to the result of a play or prompting of a base coach.
 - 12.2.5.3. Intent will not be assumed due to:
 - 12.2.5.3.1. Merely being inside the foul line.
 - 12.2.5.3.2. An idle left turn back to first base.
 - 12.2.5.3.3. Any accidental stumble or fall in any direction.

- 12.2.5.3.4. Avoidance of a fielder in any direction.
- 12.2.5.4. Runners are encouraged to avoid any confusion by turning to the outside, and returning to first base promptly.
- 12.2.6. **FORCE PLAYS**
- 12.2.6.1. 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.
- 12.2.6.2. If a preceding runner is out, due to a caught fly ball or previous tag/play, this force is removed and the base is immediately a safe haven again.
- 12.2.6.2.1. As an example, on a ball kicked to first base with a runner starting at and remaining on first base:
- 12.2.6.2.1.1. If the fielder tags the runner and then the base, the runner is out due to being forced off, and the kicker-runner is out due to the fielder having control of the ball on first base. This is a double play.
- 12.2.6.2.1.2. If the fielder tags the base and then the runner, the kicker-runner is out due to the fielder having control of the ball on first base, and the other runner is safe on first base as it is a safe haven again. One out, runner on first base.
- 12.2.6.3. A tag on a runner running to a base they are required to advance to is STILL a Force Play.
- 12.2.7. 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.
- 12.2.8. **TAGGING UP**
- 12.2.8.1. In order to advance on a caught fly ball, Baserunners must “tag-up” by returning to their original bases.
- 12.2.8.2. Runners may leave their bases the instant a fielder first touches the ball.
- 12.2.8.3. If forced to return multiple bases, a Baserunner must retouch them in reverse order, rather than skipping any. For instance, a runner starting at first base and halfway between second and third base when a ball is caught must retouch second base and then touch first base to tag up.
- 12.2.8.4. 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.
- 12.2.8.5. This may also be appealed at the end of a play. [See Rule 12.2.15]
- 12.2.9. Baserunner(s) who passes another Baserunner is Out.
- 12.2.10. If two Baserunners occupy the same base, while the ball is in play, only one is entitled to the base and the other is out. If the trailing Baserunner wasn’t forced forward, he/she is out if tagged, and the lead Baserunner is entitled to the base. If the trailing Baserunner was forced to the base and the lead Baserunner is forced to vacate it, the trailing runner is entitled to the base and the lead runner is out if tagged.
- 12.2.11. **TIME OUT**
- 12.2.11.1. Once the Pitcher controls the ball within the Pitcher’s Circle, all Baserunner(s) must stop at the base they are running to.
- 12.2.11.2. Even though Time Out has not been called yet, each runner is frozen at the base they are running to. Baserunners are NOT entitled to extra bases beyond this, even if they reach them before Time Out is called.
- 12.2.11.3. Once every Baserunner has reached the limit of their advancement, Time Out is called.
- 12.2.11.4. If the Pitcher, subsequent to controlling the ball in the Pitcher’s Circle and before Time Out has been called, leaves the circle or relinquishes control of the ball in an attempt to make a play on a Baserunner, all Baserunners may advance freely again.
- 12.2.11.5. If a play is attempted at a Baserunner in an illegal position (beyond his/her legal advancement), a Dead Ball Stoppage will occur and the situation will be remedied. [See Rule 12.2.12.4.2]
- 12.2.12. **CONTINUITY AND RETROACTIVITY**
- 12.2.12.1. In many situations, a runner may be in advance of their legal position, due to a misunderstanding of the rules, accident, or not being aware of the result of previous plays. Such cases include:
- 12.2.12.1.1. A runner going beyond their allowed overthrow bases. [See Rule 12.3.5.1]
- 12.2.12.1.2. A runner rounding the base they were headed to and proceeding to another base after the pitcher controls the ball in the Pitcher’s Circle [See Rule 12.2.11.1]
- 12.2.12.2. At such time, there is a continuity error, as these runners should be stopped at the end of their legal advancement, but are in actually well beyond this.
- 12.2.12.3. If all runners reach or exceed their legal advancement, Time Out is called and these runners will be returned to the limits of their legal advancement.

- 12.2.12.4. If active play is resumed or the restrictions on their advancement are removed from Baserunner(s) who are in an illegal position, the Head Referee has the discretion to alleviate the effects of any continuity errors, including:
- 12.2.12.4.1. Returning a Baserunner to a prior base at the end of the play: If a Baserunner is deemed to have only reached an additional base due to being beyond their legal advancement at the time a restriction on that advancement is removed. Most commonly, this will take place as in the following situation:
- 12.2.12.4.1.1. Start: Baserunner A is on first base, and Baserunner/Kicker B is at the plate to kick.
- 12.2.12.4.1.2. Play: B bunts to third, and a play is made to first base. This play results in an overthrow before Baserunner B reaches first base or Baserunner A reaches second base, establishing their legal advancement restrictions. Baserunner A may reach third base. Baserunner B may reach second base.
- 12.2.12.4.1.3. Continuation: Baserunner B hesitates, and then runs to second base, legally, while Baserunner A reaches third base, legally.
- 12.2.12.4.1.4. Illegal Advancement: Baserunner A rounds third and illegally runs toward home, as the defense retrieves the ball and focuses on runner B.
- 12.2.12.4.1.5. Reopening of Play and Continuity Error: Baserunner B is successfully Pegged, reopening advancement for all runners. At the time of the Peg, Baserunner A is now allowed to leave third base legally. However, Baserunner A is actually twenty feet beyond their legal advancement, on the way toward home plate. After the play on Baserunner B, the fielder turns and throws home, too late to make a play on Baserunner A who is several feet past home plate.
- 12.2.12.4.1.6. Resolution: If Baserunner A is deemed to have reached home on the play primarily due to being beyond third base at the time the restriction on their advancement beyond third base is removed, he/she will be returned to third base.
- 12.2.12.4.2. Calling a Dead Ball Stoppage Due to Deception: If a play attempt is made on a runner who is in an illegal position, a Dead Ball Stoppage will be called and any results of that play will be nullified. The defense will not be punished for the Baserunner's intentional or accidental deception. The Baserunners will be returned to the limits of their legal advancement. This stoppage will take place regardless of whether the play was made successfully. Most commonly, this will take place as in the following situation:
- 12.2.12.4.2.1. Start: Bases empty, with Baserunner/Kicker A at the plate to kick.
- 12.2.12.4.2.2. Play: A bunts to third, and the throw sails beyond the first baseman. Baserunner A rounds first base as the defense pursues the ball, and then illegally rounds second base as the defense throws the ball back in to the pitcher.
- 12.2.12.4.2.3. Continuity Error: The defense attempts to peg Baserunner A at third base, when he/she couldn't legally advance past second base.
- 12.2.12.4.2.4. Resolution: Baserunner A is returned to second base.
- 12.2.12.4.3. Calling a Dead Ball Stoppage Due to Impossible Complexity: If the play breaks down into a nightmare of logical impossibilities, the Head Referee may call a Dead Ball Stoppage merely to stop the chaos. If a Baserunner passes another baserunner, but couldn't actually have done so because they weren't allowed to leave a previous base; if a runner in an illegal position is obstructed; or a variety of other conflicting results occur, the action may be stopped just to return things to a reasonable state.
- 12.2.12.5. To avoid any complications or disagreements, Baserunners are encouraged to stop at the end of their legal advancement. Thus no confusion or continuity errors occur and no edge case situations are encountered and forced to be resolved.
- 12.2.13. **BASERUNNING SUBSTITUTIONS**
- 12.2.13.1. Substitutions to Baserunners injured during a play are outlined in **SUBSTITUTION PROCEDURES** [See Rule 8.5].
- 12.2.13.2. If the substitute Baserunner's spot in the Kicking Lineup comes up, and the spot is skipped if a proper substitution is not made, an out is recorded.
- 12.2.14. **BASERUNNING INTERFERENCE**
- 12.2.14.1. Rules governing Baserunner interference with a fielder are outlined in **INTERFERENCE** [See Rule 11.5.3].
- 12.2.15. **BASERUNNING APPEALS**
- 12.2.15.1. When a baserunner fails to tag up properly on a caught fly ball (and the ball is not brought to the base for an in-place out during the play), or a runner fails to touch a required base while advancing or retreating, the defensive team may Appeal. After a dead ball is called, but before any additional pitches are thrown, the defense may throw the ball to that base and indicate which runner they believe missed the base. The Referees will confer, allowing

the Referee assigned to watch that base to relay the instruction to the Head Referee who will determine if the runner is safe or out.

- 12.2.15.2. 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 a failed play attempt that continues into foul territory, such as:
- 12.3.1.1. A Peg attempt that misses the runner, or
 - 12.3.1.2. A Pass to a Fielder that is wild, or
 - 12.3.1.3. A Pass to a Fielder that is missed or mishandled.
- 12.3.2. Despite the “throw” terminology, an Overthrow can be a kick-pass, batted ball, or a variety of other controlled actions. Any Pass or Peg attempt, regardless of the manner, is subject to Overthrow restrictions.
- 12.3.3. A dropped or misplayed Kicked Ball is NOT an Overthrow.
- 12.3.4. A successful Peg that deflects off a Baserunner into foul territory does not constitute an Overthrow, even if the Baserunner is declared safe.
- 12.3.5. In the case of an Overthrow, Baserunner advancement is limited:
- 12.3.5.1. Each runner may advance the base they were running to, plus one additional base.
 - 12.3.5.2. All restrictions are based on the time the ball approaches or passes its intended target, rather than the time the ball reaches foul territory. On a play at a base, all baserunners must round BEFORE the overthrow becomes clear in order to be deemed “running to” the next base. A baserunner rounding in response to the overthrow will still be deemed as running to that base.
 - 12.3.5.3. This advancement is not automatic. Each runner must advance this distance, unless a Dead Ball Stoppage is called due to ground rules [See Rule 12.4.1.3].
 - 12.3.5.4. If, after an Overthrow, the defense attempts to “make a play” on a Baserunner before they have reached their allowed extra bases, all runners are free to advance normally.
 - 12.3.5.4.1. Making a play on a Baserunner involves either making a Peg attempt at a Baserunner, Passing the ball to a teammate for the purpose of creating a subsequent tag or Peg attempt on a specific baserunner, or running at a Baserunner for the purpose of creating a subsequent tag or Peg. It is up to the Head Referee’s discretion whether the fielders attempted to threaten a Baserunner, or the ball was merely retrieved back to the field of play.
 - 12.3.5.4.2. If no play is intended and to avoid confusion, fielders are encouraged to either let the ball stand until Time Out is called, or walk/roll the ball back toward the pitcher.
 - 12.3.5.5. A Baserunner advancing beyond the legal restrictions and impacting play creates a Continuity Error [See Rule 12.2.12], and may result in a Dead Ball Stoppage. [See Rule 12.4]

12.4. DEAD BALL STOPPAGE

- 12.4.1. Dead Ball Stoppages may be called by the referee due to:
- 12.4.1.1. A live Kicked Ball contacting a runner. [See Rule 10.1.3.1]
 - 12.4.1.2. Interference. [See Rule 11.6]
 - 12.4.1.3. Ground rules, such as due to the presence of concrete, soccer goals, walls/fences, hazards, or even water. 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. Facility Ground Rules will be announced to both Team Captains will be communicated at the Captains’ Meeting. Specific field Ground Rules will be explained by the Game Head Referee before the game.
 - 12.4.1.4. A ball meaningfully contacting a spectator or obstacle on the sideline.
 - 12.4.1.5. A ball becoming flat.
 - 12.4.1.6. Significant injury occurring that requires immediate attention.
 - 12.4.1.7. Impending weather issues, the intrusion of another ball on the field, a loose animal or child, and any of a variety of other unexpected events requiring cessation of play temporarily or indefinitely.
 - 12.4.1.8. A play on a runner in an illegal position. [See Rule 12.2.12.1]
- 12.4.2. When a Dead Ball Stoppage is called by the referee:
- 12.4.2.1. All action will immediately cease. No plays may be made or bases advanced. Players should halt and await further instruction, in case there is a safety issue.

- 12.4.2.2. The Head Referee will explain the reason and result of the stoppage. These results may include the game being required to vacate the field, a rekick, outs being awarded, and/or baserunners being moved.

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 12.6.1.1]); AND,
 - 12.5.1.3. Is positioned between the two foul lines OR with any part of it on or above any part of a foul line:
 - 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.

12.6. 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 enters fair territory between the two cones marking the front of the Kicker's Box. If it does so, it is a fair ball. If it leaves the Kicking Box to either side before entering fair territory, it's a foul 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; OR
 - 12.7.1.3. a Kicker kicks a "trapped" or "stepped on" ball.
 - 12.7.1.4. For double kicks that are bunts:
 - 12.7.1.4.1. 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.

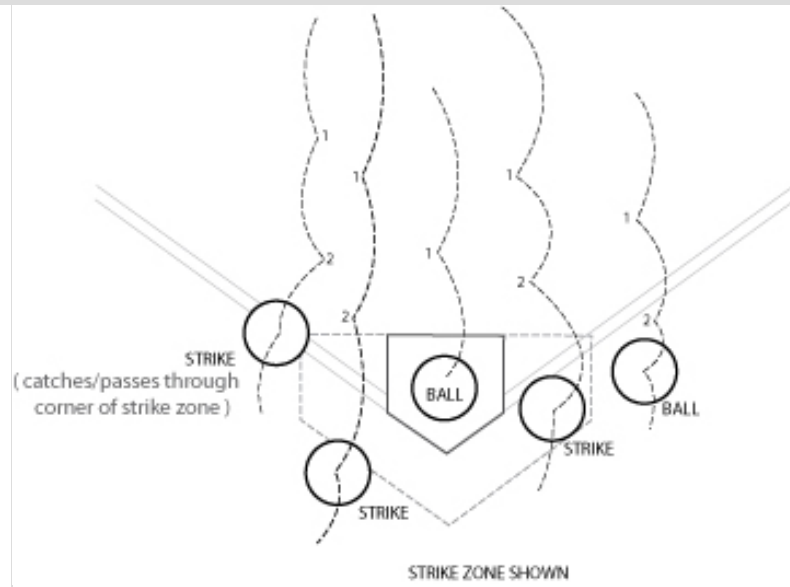
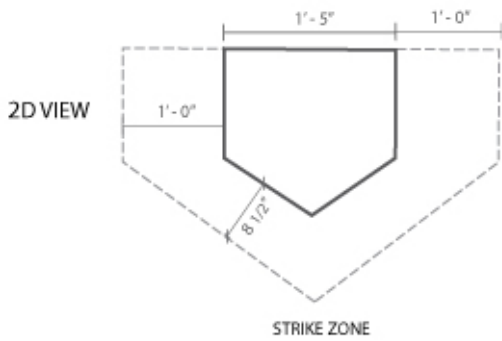
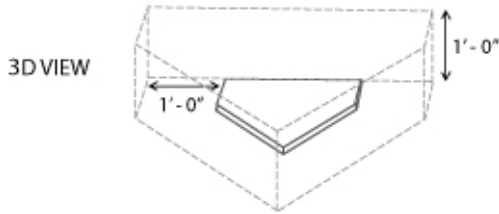
13. GAME LENGTH GUIDELINES

	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.	Use COT to play extra innings until one team ahead at end of a full inning of COT, as long as time/scheduling permits. If still tied at end of COT time/scheduling constraints, use COT Last Tiebreaker.
Mercy Rule Team ahead by 10+ runs at end of a full inning?	Yes. Starting at the end of the 3rd inning. Winning team's option.	Yes. Starting at the end of the 4th inning. Winning team's option.

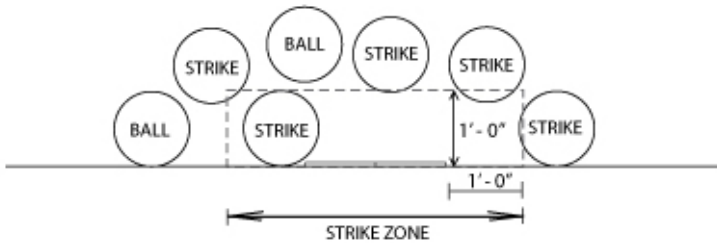
DIAGRAMS

STRIKE ZONE

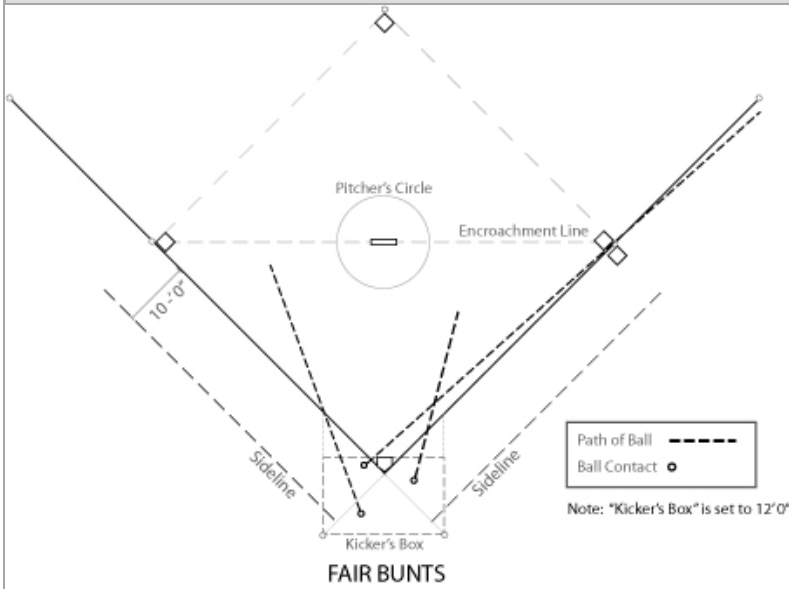
THE STRIKE ZONE ENCOMPASSES AN AREA AROUND HOME PLATE AND EXTENDS ABOVE GROUND 1'-0" IN HEIGHT



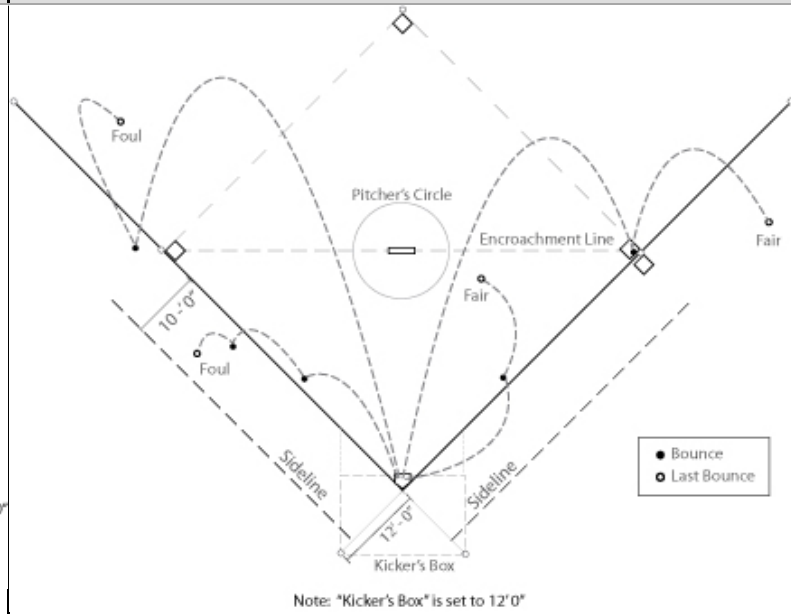
IF ANY PORTION OF A PROPERLY PITCHED BALL PASSES THROUGH OR OTHERWISE TOUCHES/GRAZES THE TOP, SIDES OR BACK OF THE ZONE, IT IS RULED A STRIKE



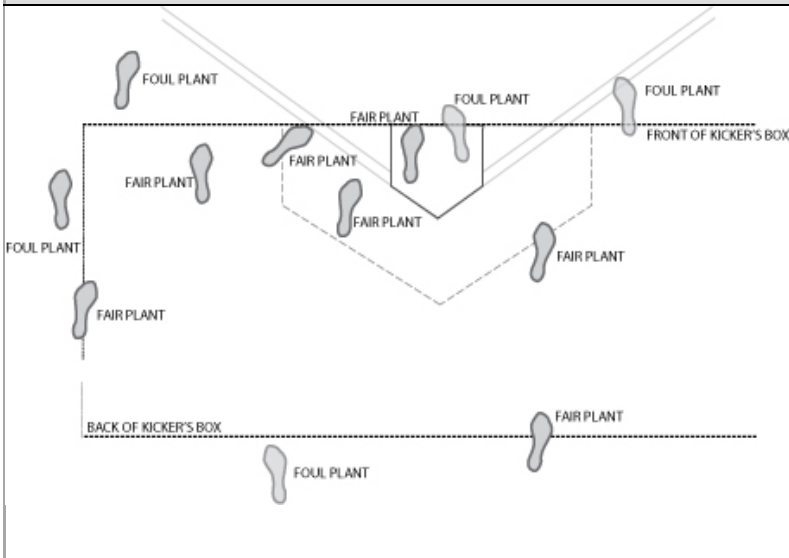
FAIR BUNTS



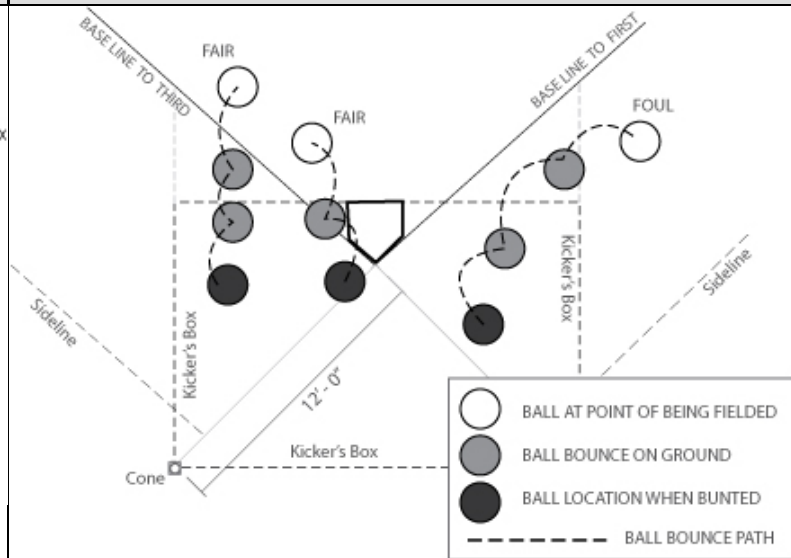
FAIR & FOUL BALL BOUNCE



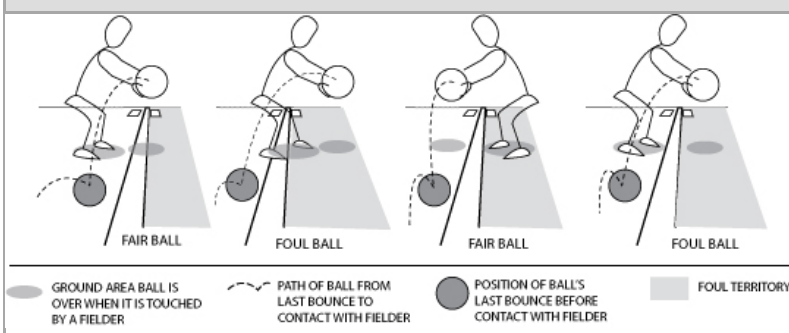
FAIR / FOUL PLANT FOOT



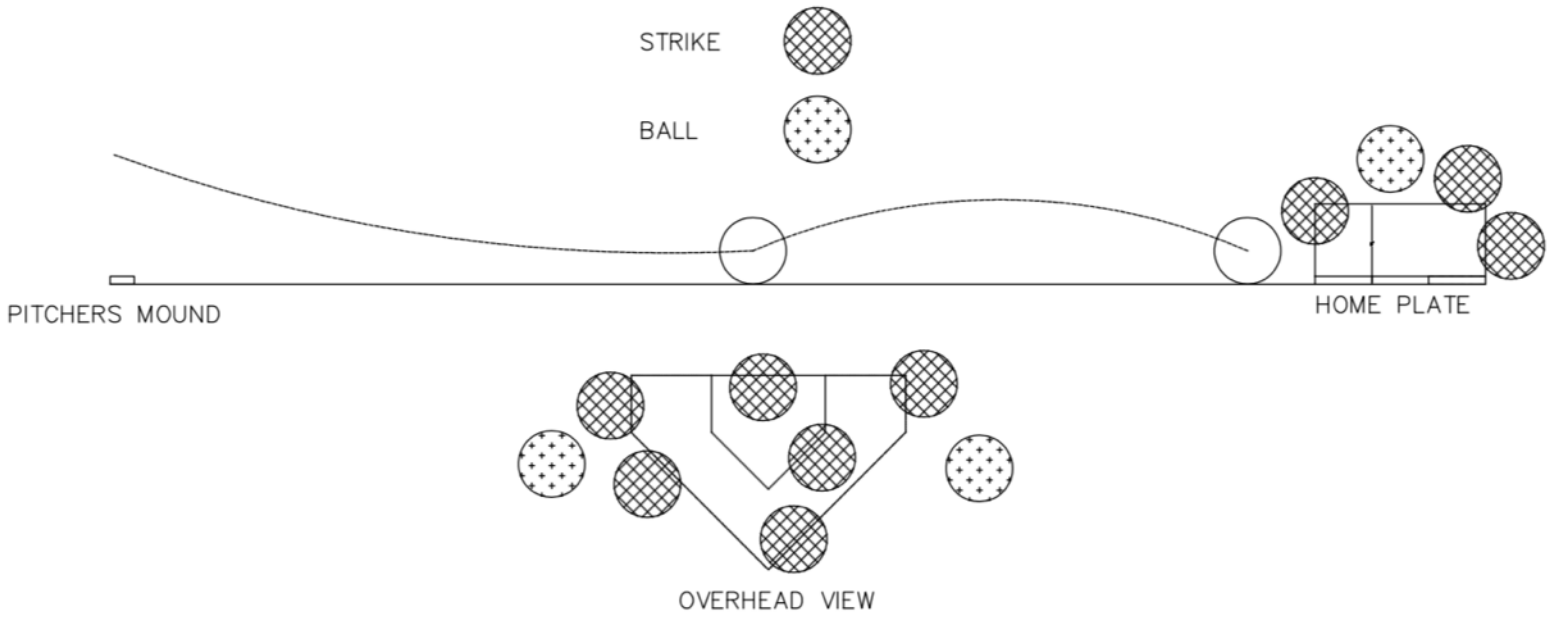
CATCHER FIELD FAIR / FOUL

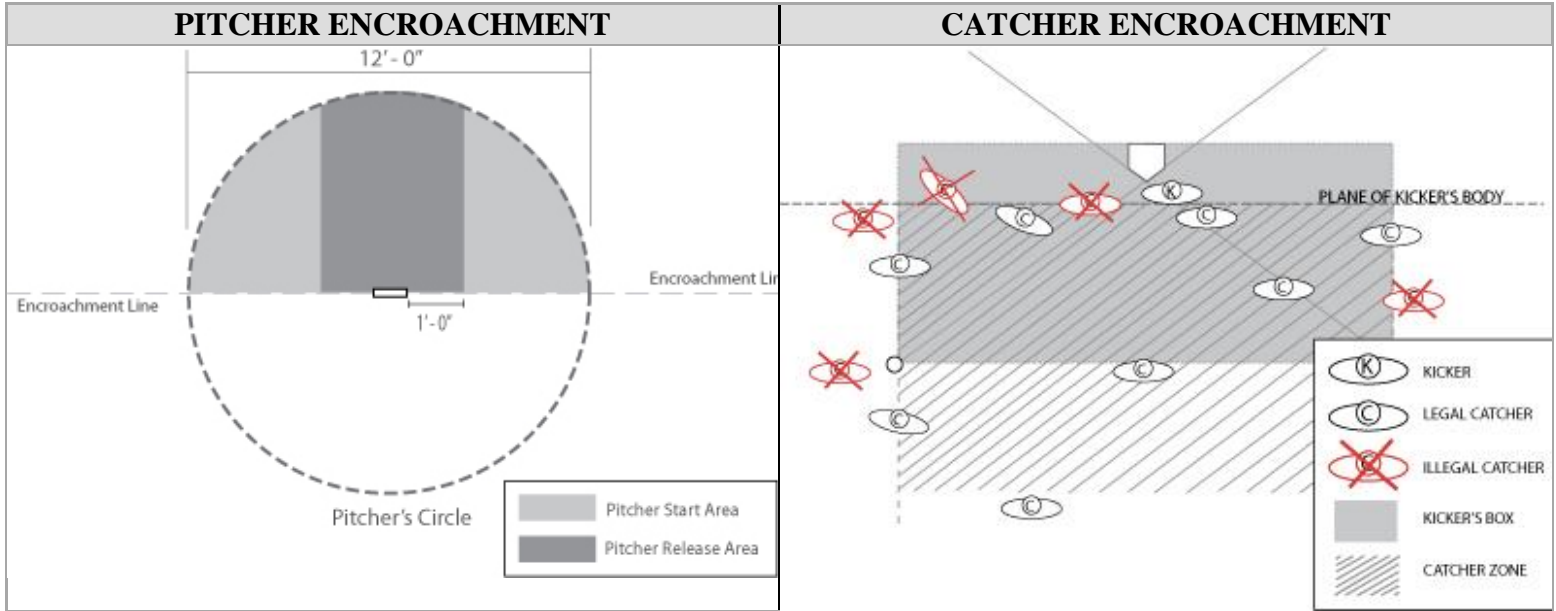


FIELDIED FOUL BALLS

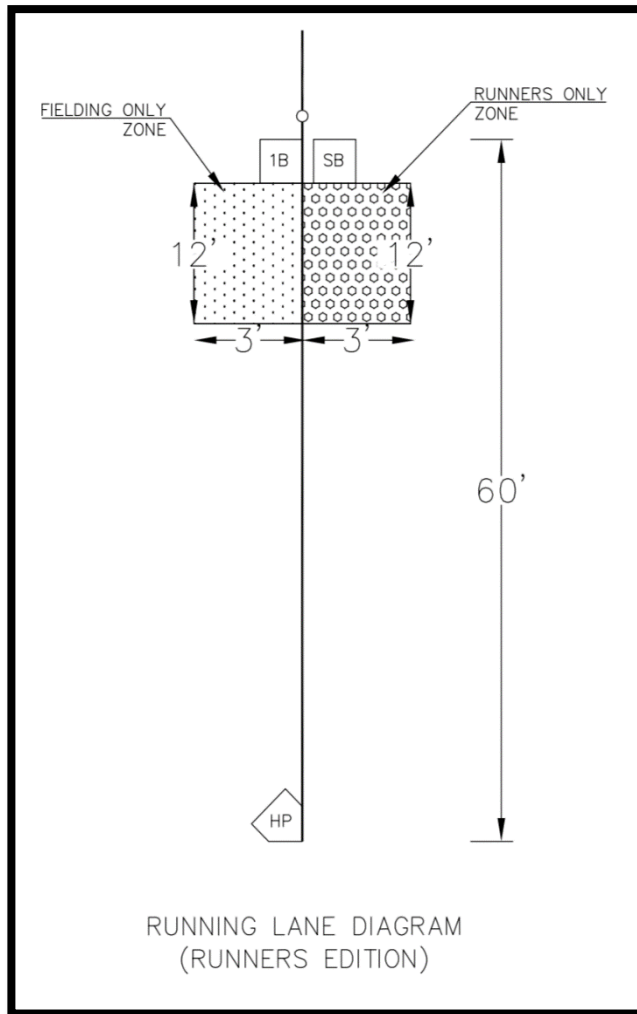


2 BOUNCES BEFORE HOME PLATE





RUNNERS LANE	RUNNERS LANE
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RUNNING LANE DIAGRAM
(RUNNERS EDITION)