

K365



CCC
CIRCUIT CUP CHAMPIONSHIP
TAMPA 2022

Welcome to the Circuit Cup Championship!

From the bottom of my heart, I cannot thank you enough for being here today. A year ago, it was difficult to imagine how to actually host a kickball event, let alone get through a season!

I cannot thank you without thanking the rest of our small, but mighty team. There isn't enough white space to talk about all they have done, but I can assure you, we'd be without fields, balls, photos, schedules, banners, trophies, stickers and structure without Brick, Zach, Jesse, Callie and JPW. You'd probably still have a lot of emails though.

To quickly recap the 2021 season, we started off with our very first 'Open' event that led to not one, but TWO come back walk-off finishes for **Sheeeesh** and **High Hopes**, respectively. Then we tried out the fields in DC which were originally booked for CCC2020, tapping into what we've deemed Legends Cup, the first 'Major' of the year. **Next Move** and **The Union** made lots of noise in taking this one. We teamed up with WAKAPalooza for the first ever joint Founders Cup, again resulting in not one but TWO 1-run championship games. Leading off with the ladies for this weekend, **They Want It** and **Dope** took home these exciting wins. A little over a month later, we saw some new teams get into the game at Peach Cup, and after some games that felt like things might turn out differently, in the end it was **Next Move** and **Holy Grail** who went home with the cup. Finally, we closed the season out in New Orleans, with a largely competitive tournament, several overtimes and long innings. At the end, **WHAM!** and **Lisa Frank Kickball** took home gold.

This season, arguably unlike any other, was not easy – probably in a multitude of ways. It is not lost on me that life supersedes kickball, and I know many of you made some tough decisions this season while trying to remain healthy in every possible way. A business can never cater to an individual's grief, loss or other life turmoil the way that it wants to – or at least that's how it feels – but I'm thankful for the grace you've hopefully shown yourselves and one another. This is a unique community, and it's a community that personally helped lift me back up on my feet more than once this year. I know firsthand how impactful we can be when we want to be. Please don't forget that as you walk past each other this weekend.

As you begin to huddle, hype up your GroupMes and manifest what this year's CCC will bring to you individually and as a team, keep in mind how far both silence and graciousness can go. This means with your own team, with your opponents and with the refs. Be good competitors, and be good people while you're at it. I assure you, it does not go unnoticed.

Good luck this weekend, have fun, and let's see who takes home this cup!

Macie Berlin
CEO/Player Experience

NEXT MOVE

RANK	1
WINS	13
TIES	1
LOSSES	0
RUNS SCORED	92
RUNS AGAINST	22



A myriad of former champions turned into a 'new era' of champions, Next Move is, for most, the team to beat this CCC. Laden with one-step-ahead strategic experience and offensive depth, they have scored nearly 100 runs in two tournaments. The only undefeated team entering into the championship, Next Move is under the watchful eyes of spectators and opponents to slip up.

  : LEGENDS CUP, PEACH CUP

TAKE IT OR LEAVE IT ADVICE:

Don't overthink it. If it seems like the obvious is about to happen, don't sit on your heels. It likely isn't.

WHAM!



2	RANK
11	WINS
0	TIES
2	LOSSES
28	RUNS SCORED
27	RUNS AGAINST

 : CRESCENT CUP



Arguably the loudest champions around, it is no secret that WHAM! is in it to win it. Built with many of the players considered 'up and coming' within the past five years, they are now composed of a mostly seasoned roster and a dash of athletic newbies. Falling short to Next Move in Peach Cup, they found a formula that worked at Crescent Cup with an epic 2-RKI line drive.

TAKE IT OR LEAVE IT ADVICE:

Don't get caught up in a trash talking battle and don't walk the four kicker to get to the five kicker.

DOPE



RANK	3
WINS	12
TIES	1
LOSSES	1
RUNS SCORED	66
RUNS AGAINST	30

With some new (young) blood on the squad with much of the Dope core that has been around since the beginning, this team seems to always find a way to get a win. Never completely down and out and notorious for comeback wins, it's tough to catch them making mistakes. With an overtime win in Founders Cup and a Finals loss at Peach Cup, they're hungry for another shot at the cup!

 : FOUNDERS CUP

TAKE IT OR LEAVE IT ADVICE:

Take risks. Expect smart, conservative game play that can be rivaled with an opposing approach.

SHEEEEEESH



4	RANK
17	WINS
0	TIES
2	LOSSES
134	RUNS SCORED
40	RUNS AGAINST

 : MILE HIGH OPEN



Often seen as different 'Availables' teams in the past, this group combined forces to take their shot at forming a championship team. They started the season with a bang, entering the only 2021 Open event with their Established roster and winning in a comeback, walk-off win. Often up against various injuries and in-tournament mishaps, this group continually fights hard moment-to-moment.

TAKE IT OR LEAVE IT ADVICE:

Present them with defensive options. Put the guesswork back on them for high risk, high reward offensive decisions when you're up.

PRESSURE

RANK	5
WINS	5
TIES	0
LOSSES	1
RUNS SCORED	40
RUNS AGAINST	15



With only one appearance in the 2021 season, but a history of wins, comebacks and relentless roster depth, Pressure is no stranger to a championship. An overtime heartbreak loss in Legends Cup, this team is ready to put that behind them and remind everyone else who they are. Seasoned leadership, mouthpieces and weapons on either side of the ball, they

TAKE IT OR LEAVE IT ADVICE:

If the pitch looks good, take it. You won't see the same one again.

LOT LIZARDS



6	RANK
9	WINS
0	TIES
3	LOSSES
76	RUNS SCORED
33	RUNS AGAINST



Often the bridesmaids, not the bride, this season, Lot Lizards seems to be near their big win each event. After a heartbreaking, last minute loss on their home turf in Denver this year, the roster has remained strong and true. Consistent, positive and full of big believers, this group is a play or two away on either side of the ball from upsetting a top 5 team.

TAKE IT OR LEAVE IT ADVICE:

Don't believe that their bunters can't kick the crap out of the ball too.

TEMPO

RANK	7
WINS	9
TIES	1
LOSSES	3
RUNS SCORED	75
RUNS AGAINST	29



These Midwest charmers are still a relatively 'young' team, forming in 2019 with equal parts veterans and rookies. With the return of a few who took a hiatus, some newly-moved coastal and regional adds and a strong core, Tempo constantly keeps games close. Fierce but friendly competitors, this group is not one to sleep on.

TAKE IT OR LEAVE IT ADVICE:

Play the kick. Just because it's a bunting situation doesn't mean that's what it will be.

BALLS DEEP



8	RANK
4	WINS
0	TIES
2	LOSSES
23	RUNS SCORED
14	RUNS AGAINST



Speed. Speed. And more speed. Quick comebacks, quick on base, quick to score. Don't worry, the squad sprinkles enough big legs throughout the roster to keep you moving from the infield to the outfield and back again. Never short of confidence, it's tough to match up to this team and not wonder which way it will go. Famous for turning their lineup over in fewer innings than most, they strike as often as they can.

TAKE IT OR LEAVE IT ADVICE:

Triple charge the top of the line up. Yes, they're that fast.

BROLA



A tight knit group with back logs of experience, BROLA has run into a few close losses this season that may not be indicative of how dangerous they can be. Full of groups of local friends, teammates and even partners, this is a tough group to shift the momentum away from once they get going. Don't try to get in the way of their good time – they know how to party too.

RANK	9
WINS	7
TIES	0
LOSSES	4
RUNS SCORED	55
RUNS AGAINST	34

TAKE IT OR LEAVE IT ADVICE:

Make sure your outfield is ready. They'll get tested by this group of savvy kickers.

FIFTEEN



10	RANK
10	WINS
0	TIES
8	LOSSES
84	RUNS SCORED
85	RUNS AGAINST



Arguably the most resourceful team of its era, constantly recruiting and traveling well, this group rarely blinks an eye at changes and tough losses. With an arsenal of weapons on both sides of the ball, this team lives and dies on their event cohesion. When banded together, 15 is a tough force to break through, but poke any holes and you may have a better shot.

TAKE IT OR LEAVE IT ADVICE:

Score early. Make them play in a less relaxed manner to keep from being caught off guard.

CHUG LIFE



RANK	11
WINS	7
TIES	0
LOSSES	10
RUNS SCORED	57
RUNS AGAINST	69

The name says it all – this team, if nothing else, is a good time. Born of many former Crooked Roosters players and some other local Arizona blood, this is possibly the most true-to-local team heading to CCC. Their sidelines are loud, their cups are full and their kicks can land, so just because they're having fun doesn't mean that you can't expect fierce competition from this desert crew.

TAKE IT OR LEAVE IT ADVICE:

Opt for a line drive over a boom when applicable. Their outfield is often a steel trap.

BALL OUT



12	RANK
7	WINS
4	TIES
9	LOSSES
70	RUNS SCORED
58	RUNS AGAINST



Sometimes numbers don't tell the full story, and Ball Out is not what their stats say. It fails to mention the number of upsets they've won, the number of teams they've beat out for an elims seed and the true consistency and close match ups they have given long time veterans and eventual 2021 champions. After shocking several teams at the Mile High Kickball Open, this team has continued to put their foot on the gas, and they are definitely trending up.

TAKE IT OR LEAVE IT ADVICE:

Just because you haven't played them does not mean they haven't earned their stripes. Come ready for a battle.

ROGUE



RANK	13
WINS	4
TIES	1
LOSSES	5
RUNS SCORED	35
RUNS AGAINST	35

The only team that took a Win after the most innings played this 2021 season, Rogue is gritty and determined. An experienced, dedicated core combined with some deadly new triangle players, teams are finding it tougher and tougher to score against this team. Assume that most individuals are versatile and able to succeed in multiple positions, so don't let their roster size fool you.

TAKE IT OR LEAVE IT ADVICE:

Watch some warm up pitches and those to the batter prior to you before you find yourself kicking your own heels at the plate.

THE VOID



2	RANK
11	WINS
0	TIES
2	LOSSES
28	RUNS SCORED
27	RUNS AGAINST



Making their debut just last month at Crescent Cup, The Void is a medley of cities, personalities and skillsets. While a new team, few are actually new to kickball or to Kickball365. Many of their weapons are hidden, appearing only in specific scenarios that call for diving catches, perfectly placed kicks and other pressure-cooked situations. Expect the unexpected with this crew. Traditional is not really their game plan.

TAKE IT OR LEAVE IT ADVICE:

Don't typecast the women or you're in for an earful. Kill them with kindness and it may be a more enjoyable game than otherwise.

BAD ASTRA

RANK	15
WINS	2
TIES	4
LOSSES	3
RUNS SCORED	13
RUNS AGAINST	18



Plagued with more ties than losses, Bad Astra is quietly making its way to be a team worth talking about. Holding their other Midwest counterpart, Tempo, to zeros for all of Crescent Cup elims until the very end, they have few defensive weaknesses that can be exposed. Don't expect a high scoring game against this group and take your guess at which players may surprise you.

TAKE IT OR LEAVE IT ADVICE:

It's a battle of defensive endurance with this team. Don't expect mistakes from them, so if you can't score, you can't afford mistakes either.

WALK OF SHAME



16	RANK
6	WINS
0	TIES
9	LOSSES
60	RUNS SCORED
65	RUNS AGAINST



Your guess is as good as mine with this fun loving Texas crew. Walk of Shame can hold you scoreless or find themselves victim to unexpected losses. A flexible roster that keeps its core in tact, this team is no stranger to upsets both in their favor and against. This season has seemed to be a trial and error of finding their rhythm and roster structure, so don't expect a walk in the park based on record alone.

TAKE IT OR LEAVE IT ADVICE:

The second bounce is not going to hit the plate. It looks like it will, but don't catch yourself in a strikeout scenario by falling for it too many times.

VICE CITY BALLERS



Audibly displeased with a ranking toward the bottom of the pack, this team has proved that being the underdog can help fuel their fire. With notable upsets in Peach Cup after a tough showing at Founders Cup, this group is running head first toward some more wins this CCC. Always dressed sharp and ready for action, Vice City Ballers will certainly not go out quietly. Be ready!

RANK	17
WINS	3
TIES	0
LOSSES	6
RUNS SCORED	31
RUNS AGAINST	54

TAKE IT OR LEAVE IT ADVICE:

Don't sleep on the kicking spots in the line up. That ball is going, going, gone if you're not careful

NOT DEAD YET



18	RANK
2	WINS
0	TIES
2	LOSSES
11	RUNS SCORED
10	RUNS AGAINST



With only Peach Cup under their belt in the 2021 season and a narrow elims miss in a close tournament, Not Dead Yet is...just that. With several teammates playing together locally and having plenty of native Florida players, they are coming to CCC ready to rock. Their greatest weapon may be their under-the-radar nature entering into the championship, so pay attention.

TAKE IT OR LEAVE IT ADVICE:

If we've learned anything from Florida teams, it's that they don't care what you are 'supposed' to do in any situation. Don't leave holes on defense when they have base runners.

PRESTIGE

RANK	19
WINS	3
TIES	0
LOSSES	5
RUNS SCORED	27
RUNS AGAINST	33



The team with a trident. Barely giving up more runs than they score and narrowly giving up a winning record in a final inning walk off loss off of a near heroic catch, Prestige is no sleeper team. They come with plenty of experience, good attitudes and a lot of base runner capabilities. Plus they have their own banner.

TAKE IT OR LEAVE IT ADVICE:

Respect the athleticism of the women on this team. They may seem like new faces to you, but they can and will compete.

CHAOS



20	RANK
2	WINS
0	TIES
2	LOSSES
30	RUNS SCORED
38	RUNS AGAINST



With fresh uniforms and an undeniable charisma, this new team hit the ground running at Legends Cup this year. While their record does not reflect it, this team is usually just an inning away from the result going the other way. Sometimes it just takes one event to flip that switch. Laden with plenty of athletes, this team can easily find a way to score.

TAKE IT OR LEAVE IT ADVICE:

Take advantage of any scoring opportunity. Their runs reflect how capable they are on offense, so you'll have to score to win.

THE UNION

RANK	1
WINS	6
TIES	0
LOSSES	0
RUNS SCORED	50
RUNS AGAINST	4



Left with that bitter taste of an overtime loss in the last CCC, The Union left no room for question in their return at Legends Cup this year. Convincingly winning throughout the day, this crew is always ready, but they showed just how sharp, disciplined and cohesive they are. A hype sideline, dedicated coaching staff and girls who have played together for years, this team is coming for the cup .

 : LEGENDS CUP

TAKE IT OR LEAVE IT ADVICE:

Don't lose before you start the game. They rarely approach any game as if it's a for sure win, so go in with a fighting chance; they'll respect it.

HOLY GRAIL



2	RANK
6	WINS
1	TIES
0	LOSSES
65	RUNS SCORED
19	RUNS AGAINST

 : PEACH CUP



This freshly formed team, equipped with reigning champs, former champs and ready-to-be champs, is a force. Holy Grail showed some signs of beatability at their one event, Peach Cup, but they were otherwise a big play making, extra base taking team from start to finish. They came together specifically to be champions, so they're ready to face off against whoever it takes to get there

TAKE IT OR LEAVE IT ADVICE:

Don't pick your pitches based on the last one you were given. Watch the ball because you likely won't know what's about to be thrown across the plate.

LISA FRANK KICKBALL



RANK	3
WINS	5
TIES	0
LOSSES	1
RUNS SCORED	34
RUNS AGAINST	15

Small but mighty, Lisa Frank Kickball has been on a winning streak for quite some time now. Rarely the top seed entering a tournament, they continuously prove they are able to compete with any caliber opponent. Notoriously known for their stand out uniforms, they've added some hardware to their collection of identifiable assets. Assume that they will play straight up and do it well.

 : CRESCENT CUP

TAKE IT OR LEAVE IT ADVICE:

Stand closer to the plate. The ball will hit the strike zone, but if you're too far from it, that edge will get you every time.



DOA



4	RANK
5	WINS
1	TIES
1	LOSSES
54	RUNS SCORED
25	RUNS AGAINST

Don't let the runs against this team fool you. If you consider them down, remember that they are rarely, if ever, out. A finely coached, back-to-basics crew, Daughters of Anarchy comes with a deep roster of line painters, multi-faceted triangle players and high energy spectators. Falling short to Holy Grail in their single event this year, it's doubtful that this team has lost any belief in their ability to win the cup.

TAKE IT OR LEAVE IT ADVICE:

Keep your heads up. As soon as you let the momentum fall, they'll feast on it, and they're a tough train to stop when the energy is in their favor.

BEASTMODE KITTIES



RANK	5
WINS	3
TIES	0
LOSSES	3
RUNS SCORED	42
RUNS AGAINST	38

From Barbies to Kitties, these ladies have kept the Beastmode mentality alive and allowed for growth among their tight night crew. At Peach Cup, their one event for the 2021 season, they began to show what they're capable of in pool play before unleashing their inner...Beastmode Kitties in a destructive first elimins win. If anything, they were reminded of exactly what they are capable of and that's a powerful place to be heading into CCC.

TAKE IT OR LEAVE IT ADVICE:

Just because you haven't seen their triangle players plastered on social media with cups does not mean they can't throw you out. Come with the same intensity as the squad you know well.

REGIFTED



6	RANK
7	WINS
1	TIES
4	LOSSES
60	RUNS SCORED
38	RUNS AGAINST



Busting out a new look, new colors and some new faces, ReGifted seems to be the 'oh-so-close' squad that can win or lose at any moment. Originally built from a hodge podge of players without a home, the team now seems to pride itself on the simple things. Don't expect this team to settle into being behind – they're often ready to chip away a little bit at a time.

TAKE IT OR LEAVE IT ADVICE:

Beware of the middle of the lineup. Don't think you've got them on your heels just because you've made it through the first few kickers.

O-TOWN PITCHES

RANK	7
WINS	3
TIES	0
LOSSES	2
RUNS SCORED	32
RUNS AGAINST	29



One of the two Florida-based teams heading into CCC, these bright faces bring sneaky skill and camaraderie. With many players as teammates on both days of the weekend, it's easy to see the cohesion that runs through this squad. O-Town Pitches took pool play by storm at the Peach Cup, and they may just take the same approach on the road to the championship.

TAKE IT OR LEAVE IT ADVICE:

It's tough to battle against a team that's having enough fun to keep spirits and hope up. Focus on your own team's energy rather than trying to match theirs.



HYPE.



8	RANK
5	WINS
1	TIES
5	LOSSES
67	RUNS SCORED
66	RUNS AGAINST

Hype brought some new, yet familiar faces, to their squad this year and start to unveil the many weapons that they've been building toward for some time now. With some fresh arms and legs, this team is often a run or two away from having more to show than the record may reflect. They're typically keeping games close, so expect a battle regardless of what the numbers say.

TAKE IT OR LEAVE IT ADVICE:

Assume that every kicker knows what she is doing. Holding the ball, not paying attention or trying to do too much are exactly the types of plays these base runners capitalize on.

FINGR BANGZ

RANK	9
WINS	2
TIES	0
LOSSES	2
RUNS SCORED	34
RUNS AGAINST	19



How can you even look at a picture of this team and not feel hyped up? They are bringing the energy, and they are bringing it **BIG TIME**. A new women's team to Kickball365, with both experienced and new athletic players, expect this team to get it together quickly. They're fierce, fun and already have won just as many games as they haven't. Consider them ready for CCC.

TAKE IT OR LEAVE IT ADVICE:

You need to be offensively sharp yet. This triangle is athletic and works well together, so keep your discipline when you're up to kick!



2022-2023 TOURNAMENT DATES

JUL
23-24

MILE HIGH KICKBALL OPEN
BOULDER, COLORADO - OPEN

TURF WARS QUALIFIER



OCT
7*-8

FOUNDERS CUP
LAS VEGAS, NV - MAJOR
IN CONJUNCTION WITH WAKAPALOOZA
**WOMENS TOURNAMENT FRIDAY*

DEC
3-4

CRESCENT CUP
NEW ORLEANS, LA - MAJOR

JAN
21-22

SUNSHINE CUP
JACKSONVILLE, FL - MAJOR

MAR
4-5

PEACH CUP
GEORGIA - MAJOR

APR
22-23

CIRCUIT CUP CHAMPIONSHIP
WASHINGTON, D.C.

ADVISORY BOARD

One of the new initiatives that Kickball365 created this year was an advisory board. The members of the advisory board are committed to developing comprehensive initiatives that represent different community experiences. We feel these perspectives will help fuel inclusive current practices and enhance future change.

The advisory board meets without the staff of Kickball365 and we are not on any payroll for Kickball365. They are here for the kickball community.

The advisory board is here to help create parity for individuals and teams. Examples for why you may reach out could be, but are not limited to, concerns with toxic coaches/captains or a player/coach/ref who has a history of making discriminatory comments.

Do not reach out to the advisory board on their personal pages to talk about your grievances with Kickball365; please send all concerns to advisory@kickball365.com.

Advisory Board Members:

Danielle Price
Michaela Blanchard
Danielle Smith
Rebecca Egender
Charles Hatton
Zachary Martini
Tori Collins

WINNERS BY TOURNAMENT

MILE HIGH KICKBALL OPEN

DENVER, CO

JULY 17-18, 2021



SHEEEESH

7

LOT LIZARDS

6



11

HIGH HOPES

10

CO WILDFIRE

LEGENDS CUP

WASHINGTON, D.C.

SEPT. 18-19, 2021



NEXT MOVE

5

SHOWTIME

2



12

THE UNION

4

GUNPOWDER MILKSHAKE

WINNERS BY TOURNAMENT

FOUNDERS CUP

LAS VEGAS, NV

OCT. 8-9, 2021



DOPE
FIFTEEN

5

4



2

1

THEY WANT IT
REGIFTED

PEACH CUP

ATLANTA, GA

NOV. 13-14, 2021



NEXT MOVE
DOPE

6

4



11

1

HOLY GRAIL
DOA

WINNERS BY TOURNAMENT

CRESCENT CUP

NEW ORLEANS, LA

DEC. 10-11, 2021



WHAM!

2

SHEEEEEESH

0



8

LISA FRANK

1

TOXIC SHOCK SYNDROME

NEW RULEBOOK

Rules are not fun to obey, and they're even less fun to (re)write. The updated rule book is more concise and, God willing, more precise. They are likely imperfect. IF you read the "new" rules, you'll probably find numerous typos, game play problems and inconsistencies, and many other things about which you can complain. Feel free to email



zach@kickball365.com if you don't want to bother our beloved CEO with criticisms masked as suggestions. (SERIOUSLY: Please let us know if you find issues so we can address them before Boulder in July.)

We tried to simplify and streamline the rules. Kickball, at its core, is a simple game. To paraphrase the great Joe "Skip" Riggins in Bull Durham: "You throw the ball, you catch the ball, you kick the ball. Sometimes you win, sometimes you lose, sometimes [the lights go out and the Circuit Cup Championship game ends in a tie.]" We kept the fundamentals of the game in mind when rewriting, rather than updating, the rule book.

Please pay particular attention to some subtle changes: (1) the pitcher's plant foot; (2) the shorter "running lane" at first base; (3) overthrows; and (4) roster size and restrictions. The rest is there for you to digest at your own pace. So pour something cold, sit back and prepare your eyes to devour for the 2022-2023 rule book.

Zachary S. Shewmaker
Kickball 365 Consigliere

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1. INTRODUCTION

Kickball365 (“K365”) believes in and promotes competition rooted in fairness, sportsmanship, and fun. Captains/coaches, players, referees, and fans must conduct themselves in a respectful and professional manner during every Circuit Event (“Event”). Long story short: always treat everyone with respect. Failure to follow this general rule, or the other rules set forth in this document, may result in disciplinary action. K365 has the right to discipline any players, coaches, spectators, referees, or others who attend a K365 Event for failing to adhere to the rules set forth in this rulebook.

1.1. SPIRIT OF THE GAME

Captains/Coaches and players are responsible for competing in a fair, ethical and respectful way during an Event. Unsportsmanlike behavior or a failure to compete within this “Spirt of the Game” may result in discipline, including suspensions or expulsions from future Events. All disciplinary decisions will be made by the K365 on a case-by-case basis.

1.2. SPORTSMANSHIP

Sportsmanship is fair and generous behavior or treatment of others during a sports contest. K365 does not and will not tolerate a lack of sportsmanship. Unsportsmanlike behavior includes but is not limited to: (i) attempting to force or coerce another team or player into an error, foul, or penalty; (ii) yelling or cursing at another player, team, referee, etc.; (iii) fighting or taunting; or (iv) otherwise lewd or obscene behavior.

1.3. HATE SPEECH

K365 has a zero-tolerance policy for hate speech and/or intimidation or violence toward an individual or group. We define hate speech as a direct attack on what other institutions have defined as protected characteristics. These protected characteristics include race, ethnicity, national origin, disability, religious affiliation, caste, sexual orientation, sex, gender identity and serious disease. These attacks include overt violence, dehumanizing speech, harmful stereotypes, expressions of disgust and calls for exclusion. Individuals and groups who participate in hate speech in any virtual or physical space associated with K365, despite any intention, will immediately be removed from the organization indefinitely. K365 will not issue any warnings for a violation of this zero-tolerance policy.

2. DEFINITIONS

- 2.1. **Backstop:** A registered player or coach who has paid the proper Event registration fee and who is designated by the defensive team to return pitched balls to the pitcher.
- 2.2. **Base Coach:** A registered player or coach who has paid the proper Event registration fee designated by the kicking team to stand in foul territory and coach first and third base. A team may not have more than one base coach at first or third base at any time.
- 2.3. **Base Path:** The most direct path from one base to the next established once a baserunner begins to advance to the next base. A player advancing to a base may not deviate more than four (4) feet to the right or left of the base path, once established, in order to avoid a defensive attempt to tag or peg the runner with the ball.
- 2.4. **Catcher’s Zone:** The area bounded on the left and right by the borders of the Kicking Box, on the front by the back of the Kicker, and on the rear by the limits of the field.
- 2.5. **Circuit Event:** An event using the Official Rulebook of K365 and sanctioned or hosted by the Circuit.
- 2.6. **Circuit Overtime (COT):** The additional innings needed to complete an elimination game that remains tied at the end of regulation.
- 2.7. **COT Shootout:** The extra time after two COT innings more particularly described in Section 5.5.
- 2.8. **Dead Ball:** A stoppage of active play. Only the Game Head Referee (GHR) may call a dead ball.

- 2.9. **Double Walk:** A walk where the pitcher does not throw a pitch to the kicker or the pitcher throws four straight balls before throwing a strike to the kicker.
- 2.10. **Elimination Game:** A game in which the winning team advances and the losing team is eliminated from the Event.
- 2.11. **Encroachment Line:** The 84'10.2" line stretching outside corner of third base on the foul line to the outside corner of first base on foul line.
- 2.12. **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 is leading after the top of the final inning – i.e., after no new innings will be called because of time or the top of the fifth (5th) inning in a pool play game or the sixth (6th) inning in an elimination game – then game is over and the home team wins and the bottom of the inning will not be played. If the home team takes the lead during the bottom of the final inning, the game is over immediately, and the home team wins at the end of the play that gives the home team the lead.
- 2.13. **Event Head Referee (EHR):** The individual who oversees and manages all referees at an Event.
- 2.14. **Event Roster:** A team's roster of no more than 20 players registered for the event, excluding registered non-playing coaches.
- 2.15. **Fielding Lineup:** At least eight (8) – four (4) male and four (4) female in co-ed – and no more than ten (10) – six (6) male and at least four (4) female – players on defense.
- 2.16. **Foul Territory:** The area outside the first and third base lines as they extend into the outfield and behind home plate. The foul lines are fair territory.
- 2.17. **Game Head Referee (GHR):** The home plate referee in charge of final decisions during a game.
- 2.18. **Game Referee:** A referee who is not the GHR but assists the GHR during a game.
- 2.19. **Kicked Ball:** A ball kicked into play by a kicker that has not yet been touched by the defense or been established as a foul ball.
- 2.20. **Kicker's 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.
- 2.21. **Kicking Lineup:** A team's offensive kicking lineup containing no more than 15 players, and at least four (4) women for a co-ed game.
- 2.22. **Mercy Rule - Pool Play Game:** If either team is leading by 10 runs or more at the end of the third inning, or any subsequent inning, during a pool play game, the game is over.
- 2.23. **Mercy Rule - Elimination Game:** If either team is leading by 10 runs or more at the end of the fourth inning, or any subsequent inning, during an elimination game, the game is over.
- 2.24. **Non-Playing Team Coach:** A non-playing, properly registered team representative who is not the Team Captain. Each team may have up to two (2) non-playing team coaches.
- 2.25. **Overthrow:** An Overthrow is a defensive attempt (e.g., throw, pass, or kick) that fails to result in an out and continues into foul territory at first base, third base, or home plate. An overthrow can occur at base except second base. An overthrow occurs and is a dead ball when the ball touches any part of foul territory – i.e., the ground, a net, a wall, a team bench, etc. For further explanation, see Section 7.
- 2.26. **Pitcher's Circle:** The 12' circle in the center of the infield with the pitcher's mound on the Encroachment Line.
- 2.27. **Pitcher's Plant Foot Zone:** The back half of the pitcher's mound behind the encroachment line. All pitches, when thrown, must start and finish within this zone – i.e., no part of the pitcher may cross over the encroachment line after throwing a pitch that has not yet been kicked or reached the kicker.

- 2.28. **Pool Play Game:** The round-robin, non-elimination stage of a Circuit Event.
- 2.29. **Run Ratio:** 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.
- 2.30. **Running Lane:** The area in foul territory that begins eight (8) feet before first base. A kicker is out if the kicker fails to enter the running lane at least eight (8) feet before reaching first base and there is a defensive attempt (a tag, throw, or pass) on the runner. If a kicker fails to enter the running lane in time, it will be considered offensive obstruction. A kicker is safe if a defender enters the running lane while occupied by the kicker, which will be considered defensive obstruction. A dead ball is called for any running lane violation at the time the violation occurs. In the event of offensive obstruction, the runner is out and all baserunners must return to the base on which they started the play. In the event of defensive obstruction, the runner approaching first base is awarded first base and all other baserunners are awarded the base they were approaching when the obstruction occurred.
- 2.31. **Safety Base:** The base in foul territory adjacent to first base. All kickers advancing to first base after a kick must use the safety base unless there is no play at first base and no defender is occupying first base. Failure to run to the safety base will result in an out on the runner approaching first base, a dead ball, and all baserunners being forced back to the base on which they started the play.
- 2.32. **Strike:** A pitch is a strike if the ball remains on the ground or bounces at least twice before reaching the front of the plate and is 12" or less (measured from the *bottom* of the ball) off the ground through the strike zone or when it reaches the front of the kicker OR the kicker attempts to kick the ball and misses.
- 2.33. **Team Captain:** A team player or coach designated as the team representative responsible for communicating with the GHR and opposing team captain.
- 2.34. **Timeout:** An intentional halt in play called by the GHR.

3. FIELD & EQUIPMENT

The field shall be laid out and played on according to the instructions below. All players must comply with the equipment guidelines below. These rules are designed for safety.

3.1. PLAYING FIELD

The infield shall be a 60' square beginning where the first base line and third base line intersect behind home plate. The Pitcher's Circle is in the center of the infield. The Encroachment Line runs from the outside corner of third base on the foul line to the outside corner of first base on foul line. All bases are part of fair territory. The Pitcher's Circle and Kicking Box shall be laid out as shown in Diagram 1.

If both Team Captains believe a field is unsafe or a change is required, they may appeal to the Event Head Referee for a change. It is the Event Head Referee's sole decision to approve or deny a field change, and that decision is final.

3.2. SIDELINES

There are two sidelines on each field – the first base sideline and the third base sideline. Each sideline is 90' long and begins 12' from the point where the first and third base lines intersect behind home plate. The sideline does not include any part of the field parallel to the kicking box.

The kicking team's first base coach may stand between the first base line and the first base sideline. The kicking team's third base coach may stand between the third base line and the third base sideline. No other captain/coach, player, or spectator may stand in the area between each base line and each sideline during active play. The first violation of this rule will result in a warning. A second violation of this rule will result in a yellow card for the team captain and the offending player(s), if applicable. A third violation of this rule will result in a red card for the team captain and the offending player(s), if applicable.

K365 will mark the sidelines, base coaches' boxes, and spectator areas as practicably as possible on each field.

3.3. EQUIPMENT

All equipment worn by a player is considered an extension of the player.

- 3.3.1. **Ball:** A Baden KBS-10.
- 3.3.2. **Jerseys:** Teams may wear their own jerseys or league shirts. Jerseys may contain team names, players' names, logos, and numbers. Jerseys may not contain profanity or offensive or lewd language.
- 3.3.3. **Footwear:** All players must wear closed toe shoes. Metal cleats are not allowed.
- 3.3.4. **Gloves:** No defensive player may wear gloves while in the defensive lineup on the field.
- 3.3.5. **Foreign Substances:** No player may have a foreign substance on their hand(s) during any Event. In the event a foreign substance is discovered on a player's hand, that player will receive an automatic Red Card.

4. ROSTERS & LINEUPS

4.1. GENERALLY

- 4.1.1. All rosters must comply with the roster guidelines found in The Structure of the Circuit document. Failure to comply with the roster guidelines will result in the forfeit of the game(s) in which that team plays and that team or its captain may face additional disciplinary action.
- 4.1.2. A team must have at least eight (8) players – four (4) each of male and female players in a co-ed game – in the kicking and defensive lineup to start any game.

4.2. KICKING LINEUP

- 4.2.1. Team Captains must exchange written lineups prior to the start of a game. The lineups must contain a kicking lineup of no more than 15 kickers and a list of bench players, if applicable. K365 will provide standard lineup cards at each Event.
- 4.2.2. Lineups may change from game to game during an Event. Lineups may not change during the game except due to proper substitutions in compliance with the substitution or injury rules.
- 4.2.3. In a co-ed game, the Team Captain must identify its female players if requested.
- 4.2.4. In a co-ed game, the kicking lineup must have at least four (4) females and four (4) males. In a women's game, the kicking lineup must have at least eight (8) players.
- 4.2.5. A player who is not listed on the lineup as a kicker or substitute is ineligible to play in that game.
- 4.2.6. Once a game starts, each kicker must kick in the order listed on the kicking lineup.
 - 4.2.6.1. If a pitch is thrown to a kicker who is kicking out of order, the kicker is automatically out if the opposing team's captain notifies the GHR the kicker is out of order before a pitch is thrown to the next kicker in the lineup – i.e., if the #4 kicker is skipped and the #5 kicker kicks out of order and reaches base, but the opposing team notices the error and communicates the error to the GHR before a pitch is thrown to the #6 kicker, then the #5 kicker is out.
- 4.2.7. Except after a proper substitution or injury, if a player is unable to kick in that player's spot in the lineup, that player's kicking spot is recorded as an out and the next kicker in the lineup will follow.

4.3. DEFENSIVE LINEUP

- 4.3.1. A team must play at least eight (8) but not more than ten (10) players on defense. In a co-ed game, the defensive lineup must contain at least at least four (4) male and four (4) female players, unless required to play down one or more players pursuant injury substitution requirements, red card penalties, or both.
 - 4.3.1.1. A co-ed team cannot continue a game with less than three (3) female defenders or less than three (3) female kickers in the lineup.
 - 4.3.1.2. A co-ed team cannot continue a game with less than six (6) total players in the kicking or defensive lineup, with at least three (3) each of male and female players. For example, if a co-ed team has only four (4) female players on its roster and one (1) of those female players receives a red card during a game or injury forces a female player out of the Event, that team may complete the game with only three (3) female players but not be allowed to play the following game, if applicable, in that Event.
- 4.3.2. A defensive lineup must always have a pitcher and a catcher, but no more than one (1) of each on the field. A team may only switch or substitute a defensive player at pitcher or catcher once per defensive inning. Any attempt to or actual additional switch or substitution will result in a Yellow Card to the Captain and the prior catcher or pitcher will return to that position.

4.4. INJURIES & SUBSTITUTIONS

- 4.4.1. If a player is injured or ill, that player's Team Captain may substitute a member of the same sex for that player. If a proper substitution cannot be made (i.e., a co-ed team with only four rostered female players loses a female player to injury), then the game will continue with the injured player's spot in the lineup recorded as an out.
- 4.4.2. An injured player who does not kick in that player's spot in the lineup may not return to the game.
- 4.4.3. A player removed more than once during a Circuit Event may not play the rest of that day.
- 4.4.4. A co-ed team must forfeit the game if injury results in that team having less than three (3) male or three (3) female players in the lineup.
- 4.4.5. A co-ed team must forfeit remaining games and withdraw from an Event if injury results in that team having less than three (3) male or three (3) female players in its lineup.

4.5. SUBSTITUTIONS

- 4.5.1. A Team Captain must report any substitution – offensive or defensive – to the opposing Team Captain and the GHR prior to any substitution occurring.
- 4.5.2. A team is limited to no more than three (3) substitutions of the same sex during a game. In COT, each team receives one (1) additional substitution. A substitution may be made for any kicker or defensive player at any time.
- 4.5.3. A legitimate injury substitution does not count towards that team's substitution limit.
- 4.5.4. If a Team Captain does not report a substitution to the opposing Team Captain and GHR, then (i) the substitution is considered used and counts against the maximum, (ii) the substituted player is removed and ineligible to play in the rest of the game, (iii) the current kicker is out, if the offending team is kicking at the time, (iv) the improperly substituted player is removed from the defensive lineup, if the offending team is on defense at the time, and the defensive team must play down one player for the rest of that half of the inning, and (v) the Team Captain will receive a yellow card.
- 4.5.5. If the GHR determines a team faked an injury at any time, the offending team must forfeit the game and the Team Captain is suspended for the rest of the Event.

5. PLAYING THE GAME

The following rules govern how all K365 games will be played. The following rules are in addition to and do not supersede the sportsmanship and spirit of the game rules.

5.1. GENERAL GAME MANAGEMENT

- 5.1.1. GHR's control each game. If a head referee must stop a game for injury, the time attending to the injured player will be added to the game time clock. If a head referee must stop a game to resolve a rules or in-game dispute, no time will be added to the game time clock.
- 5.1.2. Games will not be stopped or postponed for weather unless the owners and/or Event Head Referee deems the playing surface or fields unsafe. No player must continue playing a game if that player believes continued play is unsafe.
- 5.1.3. The game score is the total number of runs scored by each team when the game ends.
- 5.1.4. Once a ball is kicked into fair territory and a play is made by the defense, "time" is called once the ball is returned to the pitcher and the pitcher establishes position within the pitcher's mound. When "time" is called, all baserunners must stop at the base to which they are running unless the pitcher leaves the pitcher's mound again and attempts to make a defensive play on any advancing runner.

5.2. POOL PLAY GAMES

- 5.2.1. A pool play game must last at least three (3) innings to count as an official game. A pool play game will last the shorter of five (5) innings or 60 minutes unless there is a Mercy Rule. No new inning may begin in a pool play game if 55 minutes have elapsed since the game start time.
- 5.2.2. If the home team leads the away team when the top half of the inning ends and the game is in the fifth inning or 55 minutes of game time elapsed during the top half of the subject inning, the game is over, and the teams will not play the bottom half of that inning or play any additional innings.
- 5.2.3. If the game is tied going into the bottom half of the fifth inning or the inning during which the game timer reaches 55 minutes, and the home team scores during the bottom half of the inning, the game is over and the home team wins by one run (the run that broke the tie).
- 5.2.4. A pool play game may end in a tie.
- 5.2.5. Captains will play Rock-Paper-Scissors prior each pool play game. The winning captain will choose to be the home or away team.

5.3. ELIMINATION GAMES

- 5.3.1. An elimination game must last at least four (4) innings to count as an official game. An elimination game will last the shorter of six (6) innings or 65 minutes, unless there is a Mercy Rule. No new inning may begin in a pool play game if 60 minutes have elapsed since the game start time.
- 5.3.2. If the home team leads the away team when the top half of the inning ends, and the game is in the sixth inning or 60 minutes of game time elapsed during the top half of the subject inning, the game is over, and the teams will not play the bottom half of that inning or play any additional innings.
- 5.3.3. An elimination game cannot end in a tie. If a game is tied at the end of the last inning, the game will continue in COT and, if necessary, a COT Shootout. If the game goes into a COT Shootout, the team that wins in a COT shootout will earn one (1) run in addition to that team's score at the end of COT (i.e., in a game tied 2-2 at the end of two COT innings, the team that wins in a COT Shootout will win 3-2).
- 5.3.4. The higher seeded team gets the choice of being the home or away team in an elimination game.
- 5.3.5. There is no time limit in a Championship Game.

5.4. CIRCUIT OVERTIME (COT)

- 5.4.1. COT begins if an elimination game is tied at the end of six (6) innings or when the game clock expires. A game will not play more than two (2) COT innings. If the game remains tied after two COT innings, the game goes into a COT Shootout.
- 5.4.2. Kicking lineups continue with the next kicker in the lineup after that team's last out recorded in regulation. Kicking lineups may not change in COT, except in the event of a valid injury substitution.
- 5.4.3. Defensive lineups are limited to eight (8) (four (4) of each sex in a coed game), but no less than six (6) (in the event of injury limitations or red card penalties, three (3) of each sex in a coed game) total players.
 - 5.4.3.1. If a player receives a red card during a game, that team must play down one defender of the same sex as the player who received a red card.
- 5.4.4. In a coed game, a team may continue play with only three (3) male or three (3) female players if an injury in forces that team to do so. The injured player's spot in the lineup is an automatic out. A team must forfeit if injury requires that team to play with less than three (3) male or female players.
- 5.4.5. There is no time limit for COT.
- 5.4.6. In the first inning of COT, each kicking team begins with no runners on base.
- 5.4.7. In the second inning of COT, each kicking team begins with the last kicker from the previous inning as a baserunner on second base. A kicking team may not substitute a new baserunner for the last kicker to start the second inning of COT on second base except if the last kicker in the prior inning suffers a legitimate injury and such a substitution is approved by the GHR.

5.5. CIRCUIT OVERTIME (COT) SHOOTOUT

- 5.5.1. If teams remain tied after two COT innings, the game moves to a COT Shootout.
- 5.5.2. Defensive lineups remain the same as in COT.
- 5.5.3. Each team will choose any five (5) kickers, one (1) of which must be female in a co-ed game. Each kicker will kick with the bases empty and eight (8) defenders (four (4) each of male and female players). Each team will kick all five (5) kickers in a row in any order that team chooses. Each kicker must be in the lineup at the end of the COT innings.
- 5.5.4. You may not substitute for a kicker in a COT shootout.
- 5.5.5. Each kicker will receive a pitch until that pitch results in a successful kick, an out, a strike, or a foul.
- 5.5.6. A kicker who successfully reaches first base, second base, third base, or kicks a homerun without recording an out will receive one (1) point for each base reached – i.e., one (1) point for first base, two (2) points for second base, three (3) points for third base, and four (4) points for a homerun. If a kicker is thrown or tagged out while running to any base, that kicker will receive zero (0) points, regardless of how many bases that kicker reached prior to the out.
- 5.5.7. A kicker who takes a pitch that is called a ball will receive one (1) point for each pitch that is called a ball and will remain the kicker until there is an out or the kicker successfully reaches a base.
- 5.5.8. A kicker who takes a strike, fouls off the pitch, or kicks into an out will receive zero (0) points.
- 5.5.9. If defensive encroachment is called in a shootout, the kicker is awarded one (1) point (as if the pitch were called a ball) and the at-kick will continue until the kicker reaches base, a strike or foul occurs, or the defense records an out.

5.5.10. If the score is tied after each team kicks five (5) kickers, the shootout moves to “sudden death” and each team will choose one (1) kicker at a time, but no more than three (3) males in a row in a co-ed game, until one team scores and the other does not and the inning ends.

5.5.11. There is no time limit in a shootout.

5.5.12. In a COT shootout, a kicker may not kick more than one (1) time unless and until every other kicker in the lineup at the end of regulation has already kicked.

5.6. EJECTION

5.6.1. In the event a player in the kicking lineup is ejected from a game, that player’s kicking spot will count as an automatic out the next time kicking lineup reaches that spot and that player’s team must play down one player of the ejected player’s sex for the rest of the game.

5.6.2. A team may not use a substitute for an ejected player and must play down one player of the same sex as the ejected player when on defense.

5.7. PITCHING (BALLS, STRIKES, FOULS & WALKS)

5.7.1. A pitcher must deliver each pitch by hand with the pitcher’s plant foot in the back half of the pitcher’s circle and without any part of the pitcher’s body touching or crossing the encroachment line prior to. Failure to do so is encroachment.

5.7.2. A pitcher may deliver the pitch by hand in any style the pitcher chooses.

5.7.3. A kicker is out if the kicker receives four (4) combined strikes and fouls or if any pitch that contacts the kicker is caught by a defender prior to touching the ground without using the ground to control the ball.

5.7.4. A pitch is a strike if the ball

5.7.4.1. Remains on the ground or bounces at least twice before reaching the front of the plate, and

5.7.4.2. Is 12” or less (measured from the *bottom* of the ball) off the ground through the strike zone or when it reaches the front of the kicker, or

5.7.4.3. The kicker attempts to kick the ball and misses.

5.7.5. To be a strike, any pitched ball must cross home plate within 12” of the sides of and above (when measured from the bottom of the ball) home plate. “Back door strikes” are permissible as shown on the strike zone diagram.

5.7.6. A foul ball is a ball that is kicked

5.7.6.1. Above the kicker’s waist; or

5.7.6.2. With the kicker’s plant foot outside the kicker’s box, or

5.7.6.3. That lands in foul territory, or

5.7.6.4. That is touched by a defensive player in in the catcher’s box or foul territory before entering fair territory.

5.7.7. A foul ball is also a ball that is kicked out of the catcher’s box and into fair territory but rolls into foul territory prior to reaching first or third base and before being touched by a defensive player. A defensive player’s position in fair or foul territory cannot make a ball fair or foul. Home plate is fair territory.

5.7.8. A foul ball is live and may be caught at any time prior to hitting the ground. Baserunners may tag and advance on a caught foul ball.

- 5.7.9. A pitch is a ball if it is not called a strike or foul ball.
- 5.7.10. A kicker earns a one-base walk if, after at least one (1) strike or foul, a pitcher throws four (4) balls or the kicker is intentionally walked.
- 5.7.11. A kicker earns a two-base walk if, prior to throwing a strike or foul, the pitcher throws four (4) balls or the kicker is intentionally walked.
- 5.7.12. A pitcher or Team Captain may intentionally walk any kicker by declaring an “intentional walk” to the GHR.
- 5.7.13. All baserunners who would be forced to advance on a kicked single or double will go to the next base in the event of a walk that requires such a force. All baserunners who would not be forced to advance in such a scenario will remain on their base.

5.8. KICKING

- 5.8.1. In order to reach a base successfully, a kicker must kick a pitch at or below the waist with the plant foot at least touching the back of the kicking box and with no part of the plant foot in front of the plate.
- 5.8.2. If a kicker kicks the ball and it hits the kicker a second time in foul territory or in furtherance of the kicking motion in fair or foul territory (including a “trap”), it is a double kick and a foul ball.
- 5.8.3. If a kicker kicks the ball and it hits the kicker a second time in fair territory after the kicking motion is complete, it is a double kick, an out, and a dead ball. Any double kick that does not hit the ground may still be caught by the defense for an out.
- 5.8.4. A kicked ball is fair if kicked in compliance with Rules 5.8.1, 5.8.2, and 5.8.3, and
 - 5.8.4.1. it lands on or passes in front of home plate into the playing field, and
 - 5.8.4.2. is touching or between the two baselines, including on home plate, when first touched by a defensive player or baserunner, or stops completely, or
 - 5.8.4.3. is touched by a defender who is established in fair territory before landing in foul territory (i.e., a defender standing in fair territory can make a ball touched in foul territory a fair ball), or
 - 5.8.4.4. it passes first or third base in the air after having landed on or between the baselines, or
 - 5.8.4.5. it lands inside the baselines in fair territory after passing first or third base.
- 5.8.5. A Team Captain can declare an intentional out for any kicker prior to a pitch being thrown but cannot do so if a pitch has been thrown.
 - 5.8.5.1. If an intentional out is called by a captain after a pitch is thrown, the captain will receive a yellow card and the team will forfeit the right to declare the intentional out and receive a two-base walk.
 - 5.8.5.2. If an intentional out is declared, the defensive team may accept the out or decline the out and send the kicker to second base (with all runners advancing if forced to do so). The kicker must accept the defensive team’s decision to accept or decline the out.

5.9. BASERUNNING (RUNNING LANE, SAFETY BASE, FORCE PLAYS, TAGGING UP)

- 5.9.1. A kicker running to first base is out if the kicker fails to enter the running lane at least eight (8) feet before reaching first base and there is a defensive attempt (a tag, throw, or pass) on the runner. If a kicker fails to enter the running lane at least eight (8) feet prior to reaching first base, it will be considered offensive obstruction. A kicker is safe if a defender enters the running lane to field a ball while occupied by the kicker, which will be considered defensive obstruction.

- 5.9.2. A kicker running to first base must run to and touch the safety base to be called safe. A kicker running to first base is out if the kicker does not use the safety base while a defender is occupying first base.
- 5.9.3. A kicker running to first base who is called safe may overrun the base. If the kicker runs past first base and makes an attempt to advance to second base (i.e., makes a hard turn with the intent to begin running to second base), the ball remains live and the defense may attempt to tag the kicker or any other baserunners who leave their base.
- 5.9.4. A baserunner is out if
 - 5.9.4.1. the baserunner is not on base when the ball is kicked;
 - 5.9.4.2. if the baserunner attempts to steal a base;
 - 5.9.4.3. a kicked ball strikes the baserunner before being touched by a defender and while the baserunner is not on base;
 - 5.9.4.4. a kicked ball is touched by a defender and subsequently hits the baserunner at or below the baserunner's shoulder level while the baserunner is standing or running;
 - 5.9.4.5. a kicked ball is touched by a defender and subsequently hits the baserunner anywhere on the baserunner's body while sliding;
 - 5.9.4.6. a defensive player controls the ball and any part of the controlled ball or defensive player's body touches the base to which a baserunner is advancing;
 - 5.9.4.7. the baserunner interferes with a defensive player;
 - 5.9.4.8. the baserunner passes another baserunner;
 - 5.9.4.9. the baserunner is forced to the next base but remains on the base and is contacted by the ball.
- 5.9.5. A baserunner is awarded the base to which the baserunner was running if the kicked ball is touched by a defender and subsequently hits the baserunner's neck or shoulder while the base runner is standing or running.
- 5.9.6. A baserunner has the right of way in the base path. A baserunner is out if the baserunner runs more than four (4) feet outside the base path to avoid a tag or throw. A baserunner may run more than four (4) feet outside the base path for safety reasons (i.e., to avoid a collision or injured player) if done solely for that purpose and not to avoid a tag or throw.
- 5.9.7. If a base moves during play, a baserunner is on base if touching the area where the base should be.
- 5.9.8. A baserunner may advance to the next base on a caught fly ball only by remaining on the original base until the ball is caught or returning to the original base after the ball is first touched by the defensive player. Failure to "tag up" will allow the defense to attempt to record an out by touching the baserunner with the ball or touching the original base while in possession of the ball. The defense may appeal to the GHR for an out called on a baserunner the defense believes did not properly tag up on a caught fly ball and the GHR will confer with other referees to determine if the baserunner is safe or out.
- 5.9.9. A baserunner must touch every base the baserunner passed if forced to return to the original base.
- 5.9.10. Two baserunners may not occupy the same base while the ball is in play. If two baserunners occupy the same base while a ball is in play, the lead baserunner is out if that baserunner was forced to move to the next base or the trailing baserunner is out if that baserunner was not forced to advance to the shared base.

- 5.9.11. A baserunner may not advance further than permitted under the rules (e.g., following a dead ball, time out, or overthrow). In the event a baserunner is out of position when "time" is called, the GHR will return each such baserunner to the appropriate base and may call a baserunner out for failure to properly "tag up" or for missing a base while running the bases.

6. ENCROACHMENT, OBSTRUCTION & INTERFERENCE

6.1. ENCROACHMENT

- 6.1.1. Pitcher encroachment occurs if the pitcher delivers the pitch with the plant foot outside the back half of the pitcher's circle or with any part of the pitcher's body over the encroachment line. A pitcher does not encroach if field conditions cause the pitcher to fall over the encroachment line while delivering the pitch.
- 6.1.2. Catcher encroachment occurs if, when the ball is kicked or passes by the kicker, (1) any part of the catcher's body is not completely behind the back horizontal plane of the kicker or (2) the catcher is out of either side of the kicker's box.
- 6.1.2.1. Catcher encroachment also occurs if the catcher is not behind the kicker when a pitch is thrown (unless field constraints would require otherwise).
- 6.1.3. Fielder encroachment occurs when any part of the fielder's body crosses the encroachment line before a pitched ball is kicked or reaches the kicker.
- 6.1.4. Encroachment is penalized by adding two (2) balls to the kicker's count or allowing the result of the play to stand. If two balls are added to the count and that would result in at least four (4) balls to the kicker, the kicker is walked and any additional ball over four (4) is added to the next kicker.
- 6.1.4.1. In a COT shootout, encroachment is penalized by adding one (1) point to the kicker's total and the kicker will be allowed to continue kicking until reaching base or an out is recorded.

6.2. OBSTRUCTION & INDUCEMENT

- 6.2.1. Defensive obstruction occurs when a fielder intentionally or unintentionally blocks, with or without contact, a baserunner's path to a base.
- 6.2.2. Defensive obstruction occurs at first base when the first baseman, attempting to catch a thrown ball, crosses into the running lane after the kicker has already entered the running lane.
- 6.2.3. Defensive obstruction occurs when a fielder is not making an active play on a kicked or thrown ball and stands or sets up on a base, blocks a base, or blocks a baseline.
- 6.2.4. Catcher obstruction occurs if the catcher impedes the kicker in any way.
- 6.2.4.1. The first catcher obstruction results in a warning and two balls awarded to the kicker or the kicker may accept the result of the play.
- 6.2.4.2. The second catcher obstruction results in the kicker being awarded first base or the result of the play.
- 6.2.4.3. Intentional or reckless catcher obstruction may result in additional penalties.
- 6.2.5. If defensive obstruction occurs by a non-catcher, the obstructed runner is awarded the base the runner was approaching at the time of the obstruction and all other baserunners advance, but only if forced to do so. For example, if a defensive player obstructs a runner advancing from first base to second base, and the obstruction occurs just as the runner passes second base and a lead runner is still approaching third base, then the runner advancing to second base will be awarded third base and the runner still running to third base will be awarded home base and one run.
- 6.2.6. Offensive obstruction occurs if a baserunner forces or attempts to force contact with a defender.