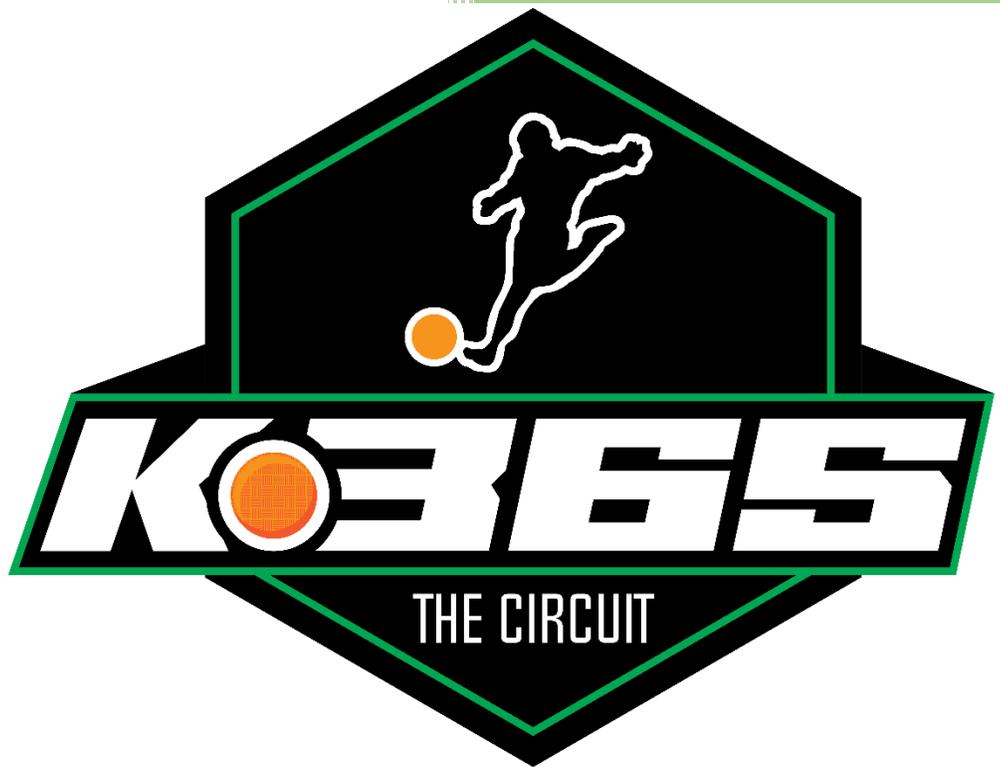


2022-2023

OFFICIAL RULEBOOK (CO-ED & WOMEN'S)



LEADERSHIP TEAM

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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 “Spirit 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.
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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.

- 6.2.7. If offensive obstruction occurs, the offending baserunner is out, a dead ball stoppage occurs, and all baserunners must return to the base where they started.
- 6.2.8. Inducement occurs when a kicker makes an unnatural move to initiate contact with the catcher or to draw a call for catcher inducement.
 - 6.2.8.1. The first inducement results in a warning and the defense may elect to add an additional strike to the count (if the pitch was not kicked) or take the result of the play (if the result was an out).
 - 6.2.8.2. The second inducement (by the same or any other kicker on the team) results in the kicker who commits the second inducement being called out.
- 6.2.9. There is no obstruction, and no obstruction – defensive or offensive – will be called – if the offensive player could not have legally or reasonably advanced to the next base or if the offensive player did not make a reasonable attempt to advance.

6.3. INTERFERENCE

- 6.3.1. Interference occurs when an offensive player, team bench players and coaches, or spectators impede a defensive player attempting to make a play on a live ball or baserunner. Interference includes but is not limited to physical contact, verbal interference, or screening a defensive player from the ball. Interference can be intentional or unintentional.
- 6.3.2. If there is interference with a defensive player, a dead ball stoppage occurs and all baserunners must return to the last base reached unless the play resulted in a force to the next base.
- 6.3.3. A baserunner is out if the baserunner receives physical assistance from another player, coach or spectator.

7. OVERTHROWS & DEAD BALLS

- 7.1. 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.
- 7.2. An overthrow cannot occur at second base.
- 7.3. 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.
- 7.4. An overthrow at first base occurs when a defensive player makes a defensive attempt on a kicker running to first base from home plate that travels into and touches anything in foul territory. In the event of an overthrow at first base, the kicker is safe at first base and awarded second base. All other baserunners are allowed the base they were going to when the dead ball occurred unless the kicker being awarded second base forces the other baserunners to an additional base.
- 7.5. An overthrow at third base or home plate occurs when a defensive player makes a defensive attempt on a kicker running to third base or home plate that travels into and touches anything in foul territory. In the event of an overthrow at third base or home plate, all baserunners are awarded the base to which they were running when the dead ball occurs unless forced by other runners advancing on the dead ball ruling.
- 7.6. A dead ball is called by the GHR when play must stop for a play that may result in an unfair advantage for either team, including but not limited to the ball hitting a spectator, an overthrow, an injury, a flat ball, etc. In the event of a dead ball being called, all play stops and baserunners may not advance past the base to which they were running when the dead ball was called.

8. DISCIPLINE

- 8.1. A warning may be issued by the GHR or any other K365 representative to a player, non-playing coach, referee or anyone else attending an event who fails to adhere to these rules. A second warning may be issued but is not required before issuing further action.

- 8.2. A yellow card may be issued by the GHR or any other K365 representative to a player, coach, referee or anyone else attending an event who fails to adhere to these rules in a reckless or egregious way. A warning does not have to be issued prior to issuing a yellow card. A yellow card will result in an assessment of five (5) disciplinary points on the K365 records.
- 8.3. A red card may be issued by the GHR or any other K365 representative to a player, coach, referee or anyone else attending an event who fails to adhere to these rules in a willful, wanton, aggressive, or excessive way or for repeated violation of the rules following a warning and/or yellow card. A yellow card will result in an assessment of ten (10) disciplinary points on the K365 records.
 - 8.3.1. Anyone who receives a red card must leave the Event premises immediately.
 - 8.3.2. A player who receives a red card cannot be replaced in the kicking lineup and that player's spot in the lineup becomes an automatic out and must miss the next game in the next Circuit Event for which that player registers.
 - 8.3.3. If a team's player receives a red card, that team must play down one defensive player of each sex throughout the rest of the game, including in COT (i.e., nine (9) players on defense through regulation and seven (7) players on defense in COT).