



THE CIRCUIT

OFFICIAL RULEBOOK
2023 - 2024
VERSION 2023.1

MICHAELA BLANCHARD
OWNER & CEO

CHARLES HATTON IV
OWNER & COO



OFFICIAL RULEBOOK OF THE CIRCUIT

2023 - 2024
VERSION 2023.1

TABLE OF CONTENTS

1. INTRODUCTION	4
1.1. SPIRIT OF THE GAME	4
1.2. SPIRIT OF THE RULES	4
1.3. SPORTSMANSHIP	4
1.4. HATE SPEECH	5
1.5. SUMMARY OF CHANGES FOR 2023-24	5
2. DEFINITIONS	6
3. FIELD & EQUIPMENT	9
3.1. PLAYING FIELD	10
3.2. TEAM BENCH	10
3.3. PLAYERS EQUIPMENT	10
4. ROSTERS & LINEUPS	11
4.1. GENERALLY	11
4.2. PLAYER ELIGIBILITY/ ROSTERS	11
4.3. KICKING LINEUP	11
4.4. DEFENSIVE FIELDING TEAM LINEUP	12
4.5. INJURIES	12
4.6. SUBSTITUTIONS	13
5. PLAYING THE GAME	13
5.1. GENERAL GAME MANAGEMENT	13
5.2. POOL PLAY GAMES	14
5.3. ELIMINATION GAMES	14
5.4. EMERGENCY GAME MANAGEMENT	14
5.5. ENDING THE GAME	15
5.6. CIRCUIT OVERTIME (COT)	15
5.7. CIRCUIT OVERTIME: TIE-BREAKER SHOOTOUT	16
5.8. EJECTION	17
6. ENFORCEMENT & DISCIPLINARY	17
6.1. ENFORCEMENT	17
6.2. DISCIPLINARY ACTIONS	17
6.3. DISCIPLINARY LEVELS	17
7. GAME PLAY GUIDELINES	19
7.1. OUTS	19
7.2. CONTACT WITH A KICKBALL IN PLAY	19
7.3. BASE PATH RUNNING	19
7.4. INTERFERING WITH A FIELDER	19
7.5. OTHER WAYS TO BE OUT	20

7.6. PITCHING (BALLS, STRIKES, FOULS & WALKS)	20
7.7. CATCHING POSITIONS	21
7.8. FIELDING POSITIONS	22
8. ENCROACHMENT, OBSTRUCTION, & INTERFERENCE	22
8.1. PITCHER ENCROACHMENT	22
8.2. CATCHER ENCROACHMENT	22
8.3. FIELDER ENCROACHMENT	23
8.4. ENCROACHMENT PENALTY	23
8.5. OBSTRUCTION & INDUCEMENT	23
8.6. INTERFERENCE	24
9. KICKING, BASERUNNING & FIELDING	24
9.1. KICKING	24
9.2. BASERUNNING (RUNNING LANE, SAFETY BASE, FORCE PLAYS, TAGGING UP)	25
9.3. BASERUNNING APPEALS	27
9.4. OVERTHROWS	27
9.5. DEAD BALL PLAYS	27
9.6. FAIR BALL PLAYS	29
9.7. FOUL BALL PLAYS	29
9.8. DOUBLE KICKS	29
10. GAME LENGTH GUIDELINES	31
11. DIAGRAMS	32

Note, the Online Rule Book Supersedes the Printed Edition

Special thanks to the leadership of the current and past members of the Rules Committee, The Circuit Referees, The Circuit kickball player community, and Kirk Aleong and Gabe Burden for their diagram artwork.

The Kickball365 and The Circuit are registered trademarks of Kickball365, Illc.

1. INTRODUCTION

This code of rules governs the playing of kickball by teams at Kickball365 (“K365”) Circuit Events (“The Circuit”), in all divisions. These rules serve to promote the spirit of fairness, sportsmanship, and fun. Kickball365 and the Rules Committee requires all coaches, captains, players, referees and fans to follow the Official Player Conduct Policy and conduct themselves in a professional manner before, during, and immediately following all games. Failure to follow the rules set forth in this document may result in disciplinary action. K365 has the right to discipline any player, coach, spectator, referee, 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

- 1.1.1. The Circuit, and kickball in general, relies upon a spirit of sportsmanship that places the responsibility for fair play on the player. Kickball365 is about the love of the game. We recognize that highly competitive play is going to happen; but it should never be at the expense of mutual respect among competitors, adherence to the agreed upon rulebook, or the basic joy of play.
- 1.1.2. We encourage all Players and Referees to protect these vital elements of The Circuit and strive to eliminate unsportsmanlike conduct from the field.
- 1.1.3. Such actions as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions, or other 'win-at-all-costs' behavior are contrary to the Spirit of the Game and must be avoided by all players.
- 1.1.4. Before a new equipment item, tactic, or procedure is adopted by a team, it must be cleared with the tournament director at the captain's meeting, or with the head referee before a game in which it is used. Failure to do so implicitly agrees with our right to retroactively punish or enforce any found rules violations, even if not explicitly prevented in this rulebook.
- 1.1.5. In the event the letter of the rules can be interpreted in a manner that conflicts with the spirit of the entire rulebook, we reserve the right to protect the integrity and intent of the sport by disciplinary action, including suspensions or expulsions from future events. All disciplinary decisions will be made by the K365 on a case-by-case basis.

1.2. SPIRIT OF THE RULES

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

1.3. SPORTSMANSHIP

- 1.3.1. 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 towards others.
- 1.3.2. In addition to any sanctions imposed by the Game Head Referee or Game Referee(s), violators face additional penalties up to and including further warnings, ejections, suspensions, and/or expulsions for future Circuit Events, as determined by the Rules Committee, as well as the initiation of and/or

cooperation with any appropriate civil and/or criminal proceedings and/or investigations under local/state/ federal law.

1.4. HATE SPEECH

1.4.1. 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 be subject for review, leading to indefinite removal from the organization. K365 will not issue any warnings for a violation of this zero-tolerance policy.

1.5. SUMMARY OF CHANGES FOR 2023-24

- Roster's are still capped at 20, with the exception of rookies. No limit on rookie players on a roster.
- Rookies are defined as having played two (2) or less tournaments, per division.
- No cap on players in the kicking lineup. But, teams must kick at least four (4) women by the 15th kicker.
- A player removed for injury three (3) times during a Circuit Event may not play the rest of that day.
- On offense, no ghost runners are allowed. In case of injury, the injured player may utilize a sub runner, who is the last out of the same gender.
- Tournaments will include a consolation bracket, where time and the amount of teams makes this allowable.
- The kicking box has been extended 15 ft. from the front of the plate to the back of the box, where permissible.
- Game play may commence or continue with three (3) women, only as a result of injury or ejection. The team has to play down a player and take a technical out at the end of the offensive lineup.
- If a pitch is thrown without a bounce and hits a player above the shoulders, the penalty is two balls.
- Fielder/pitcher encroachment is when a player's foot, not body, is over the encroachment line. This does not apply to the catcher. Catcher encroachment is still the same.
- A pitcher can start outside of the pitcher's circle, but must end up in the pitcher's circle before the ball is pitched.
- Encroachment is 1, not 2, balls.
- A kicker may touch the inside bag at first base, IF there is no play at first base, or if the runner makes an attempt to go to second base. The kicker and first base must make their best effort to avoid interference. The first baseman should not be on the base if there is no play at first.
- Coaching behind the plate is permissible before the ball is pitched, as long as the coach/player is not a distraction to the opposing team or referee. Distraction is determined by ref discretion.
- Normal/regular use of a foreign substance such as rosin, baby power, and chalk (that does not leave sticky residue) are permitted. Excessive use, or if the substance creates an unfair advantage, is not permitted. Substances similar to stick 'ems or spider tack are illegal, as it creates a sticky residue that causes an advantage. In the event a foreign substance is considered excessively used or creates an unfair advantage, that player will receive an automatic yellow card, with the option of a red card, which is the discretion of the referee; and the misuse must be immediately corrected.
- There are no limits on the number of substitutions from a team's bench to the active lineup.
- As time allows, there are no COT shootouts in a championship game. The innings will continue with the last out at second base and eight (8) defensive players.
- Kansas is a new Coed Division region as of 2023-24. Also, we recognize there is a greater pool of established players that reside on the East Coast (DMV, Georgia, Florida, and Tidewater). So, similar to the Women's guideline, for Coed we will create and invoke "The Western Expansion" exception. Teams from Colorado, Kansas, Louisiana, and Texas may claim two regions within these four regions, instead of one. There will be no changes for the coed East Coast regions.
- The Women's Division no longer recognizes Arizona, California, Colorado, Nevada, and Texas as regions, due to the lack of teams or players in those regions. This means that DMV, Georgia, and Florida are the only regions in Women's.

2. DEFINITIONS

- 2.1. Backstop:** A player, coach, or person who is designated by the defensive team to return pitched balls to the pitcher. The backstop must remain behind the kicker, catcher, and Game Head Referee during all live balls. The backstop's purpose is to speed up gameplay by returning the pitched kickball to the pitcher. The Game Head Referee has full discretion to remove non-authorized or additional individuals from behind home plate if deemed necessary. It is at the ref's discretion whether or not a player can coach from behind home plate.
- 2.2. Base Coaches:** A registered player or coach 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. Circuit Policy:** Are a series of documents that describe a variety of elements that make up The Circuit.
- 2.9. Circuit Scoring Sheet:** Official score sheet completed by the Game Head Referee.
- 2.10. Circuit Scoring System (CSS):** Used to establish the National Tour Standings for teams competing in either division for the Circuit Cup Championship.
- 2.11. Conduct Policy:** Is a code of conduct for members of the Kickball365 Player community, details the bodies that manage matters related to conduct, and describes the procedures for addressing conduct violations and sanctions relating to conduct violations.
- 2.12. Dead Ball Stoppage:** A stoppage of active play. Only the Game Head Referee (GHR) may call a dead ball. No Baserunners may advance during a Dead Ball Stoppage.
- 2.13. 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.
- 2.14. Elimination Game:** A game in which the winning team advances and the losing team is eliminated from the Event.
- 2.15. 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.
- 2.16. 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.

- 2.17. Event Manager:** Individual appointed by Kickball365 to manage Circuit Event/Tournaments.
- 2.18. Event Head Referee (EHR):** The individual who oversees and manages all referees at an Event. The individual who oversees all Game Head Referees at the Circuit Event. This individual will enforce the rules and maintain the order of the games. If a play is in question, the Game Head Referee and Team Captain(s) should consult the Event HRiC. The appeal process at an Event is, from initial to final authority: Game Referee → Game Head Referee → Event HRiC.
- 2.19. Event Roster:** A team's roster of no more than 20 players registered for the event, excluding registered non- playing coaches and rookies.
- 2.20. Fielding Lineup:** For the Co-Ed Division, At least eight (8) [four (4) men and four (4) women in co-ed] and no more than ten (10) [six (6) men and at least four (4) women] players on defense. For the Women's Division, at least eight (8), but no more than ten (10) women on defense.
- 2.21. 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.
- 2.22. Game Head Referee:** The home plate referee in charge of final decisions during a game. Game Head Referees may overrule decisions made by Game Referees.
- 2.23. Game Referee:** A referee who supports the Game Head Referee to properly enforce the rules and maintain the order of the game. Circuit games will be enforced by one or more Game Referees.
- 2.24. 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.
- 2.25. Kicking Box:** The area shaped like a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Also known as the Kicker's Box.
- 2.26. Kicking Lineup:** There is no max lineup limit, but at least four (4) women have to kick by the 15th kicker for a co-ed game. Reminder, there is a roster limit of 20 players, excluding rookies. Rookies do not count towards a roster's limit. Each lineup must contain a minimum of six (6) men and four (4) women. Any amount below these amounts, will result in taking an out for each spot that is below the six (6) and four (4).For example, if you have four (4) men and four (4) women in your lineup, you will have to take two (2) outs.
- 2.27. 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.
- 2.28. 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.
- 2.29. 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.
- 2.30. Official Kickball.** Is a custom Baden Sports PG10 kickball.

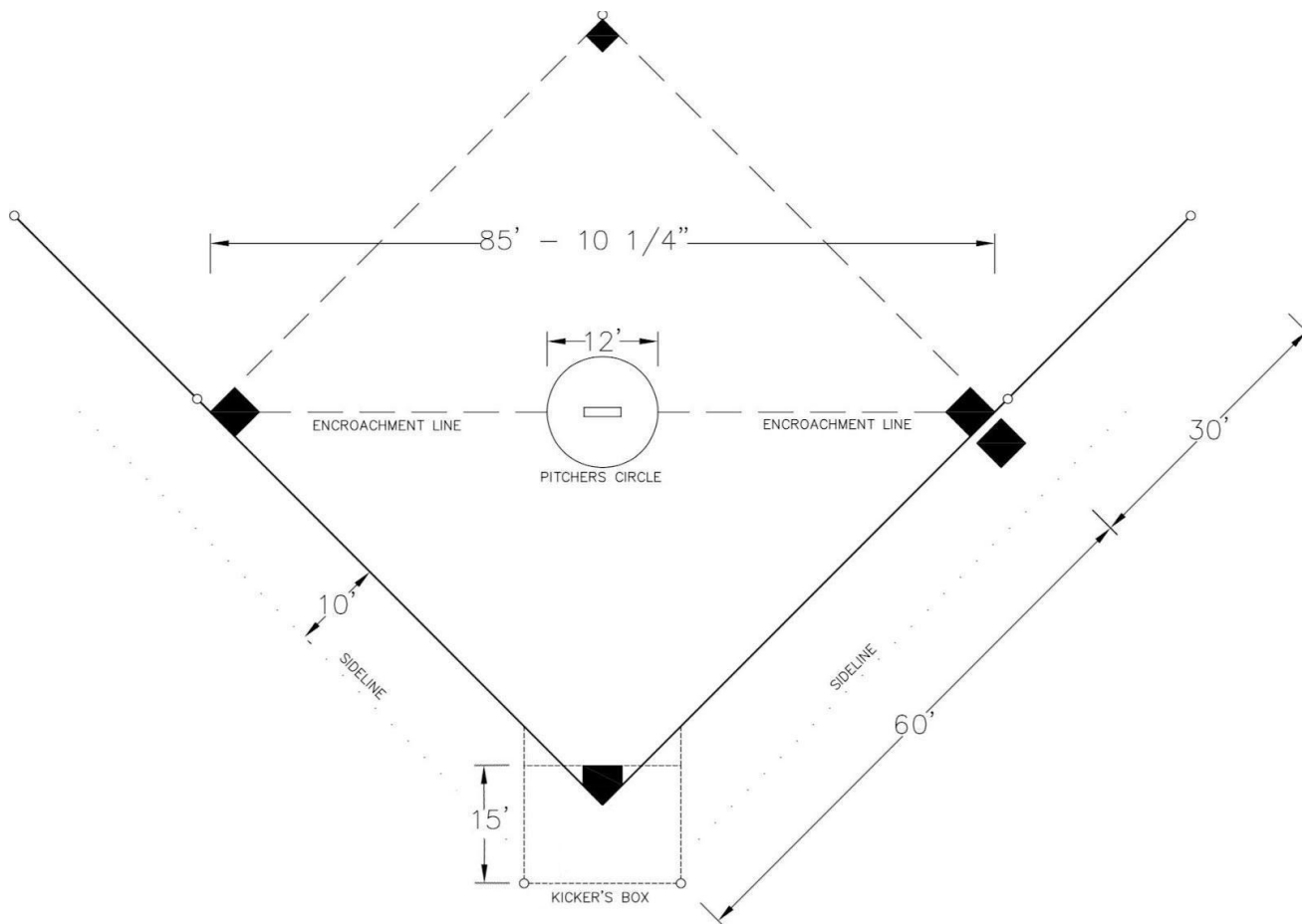
- 2.31. Overthrow:** A defensive attempt (e.g., throw, pass, or kick) that fails to result in an out and continues into foul territory at first base, third base, or home plate. An overthrow can occur at any base except second base. An overthrow occurs and is a dead ball when the ball touches any part of foul territory – i.e., the ground, a net, a wall, a team bench, etc. For further explanation, see Section 7.
- 2.32. Pitcher’s Circle:** The 12’ circle in the center of the infield with the pitcher’s mound on the Encroachment Line
- 2.33. 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.
- 2.34. Pool Play Game:** The round-robin, non-elimination stage of a Circuit Event.
- 2.35. Ranking:** Value assigned to a Team for the purposes of seeding it into Pool Play in a Circuit Event.
- 2.36. Regions 2023 - 2024:** Kansas is a new Coed region as of 2023-24. Also, we recognize there is a greater pool of established players that reside on the East Coast (DMV, Georgia, Florida, and Tidewater). So, similar to the Women's guideline, for Coed we will create and invoke “The Western Expansion” exception. Teams from Colorado, Kansas, Louisiana, and Texas may claim two regions within these four regions, instead of one. There will be no changes for the coed East Coast regions. The Women’s Division no longer recognizes Arizona, California, Colorado, Nevada, and Texas as regions, due to the lack of teams or players in those regions. This means that DMV, Georgia, and Florida are the only regions in Women’s.
- 2.37. Rookies:** Individuals who have played in two tournaments or less in a Circuit division. A team may recruit an unlimited amount of rookies on Availables AND Established teams.
- 2.38. Roster limit:** There is a roster limit of 20 players, excluding rookies. Rookies do not count towards a roster’s limit.
- 2.39. Rules Committee:** Is the main governing body that applies and interprets the Rulebook for The Circuit.
- 2.40. Run Ratio:** Is a Team’s Total Runs Scored divided by the sum of its Total Runs Scored and Total Runs Allowed ($RS / (RS + RA)$). Run Ratio cap is enforced at ten (10) runs from the total runs scored by the losing team.
- 2.41. 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. ([See Diagram 11](#))
- 2.42. 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, or if the runner makes an attempt to go to second 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.
- 2.43. 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. A strike is also when the kicker attempts to kick the ball and

misses.

- 2.44. Structure of The Circuit:** The document that defines guidelines and policies of The Circuit.
- 2.45. Team Captain:** A team player or coach designated as the team representative responsible for communicating with the GHR and opposing team captain.
- 2.46. Team Lineup:** Is the full listing of players on a competing team, identified by sex and sorted by the order in which they will kick, in a given game.
- 2.47. Team Roster:** Is the full listing of players on a competing team who are eligible to play on The Circuit. There is a max of 20 players on a Team Roster, excluding Rookies. A team can have an unlimited amount of Rookies.
- 2.48. Time Out:** An intentional halt in the play. Calling a Timeout allows the Team Captain of either team to communicate with their team (e.g., determine strategy or inspire morale, stop the game play but not the game clock). The player must request a timeout that is not forced by activity (e.g., such as a dead ball play, leaving the kicking box prematurely, etc.) and it must be granted by the Game Head Referee. The GHR may also call a timeout.
- 2.49. Waiver:** Is what all Players and Non-Playing Coaches must agree to in consideration of participation in a Kickball365 Circuit Event, or any other activity referenced.

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

3.1.1. 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 the diagram above.

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.

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

3.2. TEAM BENCH

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

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

3.3. PLAYERS EQUIPMENT

3.3.1. All equipment (jersey/t-shirt, footwear, costume, brace, etc.) worn by a player is considered an extension of the player.

3.3.2. Failure to comply with Player Equipment rules listed may subject the player to be disciplined, including, but not limited to, a warning, card discipline, ejection, possible suspension and/or expulsion from The Circuit, as determined by Kickball365 and/or the Rules Committee.

3.3.3. Ball: A Baden KBS-10.

3.3.4. 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.

3.3.5. Footwear: All players must wear closed toe shoes. Metal cleats are not allowed.

3.3.6. Gloves: No defensive player may wear athletic (including, but not limited to, batting, goalie, receiver, golf, weightlifting, or biking, or any gloves that gives a defensive player a competitive advantage) gloves while in the defensive lineup on the field.

3.3.7. Foreign Substance: Normal/regular use of a foreign substance such as rosin, baby power, and chalk

(that does not leave sticky residue) are permitted. Excessive use, or if the substance creates an unfair advantage, is not permitted. Substances similar to stick 'ems or spider tack are illegal, as it creates a sticky residue that causes an advantage. In the event a foreign substance is considered excessively used or creates an unfair advantage, that player will receive an automatic yellow card, with the option of a red card, which is the discretion of the referee; and the misuse must be immediately corrected.

3.3.8. Infringements / Sanctions: The player at fault is to be instructed to leave the field of play to correct his/her equipment. The player is to leave the field of play when the play is dead, unless he/she has already corrected his/her equipment. Any player required to leave the field of play to correct their equipment is not permitted to re-enter the field without the Game Head Referee's permission. Defense must play down a player for the remainder of the defensive half of the inning.

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 men and women players in a coed game – in the kicking and defensive lineup to start any game, unless injuries or ejections force otherwise.

4.2. PLAYER ELIGIBILITY/ ROSTERS

- 4.2.1. Players must be 21 years of age or older to compete in a Circuit Event.
- 4.2.2. 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.
- 4.2.3. At least eight (8) [four (4) men and four (4) women in co-ed] and no more than ten (10) [six (6) men and at least four (4) women] players on defense. For the Women's Division, at least eight (8), but no more than ten (10) women on defense.
- 4.2.4. Teams who do not meet the requirements must comply or forfeit each game until compliance is achieved, unless injury and/or ejection force otherwise.
- 4.2.5. Any use of ineligible players not on the submitted Roster will automatically result in a forfeit of the game and any remaining games in that Circuit Event.
- 4.2.6. A Team found to violate this rule multiple times may receive additional penalties determined by Kickball365.

4.3. KICKING LINEUP

- 4.3.1. Team Captains must exchange written lineups prior to the start of a game. There is no maximum in a lineup, but there has to be at least 4 women players in the lineup by the 15th kicker. A list of bench players must be provided, if applicable
- 4.3.2. 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.
- 4.3.3. In a co-ed game, the Team Captain must identify its women players if requested.
- 4.3.4. In a co-ed game, the kicking lineup must have at least four (4) women and four (4) men. In a

women's game, the kicking lineup must have at least eight (8) players.

- 4.3.5.** There is no max to the kicking lineup limit, but at least four (4) women have to kick by the 15th kicker for a co-ed game. If not, a technical out will be issued. Reminder, there is a roster limit of 20 players, excluding rookies. Rookies do not count towards a roster's limit. Kickers must be in the lineup, even if they do not play on defense.
- 4.3.6.** A player who is not listed on the lineup as a kicker or substitute is ineligible to play in that game. Failure to comply will result in a technical out in that player's spot in the kicking lineup, or at the end of the lineup if that player was not in the kicking lineup. The offending team also has to play down on defense for every ineligible player.
- 4.3.7.** Once a game starts, each kicker must kick in the order listed on the kicking lineup.
- 4.3.8.** 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.
- 4.3.9.** Every player that a team wishes to use in a game must be on the kicking lineup, whether the player began the game in the kicking lineup or is a proper substitution.
- 4.3.10.** 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.

4.4. DEFENSIVE FIELDING TEAM LINEUP

- 4.4.1.** A team must play with at least eight (8), but not more than, ten (10) players on defense. In a coed game, the defensive lineup must contain at least four (4) men and four (4) women players, unless required to play down one or more players pursuant injury substitution requirements, red card penalties, or both, except during COT.
 - 4.4.1.1.** A coed team cannot continue a game with less than three (3) women defenders or less than three (3) women kickers in the lineup.
 - 4.4.1.2.** A coed 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 men and women players. For example, if a coed team has only four (4) women players on its roster and one (1) of those women players receives a red card during a game or injury forces a woman player out of the Event, that team may complete the game with only three (3) women players.
- 4.4.2.** Substitutions to the defensive lineup between two players already in the kicking lineup are not restricted.
- 4.4.3.** There is no requirement that any player in the kicking lineup must play on defense.
- 4.4.4.** 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, unless injury forces another substitution. Any additional switch or substitution will result in a yellow card to the captain and the prior catcher or pitcher will return to that position.

4.5. INJURIES

- 4.5.1.** In cases of injury or illness, a timeout may be requested by the team captain for a player removal and replacement with a proper substitute of the same sex.
- 4.5.2.** All injuries must be reported to the opposing team captain and noted on the Game Head Referee

scoresheet.

- 4.5.3.** 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 coed team with only four rostered women players loses a woman player to injury), then the game will continue with the injured player's spot in the lineup recorded as an out.
- 4.5.4.** On offense, no ghost runners are allowed. In case of injury you can pinch sub your runner with the last out of the same gender.
- 4.5.5.** An injured player who does not kick in that player's spot in the lineup may not return to the game.
- 4.5.6.** A player removed for injury three (3) times during a Circuit Event may not play the rest of that day.
- 4.5.7.** A coed team must forfeit the game if injury results in that team having less than three (3) men or three (3) women players in the lineup.

4.6. SUBSTITUTIONS

- 4.6.1.** A Team Captain must report any substitution – offensive or defensive – to the opposing Team Captain and the GHR prior to any substitution occurring.
- 4.6.2.** There are no limits on the number of substitutions from a team's bench to the active lineup.
- 4.6.3.** 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.
- 4.6.4.** In the discretion of the Game Head Referee, if a team is found to have faked an injury to circumvent the substitution limit and/or to otherwise gain a competitive advantage, it will immediately forfeit the current game. The team captain will be suspended for the duration of the Circuit Event.

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 home plate referee must stop a game for injury, the time attending to the injured player will be added to the game time clock. If a home plate 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.** For Pool Play Games, if there is a ten (10) run difference at the end of the 3rd inning or at the end of any full inning thereafter, then this Mercy Rule, which ends the game in the winning team's favor, may be invoked by the winning team at that point.
- 5.2.3.** 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.
- 5.2.4.** 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).
- 5.2.5.** A pool play game may end in a tie.
- 5.2.6.** Captains will play Rock-Paper-Scissors or flip a coin prior to 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.** For Elimination Games, if there is a ten (10) run difference at the end of the 4th inning or at the end of any full inning thereafter, then this Mercy Rule, which ends the game in the winning team's favor, may be invoked by the winning team at that point.
- 5.3.3.** 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.
- 5.3.4.** 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).
- 5.3.5.** The higher seeded team gets the choice of being the home or away team in an elimination game.
- 5.3.6.** There is no time limit in a Championship Game, unless under direction of Facility Management or any unforeseen circumstances.

5.4. EMERGENCY GAME MANAGEMENT

- 5.4.1.** Games will not be postponed due to rain, unless the fields are closed or deemed unplayable by the Head Referee and/or the Event Manager.
- 5.4.2.** Kickball365 will postpone or suspend activity if a thunderstorm appears imminent before or during an activity or contest (irrespective of whether lightning is seen or thunder heard) until the hazard has passed. Signs of imminent thunderstorm activity are darkening clouds, high winds, and thunder or

lightning activity. If lightning is visible, play will be immediately postponed, and all individuals must retreat to safety. The time delay will depend on the local policy.

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

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

5.5. ENDING THE GAME

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

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

5.5.3. The game ends when the last inning is completed if the visiting team is ahead.

5.5.4. If the home team scores the winning run in its half of the last inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.

5.5.5. For Pool Play Games, if the score is tied at the end of the last inning, the result of the game will be record- ed as a tie.

5.5.6. For Elimination Games, if the game is tied at the end of the last inning then proceed to COT.

5.6. CIRCUIT OVERTIME (COT)

5.6.1. 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, unless it is the Championship game.

5.6.2. Kicking lineups continue with the next kicker in the lineup after that team's last out recorded in regulation. Kicking lineups may not be altered in COT, except in the event of a valid substitution.

5.6.3. 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.

5.6.3.1. 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.

5.6.4. In a coed game, a team may continue play with only three (3) men or three (3) women players if an injury 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) men or women players.

5.6.5. There is no time limit for COT.

5.6.6. In the first inning of COT, each kicking team begins with no runners on base.

5.6.7. 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.

5.6.8. For Championship Games, games that continue past the 2nd inning of COT will continue with the last kicker of the previous inning as a baserunner on 2nd base until a winner is determined.

5.7. CIRCUIT OVERTIME: TIE-BREAKER SHOOTOUT

5.7.1. If teams remain tied after two COT innings, the game moves to a COT Shootout.

5.7.2. Each team will choose any five (5) kickers, one (1) of which must be a woman in a coed game. Each kicker will kick with the bases empty, before switching sides. Eight (8) defenders [four (4) each of men and women 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.

5.7.2.1. Players on the team bench, who were submitted to the opposing team captain prior to the start of the game, are eligible to participate.

5.7.2.2. Players substituted out of the game and during the game or COT are not eligible to participate.

5.7.3. Each kicker will receive a pitch until that pitch results in a successful kick, an out, a strike, or a foul.

5.7.4. The kicker's goal is to safely reach any base until the kicker is called out or until the play is ruled dead. The result of the play will determine the score earned by the kicker.

5.7.5. 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.

5.7.6. 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.

5.7.7. A kicker who takes a strike, fouls off the pitch, or kicks into an out will receive zero (0) points.

5.7.8. 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.

5.7.9. Once a kicker successfully reaches a base or is out, the kicker will leave the field for the next kicker.

5.7.10. 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 coed game, until one team scores more than the other team.

5.7.11. The winning team will get one (1) point added to the final score of the tied game scoring.

5.7.12. There is no time limit in a shootout.

5.7.13. 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.

5.8. EJECTION

- 5.8.1.** 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 the 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.
- 5.8.2.** 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.

6. ENFORCEMENT & DISCIPLINARY

6.1. ENFORCEMENT

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

6.2. DISCIPLINARY ACTIONS

- 6.2.1.** At the time of issuing a disciplinary action the Game Head Referee must notify all Game Referee(s), and both team captains of such an instance.
- 6.2.2.** If a card is issued to a player, team captain, non-playing coach, and/or fan, then the Game Head Referee must document the name, card received, and reason at time of card being issued.
- 6.2.3.** Prior to all games, the Game Head Referee must be notified of players, visitors, or fans who have already received any Enforcements.

6.3. DISCIPLINARY LEVELS

6.3.1. Warnings (Lowest-Level Enforcement)

- 6.3.1.1.** A player will receive a warning for committing any of the following towards another player, referee, visitor, or fan in attendance. The following actions are examples only and are not a complete list: taunting; physical/verbal abuse; excessively delaying play; entering the field of play without the Game Head Referee's permission; deliberately leaving the field to delay the Game; stalling; colluding; inappropriately discussing of calls with the Referees/Event Staff (i.e. screaming or cursing at a referee); making an improper substitution; repeatedly failing to comply with instructions of Referees and/or Event Staff concerning rules and game play; engaging in any activity otherwise prohibited by the Event Facility rules, or local/state/federal law; and/or engaging in other unsportsmanlike behavior, as determined by the Game Head Referee.

6.3.1.2. Players will not receive a second warning in the same game for a related infraction.

6.3.1.3. The minimum sanction for such a player will be a yellow card.

6.3.2. Yellow Card (Mid-Level Enforcement)

6.3.2.1. A player will receive a yellow card for committing any of the following towards another player, referee, visitor, or fan in attendance. The following actions are examples only and are not a complete list: commits a reckless manner (for example, charging, pushing, tripping), commits a tactical foul designed to interfere with or impede an opposing team (e.g., pushing an opponent, blatantly holding an opponent or an opponent's uniform), commits an act which, in the opinion of the Game Head Referee, shows a lack of respect for the game (e.g., aggressive attitude, inflammatory behavior, slamming equipment, or taunting), fakes an injury or exaggerates the seriousness of an injury, interferes with or prevents the fielder from releasing the kickball from the hands into play, and/or verbally distracts an opponent during play, etc.).

6.3.2.2. A player will receive a yellow card for a serious instance of conduct described in [See Rule 6.3.1.1] that, in the discretion of the Game Head Referee, requires stronger enforcement.

6.3.2.3. Yellow cards will be shown to the player and the team captain.

6.3.2.4. A player receiving two (2) yellow cards in a game will receive a red card instead.

6.3.2.5. Any player receiving a yellow card in a game will not receive the courtesy of a warning for a subsequent infraction. The minimum sanction for such a player will be a yellow card.

6.3.3. Red Card (Third-Level Enforcement)

6.3.3.1. A player will receive a red card for a particularly egregious instance of conduct, for repeated instances of misconduct, or for fighting, extreme verbal abuse, lewd or obscene behavior, threatening behavior, and/or offensive language or comments.

6.3.3.2. A red card will be shown to the player and the team captain.

6.3.3.3. Any player receiving a red card in any game will not receive the courtesy of a warning or yellow card for any infraction in any subsequent game. The minimum sanction for such a player will be a red card.

6.3.3.4. Any Player receiving a red card:

6.3.3.4.1. Is ejected from the game immediately.

6.3.3.4.2. Must sit out their next scheduled Circuit Event game.

6.3.3.4.3. Must leave the vicinity of the Circuit Event and the permit area immediately.

6.3.3.4.4. Cannot be replaced on the kicking lineup by a bench player of the same sex. That player's spot in the kicking lineup now becomes an automatic out for that team.

6.3.3.4.5. Cannot be replaced by a substitute in the defensive lineup, forcing their team to play a player fewer of the player's same sex who was removed (e.g. teams must play with nine (9) defensive fielders vs ten (10) defensive fielders or seven (7) defensive fielders instead of eight (8) defensive fielders during COT).

6.3.3.4.6. Teams entering COT are not eligible to add a player of the same sex to their defensive fielder position to replace the Red Carded player.

6.3.3.4.7. That player will not be considered as being lawfully on the premises.

6.3.3.4.8. Failure of an ejected player to leave the premises of the facility will cause that player's team to forfeit any game it has in progress.

6.3.3.5. Visitors and fans engaging in egregious conduct will be issued red cards and subjected to removal from the vicinity of the Circuit Event.

7. GAME PLAY GUIDELINES

7.1. OUTS

7.1.1. Any count of four (4) strikes/ fouls is an out.

7.1.2. Any pitched ball contacting the kicker (whether kicked or not) and caught in the air by a defensive player prior to touching the ground is considered an out.

7.1.3. Any time a pitched ball kicked into play, and not touched by any fielder, makes contact with a baserunner who is not on base (absent a baserunner who has overrun first base) is an out and results in a dead ball stoppage. This is without any regard to the fault of the baserunner.

7.1.4. At this dead ball stoppage point:

7.1.4.1. All baserunners must return to the bases they last reached before the contact.

7.1.4.2. If baserunners would still be forced to advance after the out is recorded, then they automatically advance.

7.2. CONTACT WITH A KICKBALL IN PLAY

7.2.1. Any time a fielder contacts a baserunner who is not on base (absent a baserunner who has overrun first base) with the ball, via a throw or a tag.

7.2.2. If any part of a ball thrown, kicked, or otherwise deflected by a fielder at a baserunner, makes first contact with the baserunner on any part of the head or neck while the baserunner is not diving, not sliding, or not ducking, the baserunner shall be awarded the base to which s/he was running.

7.2.3. Any time a fielder has control of the ball and touches a base to which a baserunner is forced to advance prior to the baserunner reaching the base is an out.

7.3. BASE PATH RUNNING

7.3.1. Any baserunner intentionally running more than four (4) feet outside the base path, intending to avoid a tag or throw, is out.

7.4. INTERFERING WITH A FIELDER

7.4.1. Any baserunner interfering with a fielder making an active play on the ball is out, results in a dead ball stoppage, and requires all baserunners to return to the bases they last reached before the interference. If the baserunners would still be forced to advance after this out is recorded, then they automatically advance.

7.4.2. Such interference includes, but is not limited to:

7.4.2.1. Intentionally striking a ball in play; deliberately or recklessly contacting the fielder; deliberate and direct verbal interference by a baserunner in the immediate vicinity of a fielder with that fielder's attempt to field the ball; intentionally screening the ball from a fielder's view; and/or a base coach interfering with the active play. If, in the discretion of a Game Referee, such interference would have prevented a fielder from making an out on other baserunners with ordinary effort, the Game Referee may call such baserunners out.

7.5. OTHER WAYS TO BE OUT

7.5.1. Any baserunner not on base when the ball is actually kicked by the kicker is out.

7.5.1.1. If this is the third out of an inning, the kicker's at-kick ends.

7.5.2. Any baserunner who passes another baserunner is out.

7.5.3. Any baserunner who is physically assisted by any team member is out.

7.5.4. Any base coach recklessly interfering with a play will result in any appropriately impacted baserunners being called out.

7.5.5. Any attempt by the kicker or baserunner to make contact with a kicked ball, fair or foul, is out.

7.5.6. If a player cannot kick at the player's designated spot in the kicking order, except for injury, the "at kick" is an out.

7.5.7. Prior to the first pitch of an at-kick, the kicker can declare their intention to be called out. Upon making that declaration, the defense will have the choice to either (a) accept the out or to (b) intentionally walk the kicker resulting in two (2) bases being awarded. The kicker must accept the defense's decision and thus end the at-kick for the current kicker.

7.5.7.1. Once a pitch has been thrown to the kicker, the kicker forfeits the right to choose to declare the intention to be called out.

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

7.6.1. Teams must have one (1) and only one (1) pitcher while on defense.

7.6.2. 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.

7.6.3. A pitcher may deliver the pitch by hand in any style the pitcher chooses. But if a pitch is thrown without a bounce and hits a player above the shoulders, the penalty is two balls.

7.6.4. 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.

7.6.5. A pitch is a strike if the ball

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

7.6.5.2. 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

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

7.6.6. 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.

7.6.7. A foul ball is a ball that is kicked

7.6.7.1. Above the kicker’s waist; or

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

7.6.7.3. That lands in foul territory, or

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

7.6.8. 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.

7.6.9. 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.

7.6.10. Any kick during which the kicker’s plant foot is at least partly in front of home plate is a foul ball.

7.6.11. A kicker first contacting a pitched ball with the hands or any part of the arm, and who does not elect to be out, will be a foul ball.

7.6.12. A pitch is a ball if it is not called a strike or foul ball.

7.6.13. 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.

7.6.14. 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.

7.6.15. A pitcher or team captain may intentionally walk any kicker by declaring an “intentional walk” to the GHR.

7.6.16. 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.

7.7. CATCHING POSITIONS

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

7.7.2. Catcher must stand behind the kicker and within the kicker’s box / catcher’s zone.

7.7.2.1. No part of a catcher's body may cross in front of the kicker's back hip nor be positioned outside the catcher's zone until the ball is kicked or until the kicker has let the ball pass.

7.7.2.2. Failure to do so results in an Encroachment call.

7.7.3. Catcher Obstruction is prohibited.

7.7.3.1. If the catcher impedes the kicker intentionally or unintentionally (through physical contact or other deliberate movement into the kicker's approach to kick the ball), the catcher will be given a single warning for catcher obstruction, and the kicker may opt to be awarded a ball in the count or the result of the play.

7.7.3.2. If the catcher repeats the catcher obstruction violation, the kicker may opt to be awarded 1st base or to accept the result of the play.

7.7.4. Catcher inducement is prohibited.

7.7.4.1. If a kicker makes an unnatural move and initiates contact in an attempt to draw a catcher obstruction call, the kicker will be given a single warning for catcher inducement, and the fielding team may opt to be awarded a strike in the count or the result of the play.

7.7.4.2. If that same kicker repeats the catcher inducement violation, that kicker shall be called out.

7.8. FIELDING POSITIONS

7.8.1. All Fielders, with the exception of the catcher, must be positioned behind the encroachment line with at least one foot in fair territory until the ball is kicked.

7.8.2. Fielder's position is defined by the front of the fielder's torso.

7.8.2.1. A fielding player found in foul territory will result in the kicker having the option of being awarded two (2) balls in the count or the result of the play.

8. ENCROACHMENT, OBSTRUCTION, & INTERFERENCE

8.1. PITCHER ENCROACHMENT

8.1.1. 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 foot is 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. If the Pitcher is the first person to touch the kicked ball then this results in a Pitcher Encroachment call.

8.2. CATCHER ENCROACHMENT

8.2.1. 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.

8.2.1.1. Catcher encroachment also occurs if the catcher is not behind the kicker when a pitch is thrown (unless field constraints would require otherwise).

8.2.2. A Catcher is required to start behind the kicker, regardless of where the kicker begins their approach unless physical obstruction prevents the catcher from starting behind the kicker. In this instance, with

the Game Head Referee's discretion, the catcher may start next to the kicker but shall not allow any part of their body to pass the kicker's back hip until the ball is kicked. Intentional or reckless catcher obstruction may result in additional penalties.

8.3. FIELDER ENCROACHMENT

8.3.1. Fielder encroachment occurs when any part of the fielder's foot crosses the encroachment line before a pitched ball is kicked or reaches the kicker.

8.4. ENCROACHMENT PENALTY

8.4.1. Encroachment is penalized by adding one (1) ball to the kicker's count or allowing the result of the play to stand.

8.5. OBSTRUCTION & INDUCEMENT

8.5.1. Defensive obstruction occurs when a fielder intentionally or unintentionally blocks, with or without contact, a baserunner's path to a base, or the actual base.

8.5.2. 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.

8.5.3. 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.

8.5.4. Catcher obstruction occurs if the catcher impedes the kicker in any way.

8.5.5. Fielders must use the "inside base" – the base to the left side of the foul line at 1st base – to record force outs on baserunners at 1st base. No exception allows the fielder to use the safety base located on the right side of the foul line.

8.5.6. Fielder obstruction results in the baserunner being awarded the base attempted by the baserunner, at the discretion of the Game Head Referee or Game Referees. The base award is a delayed call at the end of a play, in order to determine whether the kicking team achieves a more advantageous result through game play.

8.5.6.1. However, a baserunner's interference with a fielder's active play on a ball results in the baserunner being called out.

8.5.7. If a 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.

8.5.8. Offensive obstruction occurs if a baserunner forces, or attempts to force, contact with a defender.

8.5.9. 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.

8.5.10. Inducement occurs when a kicker makes an unnatural move to initiate contact with the catcher or to draw a call for catcher inducement.

8.5.10.1. 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

8.5.10.2. 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.

8.5.11. 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.

8.5.12. Fielders, who are not in possession of the ball, must avoid contact with any runner after an offensively kicked ball is fielded. Fielders may not contact runners on defensively played balls. If there is contact, the runner shall be called safe, the play continues.

8.6. INTERFERENCE

8.6.1. 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.

8.6.2. 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.

8.6.3. A baserunner is out if the baserunner receives physical assistance from another player, coach or spectator.

9. KICKING, BASERUNNING & FIELDING

9.1. KICKING

9.1.1. 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.

9.1.2. 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.

9.1.3. 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.

9.1.4. A kicked ball is fair if kicked in compliance with Rules 9.1.1, 9.1.2, and 9.1.3, and

9.1.4.1. it lands on or passes in front of home plate into the playing field, and

9.1.4.2. is touching or between the two baselines, including on home plate, when first touched by a defensive player or baserunner, or stops completely, or

9.1.4.3. the ball is touched in fair territory before landing in foul territory, or

9.1.4.4. it passes first or third base in the air after having landed on or between the baselines, or

9.1.4.5. it lands inside the baselines in fair territory after passing first or third base.

9.1.5. 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.

9.1.5.1. If an intentional out is called by a captain after a pitch is thrown, the team will forfeit the right to declare the intentional out.

9.1.5.2. 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.

9.1.6. Teams must kick in their submitted kicking order.

9.1.6.1. A kicker who is in the kicker's box and kicking out of order results in an out for the spot in the order that was due up according to the written lineup.

9.1.6.2. For Example: If the fourth kicker is up when the third kicker should be up, then the third kicker is called out. The kicking lineup will continue with the next spot due up.

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

9.2.1. 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. ([See Diagram 11](#))

9.2.2. A kicker running to first base must run to and touch the safety base to be called safe. A kicker running to first base must always touch the outside bag unless they are turning to go to second base or an imminent collision with a fielder forces the use of the inside base.

9.2.3. 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.

9.2.4. A baserunner is out if:

9.2.4.1. the baserunner is not on base when the ball is kicked;

9.2.4.2. if the baserunner attempts to steal a base;

9.2.4.3. a kicked ball strikes the baserunner before being touched by a defender and while the baserunner is not on base;

9.2.4.4. 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;

9.2.4.5. a kicked ball is touched by a defender and subsequently hits the baserunner anywhere on the baserunner's body while sliding;

9.2.4.6. 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;

9.2.4.7. the baserunner interferes with a defensive player while making a play;

9.2.4.7.1. a runner does not avoid contact with any fielder attempting to field an offensively kicked ball. If there is contact, the runner shall be called out, and all other base runners return to the base last safely reached before the interference.

9.2.4.7.2. a runner who intentionally makes contact with a fielder, intentionally distracts a fielder verbally, or any other intentional unsportsmanlike act towards a fielder at any time, is interference. The runner shall be called out, and all other base runners shall return to the base last safely reached before the interference.

9.2.4.8. the baserunner passes another baserunner;

9.2.4.9. the baserunner is forced to the next base but remains on the base and is contacted by the ball.

9.2.4.10. a baserunner physically assisted by a teammate is out. Any appropriate baserunner whose base coach deliberately or recklessly interferes with a ball in play is out.

9.2.5. 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 above the shoulders while the base runner is standing or running.

9.2.6. 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.

9.2.7. If a base moves during play, a baserunner is on base if touching the area where the base should be.

9.2.8. 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.

9.2.9. A baserunner must touch every base the baserunner passed if forced to return to the original base.

9.2.10. 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.

9.2.11. 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.

9.2.12. In force play situations that require a baserunner to run to the next base, the base on which the baserunner began the play is not a safe haven. If contacted by the ball while on that base, a baserunner is out as if properly tagged off base.

9.2.13. Once the pitcher has the ball within the pitcher's circle, all baserunner(s) must stop at the base they are running toward unless the pitcher, subsequent to receiving the ball, attempts to make a play on a baserunner.

9.3. BASERUNNING APPEALS

9.3.1. When a baserunner fails to tag up on a caught fly ball, or a runner fails to touch a base while advancing or retreating. To get an out for these infractions, the defense must make a proper appeal at the time of the offense – after a dead ball is called but before a following pitch or play.

9.3.2. Any referee, who acknowledges they observed a baserunner miss a base (and it is not resolved by the runner during the play), may call a baserunning error immediately after time is called by the Game Head referee or the play is called a dead ball. However, formal appeals may be called on baserunning calls if a fielder did not attempt to tag the base that was missed or left early while the ball was in play.

9.3.3. If a baserunner is deemed out for a baserunning error, the play is adjusted accordingly as if the baserunner was out at the time of the appeal. The exception is that if that baserunner is the third out, no baserunners trailing that baserunner may score that inning.

9.4. OVERTHROWS

9.4.1. 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.

9.4.1.1. Any defensively played ball that deflects off a baserunner into foul territory does not constitute an overthrow.

9.4.1.2. If the play on the baserunner misses and goes into foul territory, it is considered an overthrow.

9.4.2. 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.

9.4.3. An overthrow cannot occur at second base.

9.4.4. 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.

9.4.5. 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.

9.5. DEAD BALL PLAYS

9.5.1. 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.

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

9.6. FAIR BALL PLAYS

9.6.1. A legally kicked ball is fair if it:

9.6.1.1. Passes the back of home plate; AND,

9.6.1.2. Has not landed or rolled completely outside of either baseline AND,

9.6.1.3. Is positioned on any part of a foul line OR between the two foul lines when it is first touched by a Fielder or Baserunner; OR

9.6.1.3.1. Stops completely; OR

9.6.1.3.2. Strikes 1st base or 3rd base; OR

9.6.1.3.3. Passes 1st base or 3rd base in the air, after having landed on a foul line or between the two base- lines before such passage; OR

9.6.1.3.4. Lands past 1st base or 3rd base.

9.6.1.4. The fielder's position when fielding the ball is irrelevant to whether the ball is fair.

9.6.1.5. If a ball goes over a permanent fence that is aligned in fair territory on the fly, the Kicker shall be awarded an automatic Home Run.

9.7. FOUL BALL PLAYS

9.7.1. Any legally kicked ball that travels into foul territory outside the Catcher's Zone on its own prior to reaching the 1st base or 3rd base cone is foul.

9.7.1.1. However, a kicked ground ball may bounce in and through the Catcher's Zone, as well as through the territory between the Kicking Box and before the base lines, so long as it crosses the first and third baselines between the two cones marking the Kicker's Box. If it does so, it is a fair ball.

9.7.2. Any legally kicked ball that is still inside the Catcher's Zone when it is touched by a Fielder is foul.

9.7.3. Any legally kicked ball first touched by a Fielder or Baserunner while it is completely outside either foul line is foul.

9.7.4. Any kick that occurs above the waist of the Kicker is a foul. This kick, while illegal, is not considered a dead ball play.

9.8. DOUBLE KICKS

9.8.1. A double kick is when either:

9.8.1.1. a Kicker contacts the ball two (2) or more times in foul territory during an attempted kick which results in a foul. This kick, while illegal, is not considered a dead ball play; OR

9.8.1.2. a Kicker contacts the ball two (2) or more times once in foul territory during an attempted kick and the second attempt in the field of play, this will result in an out. This kick, while illegal, is considered a dead ball play; OR

9.8.1.3. a Kicker kicks a “trapped” or “stepped on” ball.

9.8.2. For double kicks that are bunts:

9.8.2.1. If a Kicker’s second ball touch occurs after the plant foot has left the kicker's box AND at least one foot has touched fair territory, this result is an out. If the Kicker is still in the air, not an established baserun-ner, then it is a foul.

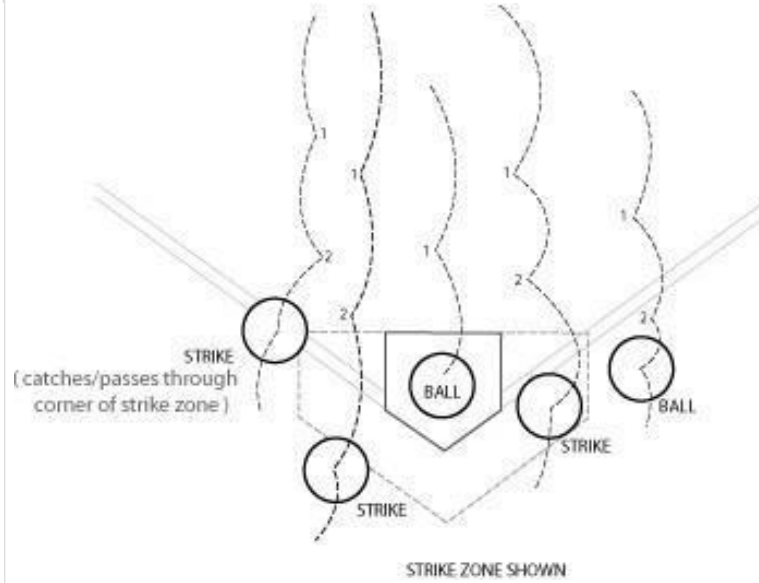
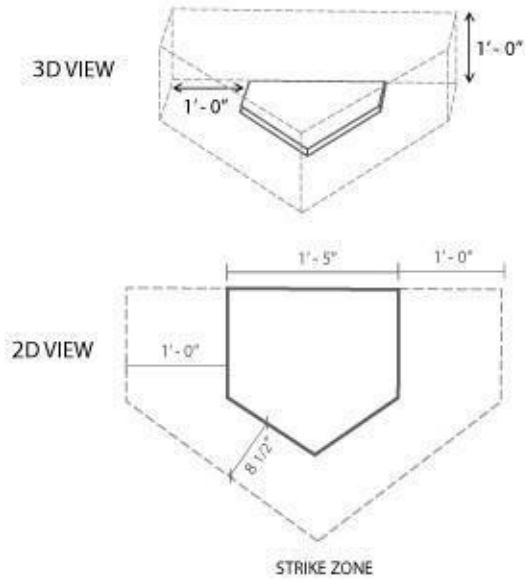
10. GAME LENGTH GUIDELINES

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

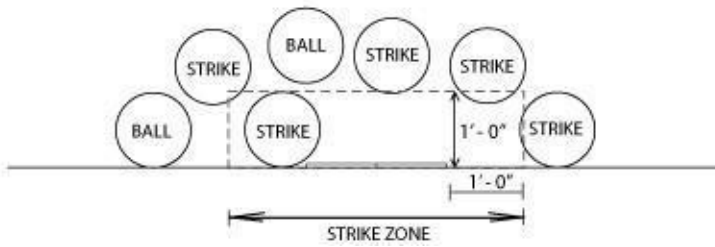
11. DIAGRAMS

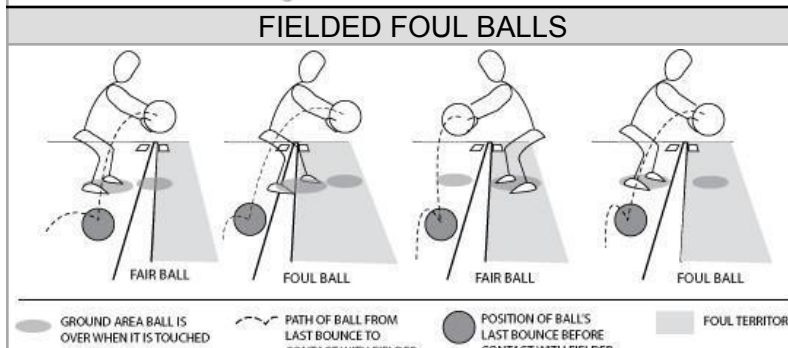
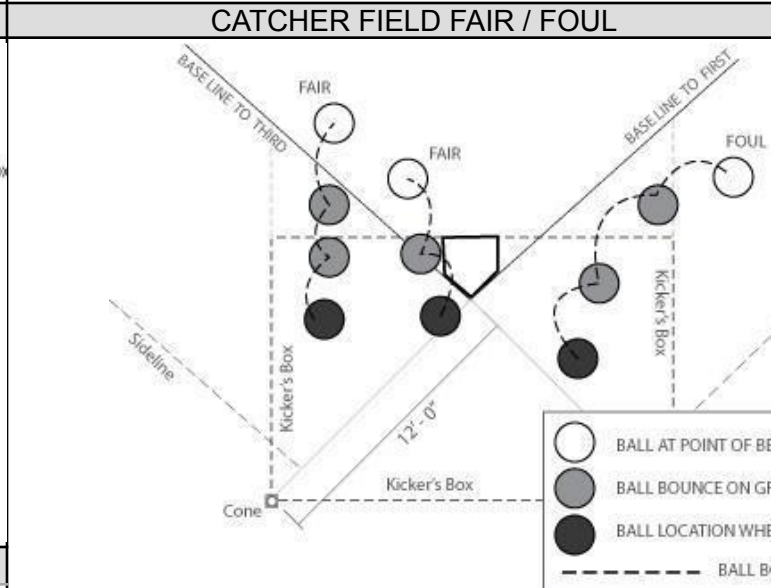
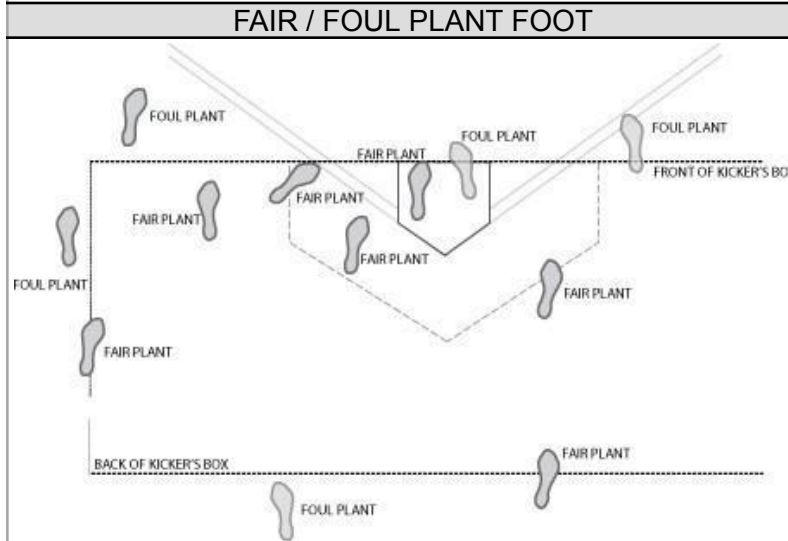
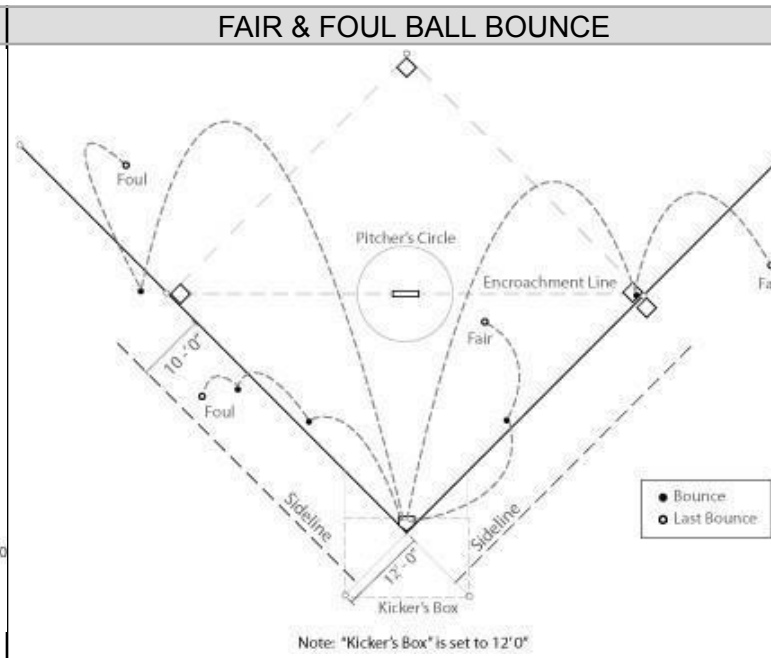
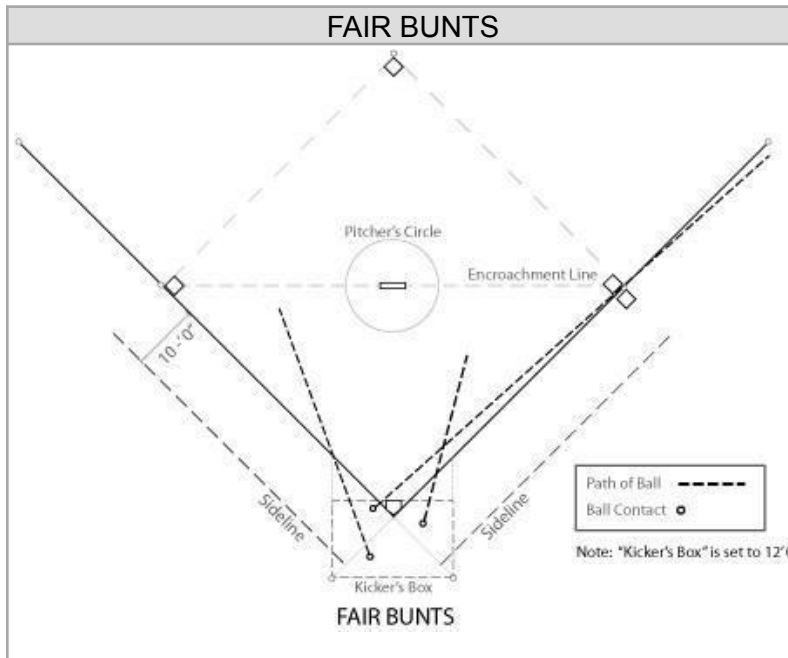
STRIKE ZONE

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

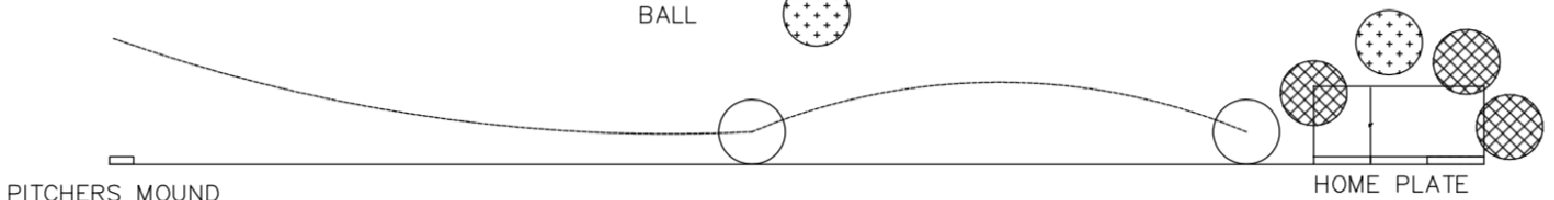


IF ANY PORTION OF A PROPERLY PITCHED BALL PASSES THROUGH OR OTHERWISE TOUCHES/GRAZES THE TOP, SIDES OR BACK OF THE ZONE, IT IS RULED A STRIKE

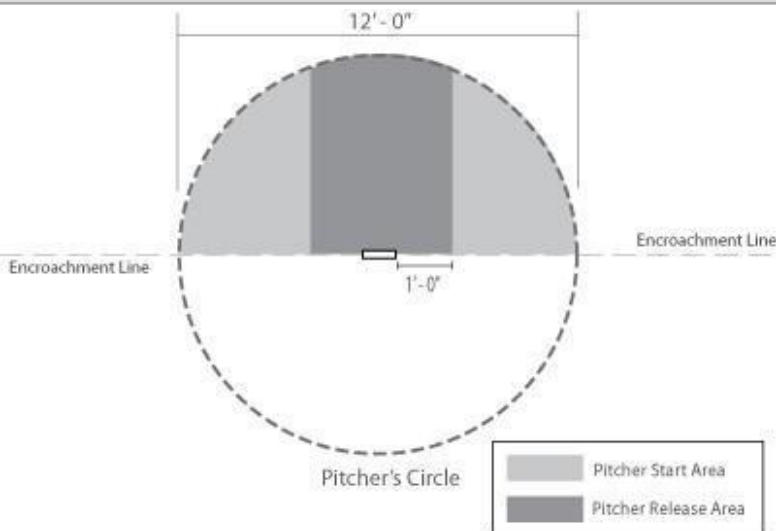




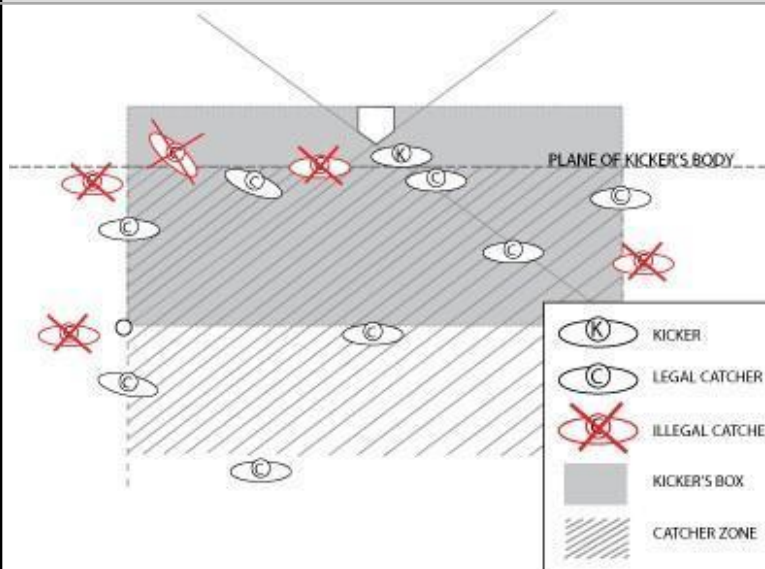
2 BOUNCES BEFORE HOME PLATE



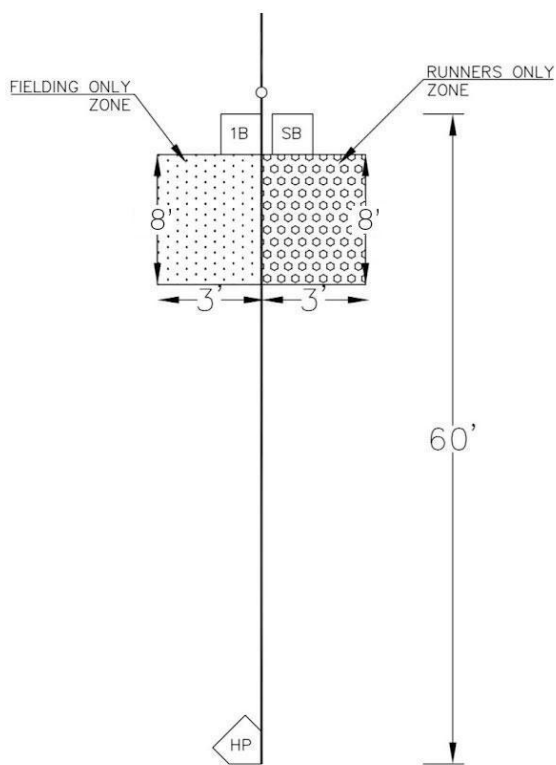
PITCHER ENCROACHMENT



CATCHER ENCROACHMENT

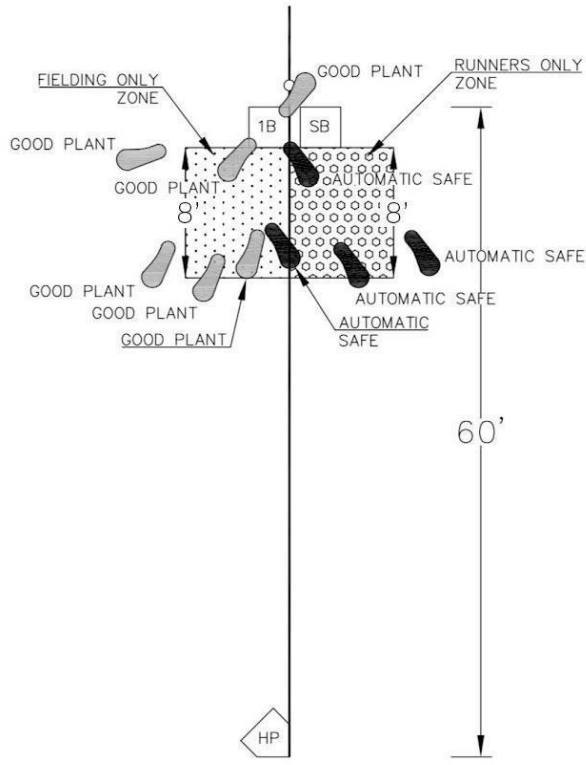


RUNNERS LANE



RUNNING LANE DIAGRAM (RUNNERS EDITION)

RUNNERS LANE



RUNNING LANE DIAGRAM (FIELDERS EDITION)