





A VISION OF **BRANCH OUTREACH CENTER**



# ZENITH OFFICIAL RULE BOOK

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**INDICATES QUICK REFERENCES**

# I. INTRODUCTION

## 1. SPIRIT OF THE GAME

1. Zenith encourages all players and referees to protect the spirit of the game and to eliminate all unsportsmanlike conduct on the field.
2. Zenith will not tolerate taunting, aggression, intimidation, intentional infractions, or a 'win-at-any-costs' behavior.

## 2. SPIRIT OF THE RULES

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.
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.
3. Zenith 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.

## II. DEFINITIONS

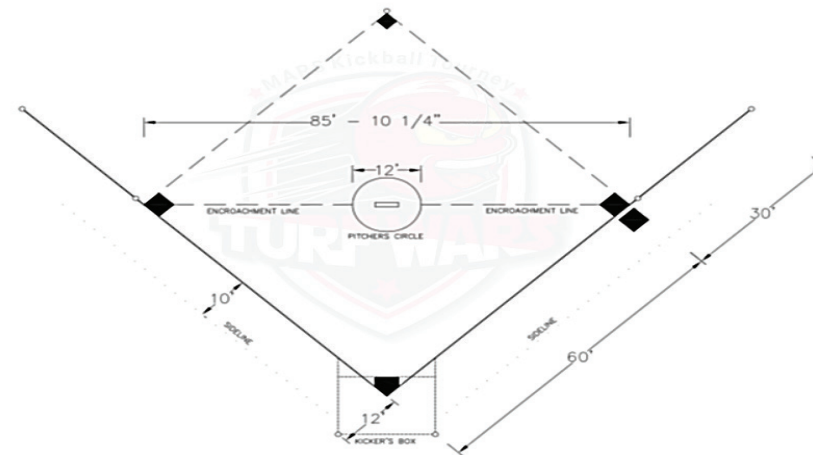
1. **BASE COACHES** -The team kicking shall field no more than two base coaches at a time, one near first base and one near third base. Base Coach(es) are required to be either players on the team roster or Non-Playing Coach(es) Only.
2. **BASE PATH** -The path a runner establishes in advancing from one base to another.
3. **CATCHER'S ZONE** - The area bounded on the left and right by the borders of the Kicker's Box, on the front by the back hip of the Kicker, and on the rear by the limits of the field.
4. **OVERTIME (OT)** -the additional period of gameplay to bring an Elimination or Championship Game to a decision and avoid declaring the match a tie.
5. **SCORING SHEET** -Official score sheet by which the score is kept.
6. **DEAD BALL STOPPAGE** -A situation when a referee calls "time" to stop and active play. No Base runners may advance during a Dead Ball Stoppage.
7. **DOUBLE WALK** -A walk, intentional or otherwise, with no strikes/fouls pitched. The kicker will be awarded two bases for all double walks, regardless of outs; The kicker will only be awarded one base when at least one strike has been thrown by the pitcher.
8. **END OF GAME** - If the home team has the lead after the away team has kicked in the final inning, the game is over, and the home team wins; the bottom of the inning will not be played. If the home team attains the lead during the bottom of the final inning, the game is over immediately, and the home team wins.
9. **FOUL TERRITORY** - Is that part of the playing field outside the first and third base lines extended to the outfield and behind the front home plate.
10. **GAME HEAD REFEREE** - Is the lead person who has responsibility for enforcing the rules and maintaining the order of the game in play. The Game Head Referee is the home plate referee and may overrule decisions made by Field Referee.
11. **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. The Kicker must have one foot inside the box before kicking the ball and the catcher must stay in line with and go through the kicking box.
12. **KICKING LINEUP** - Is the full listing of players on a competing team, sorted by the order in which they will kick.

13. **MERCY RULE** - If there is a fifteen (15) run difference at the end of the 3rd inning or ten (10) run differences at the end of any full inning thereafter, then this will constitute a Mercy Rule, which ends the game in the winning team's favor.
14. **OFFICIAL KICKBALL** - Is a custom WAKA OFFICIAL 10inch Kickball
15. **OVERTHROW** - Is any attempt towards a Base runner or base that does not contact the Base runner and travels into foul territory.
16. **RUNNING LANE** - Is the foul territory side of the first baseline when a kicker runs towards first base. Kickers must be fully in foul territory at least twelve (12) feet before first base otherwise the result is an automatic out if there is an attempted play at that base. If permitted, this line will be marked on the fields. The Running Lane is established as a safety measure to avoid collisions with defenders and not impede a ball thrown by the defense in that direction.
17. **SAFETY BASE** - Is only to be used for what its name implies. To give more safety to the players, a safety base is in foul territory. It is only to be used for players traveling from home plate to first base. Once a player has reached the safety base, the runner is not allowed to return to the Safety Base. The kicker must run through this base, leaving the other base for the defensive fielder to make a play on the ball.
18. **TEAM COACH & CAPTAIN** - Is the sole coach and captain of a Team. Teams are required to designate only one Coach and Captain to the Game Head Umpire prior to playing a game. The Team Captain is ultimately responsible for the orderly conduct of his/her Team as well as their Fans. (All Coaches will be required to wear a coach's band.
19. **TEAM ROSTER** - Is the full listing of players on a competing team who are eligible to play in Zenith League.
20. **TIME OUT** -Is an intentional halt in the play. Calling a Timeout allows the Team Captain of either team to communicate with their team (e.g., determine strategy or inspire morale, stop the gameplay 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.
21. **WAIVER** -Is what all players and Non-Playing Coaches must agree to in consideration of participation in Zenith League.
22. **OUT of SIGHT, OUT of SOUND**- The removal of Red Card violators from authorized Zenith premises. Violators cannot be seen nor heard during the duration of the Zenith Game Day Events until penalty has been satisfied per Zenith Rule Book.

## III. FIELD & EQUIPMENT

### 1. PLAYING FIELD

1. Bases are 60 ft. apart. The pitcher's mound is 42.5 ft. away from home base and 42.5 ft. away from second base. The standard field of play with the proper dimensions is on the accompanying diagram.



### 2. TEAM BENCH AREA

1. Team Bench area is defined as the Sideline area from the end of the Kicker's Box to the first or third base depending on the side of the field they are on. Non-playing team personnel must remain in their Team Bench Area. Violation of this rule will be assessed with appropriate disciplinary action.
2. Captains and/or Coaches must remain within their own Team Bench Area, that is, the area on the bench/table side of the field extending from the end of the Kicker's Box to the first or third base depending on the side of the field they are on. Violation of this rule will result appropriate disciplinary action.
3. Captains and/or Non-Playing Coaches are allowed to coach a base on the opposing teams sideline when their team is kicking.

4. SPECTATOR AREA Spectators must be kept to the outfield side of the first or third base positioning on the sidelines away from the Sideline area.
5. Spectators are not allowed immediately within the Team Bench area. No spectators are allowed behind the end lines, except in permanent stadium seating positioned behind protective netting or fencing.

### **3. BALL SIZE**

1. Zenith League Branded 10-inch kickball
2. Personal kickballs are prohibited and cannot be used as the official game ball. Zenith League will provide all game balls.
3. All field setups will be reviewed and approved by the Event Manager prior to the start of play.
4. 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 the home plate.

### **4. PLAYERS EQUIPMENT**

1. Any equipment on a player (jersey, short, hair, etc.) is an extension of the player.
2. Failure to comply with Player Equipment rules listed may subject the player to discipline, including, but not limited to a warning, card discipline, ejection, and possible suspension and/or expulsion from Zenith, as determined by Zenith League Staff.
3. Jerseys Uniforms are Required. Teams may wear their own Jerseys. Player names or nicknames being placed on the Jerseys may not be obscene or overtly sexual, nor may they contain any offensive language.
4. Footwear All participants must wear closed-toe footwear. Metal cleats, boots or casual dress shoes are not allowed. Athletic soccer cleats, turf cleats, or sneakers are required. The Zenith staff holds the right to restrict any player that attempts to compete with footwear that may go against the rules of the sports facility and organization.



## 5. INFRINGEMENTS / SANCTIONS

For any infringement of these rules:

1. The player at fault is to be instructed to leave the field of play to correct his/her equipment.
2. The player is to leave the field of play when the play is dead unless he/she has already corrected his/her equipment.
3. Any player required to leave the field of play to correct their equipment is not permitted to reenter the field without the Game Head Referee's permission.

## 6. FOREIGN SUBSTANCE INFRINGEMENT

1. A player found to have applied any foreign substance will receive an automatic red card and sit the remainder of their current game plus an additional one (1) game suspension.

## IV. UNIFORMS & ATTIRE

Players' attire is required for safety purposes. Any player who fails to adhere to the appropriate attire will be deemed ineligible until the player's attire meets the requirements.

1. Each team is responsible for their own uniforms, which must contain a jersey or t-shirt with a name and number that corresponds to the team roster. T-shirts must reflect the dominate color of the team.
2. The uniform top or bottom may not be altered in a way that Zenith Athletics Administration deems inappropriate or revealing. In addition, the uniform top worn during the game cannot be removed or switched. A player who comes up to kick without wearing a uniform top or violating any uniform rule will be called out by the home plate official.
3. A defensive player must wear a uniform top when on the field.
4. Players are prohibited from wearing shin guards, steel-toed boots, gloves, or other performance-enhancing equipment. It is at the umpire's discretion to determine if the equipment is considered a performance enhancer.
5. All players are required to wear athletic apparel. (Sweats, Running Gear, Compression, etc.) No Jeans, Khakis, cargo pants/shorts are permitted during games. Team Uniforms are required.

## V. SPORTSMANSHIP GUIDELINES

Games will have two official umpires

1. All coaches, players, visitors, and onlookers shall conduct themselves in a sportsmanlike manner as deemed by the Game Head Referee
2. Any coach or player not displaying sportsmanship will be given a warning. If the conduct continues, the coach or player will be ejected from the game. Such conduct includes, but is not limited to, fighting, taunting, verbal abuse, lewd or obscene behavior, threatening behavior, offensive language or comments, excessive delay, stalling tactics, and/or collusion. Only a Coach or Team Captain is allowed to discuss calls with the Head Referee or Game Referees.
3. In the event that an umpire determines that the behavior of a coach or player deserves immediate ejection, the coach or player in question will be ejected without prior warning and given a red card for their misconduct. Because of this, the individual must remove themselves from any approved Zenith designated areas.
4. Umpires have complete authority to eject individuals

### 1. EJECTION

1. If ejected player does not have a married sub in the lineup, an out will occur each time she is listed to kick.

### 2. DISCIPLINARY FOR YELLOW/RED CARD

#### 1. YELLOW CARD

- a. When a player receives one yellow card during a game that is the player one warning.
- b. When a player gets two yellow cards during the game, she/he will be ejected from the current game and must also sit out the next scheduled game.

#### 2. RED CARD

- c. When a player gets a red card during a game, the player is ejected from the game and the player must sit out the next scheduled game.

In addition, the team will receive 1 technical out as a result of the red card ejection.

- a. Out will be immediately applied if ejection occurred while on offense.
  - b. Out will be applied at the beginning of next inning if ejection occurred while on defense.
  - c. Only 1 out will be applied as a penalty and will not carryover once out have already been applied.
  - d. If ejected player does not have a married sub in the lineup, an out will occur each time he/she is was listed to kick.
1. Coaches and players can receive cards for not adhering to the above-mentioned sportsmanship rules. Appropriate behavior will be subject to the umpires' discretion. SEE PAGE 11 SECTION V, #3,4
  2. At the time of issuing a disciplinary action the Head Referee must notify all Game Referee(s), Coaches and Team Captains of such issuance. This time will not be counted on the game clock.
  3. If a disciplinary card is issued before or during a game; the Head Referee must document the name, disciplinary card issued, and reason immediately after the infraction has been made.
  4. Prior to all games, Zenith Administrative Staff must notify Head Referees of all coaches, players, visitors, or fans who have received "Disciplinary Level" Infractions.

### 3. DISCIPLINARY LEVELS

#### 1. WARNINGS - (Lowest-Level Enforcement)

- d. Coaches, players, visitors, or fans will receive a Warning for committing any of the following towards another Coach, Player, Referee, Visitor, or Fan in attendance. The following actions are examples only and are not limited to: taunting; physical/verbal abuse; excessively delaying play; entering the field of play without the Game Head Referee's permission; deliberately leaving the field to delay the Game; stalling; colluding; inappropriately discussing of calls with the Referees/Event Staff; making an improper Substitution as described; repeatedly failing to comply with instructions of Referees concerning Rules and Game Play; engaging in any activity otherwise prohibited by Zenith League rules, or local/state/federal law; and/or engaging in other unsportsmanlike behavior, as determined by the Game Head Referee.

- e. Coaches and Players will not receive a second warning in the same game for a related infraction.
- f. The minimum sanction for such a coach or player will be a Yellow Card.

## 2. **YELLOW CARD** - (Mid-Level Enforcement)

- g. Coaches, players, visitors or fans will receive a Yellow Card for committing any of the following towards another coach, player, referee, visitor, or fan in attendance. The following actions are examples only and not limited to: Commits reckless behavior (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.).
- h. Coaches or Players will receive a Yellow Card for a serious instance of conduct described, is also at the discretion of the Game Head Referee and requires stronger enforcement. see pg. 13 Section V. #3
- i. Yellow Card will be shown to the player and the Team Captain.
- j. Coaches or Player receiving two (2) Yellow Cards in a game will receive a Red Card instead and will be subject to the sanctions. see pg.11 Disciplinary For Yellow/Red Card
- k. 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. see pg.11 Disciplinary For Yellow/Red Card.

## 3. **RED CARD** - (Third-Level Enforcement)

- l. Coach, Player, Visitor, or Fan will receive a Red Card for a particularly egregious instance of conduct described, for repeated instances of misconduct, or for fighting, extreme verbal abuse, lewd or obscene behavior, threatening behavior, and/or offensive language or comments.

- m.** Red Card will be shown to the coach, player and team captain.
- n.** Any player receiving a Red Card in any Game will not receive the courtesy of a Warning or Yellow Card for any infraction in any subsequent Game at this event. The minimum sanction for such a player will be a Red Card.
- o.** The Out of Sight, Out of Sound penalty will be enforced.- See Definitions
- p.** Cannot be replaced on the kicking lineup. The spot in the kicking lineup now becomes an automatic out if there is no married substitute.
- q.** That player will not be considered as being lawfully on the premises.
- r.** Failure of an ejected player or coach to immediately leave the premises of the facility will cause that Team to forfeit any game in progress.
- s.** Visitors and fans engaging in egregious activity will cause the team they are representing to be issued red cards and subjected to immediate removal from the vicinity of the event. See pg 13. Section 3.Red Card

## VI. FORFEIT

1. If a team foresees a forfeited game due to a lack of players, they are required to notify Zenith Administration 48 hrs prior to their scheduled game time. Failure to provide proper notice will result in a late cancellation fee of \$70.00 per game. This fee must be paid in advanced no later than the 48 hours prior to the next scheduled game time. A forfeited game is granted to the offending team's opponent with a score of seven to zero for any of the reasons listed below:
2. If the umpire calls "Play Ball" to begin the regulation game, and either team is unable to field the required eight players. A fifteen 15- minute grace period must be requested by the coaching staff. The consequence of the request will result in a point penalization for the game delay. The game will resume when the minimum number of players is present and verified by the Head Referee. If the 15-minute grace period expires with only seven players, the game will be forfeited with a score of seven to zero. Points for penalization cannot be combined with forfeits.

**EXAMPLE - GAME TIME IS 2 PM:** 2:01-one (1) point, 2:04 -one (1) point, 2:07 - one (1) point, 2:10 - one (1) point, the game begins at 2:11 with a score of 0-4

3. A team will be penalized with a "Delay of Game" If they if they have not turned in their team line up ten minutes before game start time. For every three-minute delay, the opposing team will be awarded one point until the line up sheet is turned in.

**EXAMPLE - GAME TIME IS 2PM:** 1:51pm one (1) point, 1:54pm one(1) point, 1:57 one (1) point 2:00pm, the game begins at 2:00pm 0-4

- e. A team cannot provide eight eligible players to start or continue a game.
- f. A team of eight players is unable to continue the game because an injured player cannot return to the game.
- g. Forfeited games count as an absence against all players on the current roster of the forfeiting team.

- h. Coaches, please be mindful that playing with eight players increases your chances for an injury that may result in a forfeit.
- i. Games that are in danger of being forfeited due to a lack of players can be played if the following conditions are met:
- j. The coaches of both teams come to a "Gentleman's Agreement" to play the game anyway, with the understanding that the final score will be used for the record. This agreement must be approved by UIC (Umpire in Charge) or Zenith board member and the Coaches.
- k. It is not necessary for the opposing team to be present at the originally scheduled game time to receive a win by forfeit if the forfeit has been made known to the Board prior to the start of the game.
- l. If either team must forfeit, the playing field remains "open", and the coaches can have the option to use the field as a controlled practice or scrimmage.

**EXAMPLE** - A forfeit is a 7 - 0 final game is played leading to a 15-0 3rd inning "mercy rule" game. Therefore, instead of the final being 7-0, it will be 15-0.

- m. The losing team has an additional 8-point differential in the standings, if there is an upset by the team with the least number of players that team would win instead of the forfeited loss.
- 4. Playoff Forfeit:** If a seeded team forfeits, the next team(s) from the forfeited division will be seeded until all playoff spots have been filled.



## VII. PROTESTED GAMES

1. All protests should be submitted by team representatives (ie. coach / team manager) via email to [administrators@branchoutreach.org](mailto:administrators@branchoutreach.org). In addition to the written submission, a \$100.00 protest fee should be sent to Branch Outreach ([\\$branchoutreach](#)).
2. These conditions must be completed by 12 midnight the day of the game and said game will be reviewed. If finding leads to their being a just cause that the finality of the game in question was caused by miscall, lapse in judgment, or miscalculations of scoring or any other just reason, the corrections will be made immediately to reflect the findings.
3. The protest fee will also be refunded to the prospective parties. If the outcome was not to be affected, then the protest fee will remain in the care of Branch Outreach Center without any changes to the final score.
4. Please note that a team protesting a call in a 15-1 loss will result in an unsuccessful protest because that one call whether right or wrong didn't affect the outcome of the game.

If there needs to be additional game play or a forfeit this will be communicated to team representatives, and a time or day will be added to the schedule.

## VIII. RAIN-OUT PROCEDURE

1. In the event of inclement weather, updates will be provided by the Board in increments of thirty minutes prior to the start of scheduled games. Participants and spectators are encouraged to check with coaches and team managers for UPDATES beginning two hours prior to the scheduled game time.
2. Field conditions can be affected by deteriorating weather conditions, making them unstable and dangerous. If this happens, the Board will decide whether to continue, postpone, or reschedule the games that are affected.
3. If the umpire calls the game because of darkness, rain, or other circumstances, it will remain a regulation game if four or more innings have been played. There will be no make-up game and the final score will be recorded.
4. If the umpire calls the game because of darkness, rain, or other circumstances before four innings have been played, the game will start over, a make-up game will be organized, and no points will be recorded.

In case of a rain out during game day the currently line up be used to mark attendance. In the event that your game was cancel and no line up was submitted you must check in with Zenith administration to get credit for attendance before leaving the park.

5. Rain-outs will most likely be made up during the week at a nearby field. This may or may not be the default field. As soon as the fields are ready, teams will be advised of the make-up game's date and time. If a team does not want to play the make-up game, they can verbally forfeit. The forfeited team will lose 0-7 as a result of this. If no field is available, the next best alternative is to consider extending the season. Season extensions will be contingent on field availability. Games won't count for or against clubs that didn't play if the season can't be extended.

## IX. ELIGIBILITY & TEAM LINEUPS

### 1. PLAYER ELIGIBILITY

1. All coaches and players must be registered and have a signed liability and COVID-19 waiver submitted by the start of the first game to participate in any Zenith League activity.
2. Players are required to compete under the sex noted on their birth certificate at birth.
3. Coaches and Players must be 18 years of age or older to compete in Zenith and all players must wear the Zenith League-issued wristbands during competition.
4. Failure to wear wristbands during Play-Offs and Championship Games will result in immediate removal from the competition. Removed players will not be eligible to return until they've been verified as eligible by a Zenith staff member.
5. Teams must have a minimum number of 8 players at the scheduled time of the game, or else they will forfeit their games. "Game time is forfeit time."
6. Teams who do not meet the requirements must comply or forfeit each game until compliance is achieved.
7. Any use of ineligible players not on the submitted Roster will automatically result in a forfeit of the game and a possible suspension for the remainder of the season.
8. Ineligible players must have played at least one defensive or offensive sequence before the opposing team brings it to the umpire's attention.
9. A sequence would constitute as either one kick made by an ineligible player, or one defensive play made by the defense while an ineligible player is on the field. At any point during the game, each team must have at least eight and no more than eleven players on the field, including one pitcher and one catcher.
10. All teams must submit a photo roster with the names and numbers of their kickball players.
11. Any use of ineligible players not listed on the roster will result in the game being forfeited. This might lead to a multi-game ban or being barred from participating in current or future seasons.
12. Before playing in the Zenith Athletics League, all players must sign waivers. All Coaches must register and be included on the team roster.

13. Zenith Athletics Administration will keep an official enrollment affidavit book for each team, which will be examined before each game. Each book will include information on the players as well as an official photo. Before the start of Week 2, each team will be able to add new players, and all paperwork and payments must be completed and delivered by the Friday before Week 2. If a player's name and photo aren't in the official book, he or she will be unable to participate in that game. Prior to their first game, any new player must have the right uniform as required by league rules.
14. Team lineups must be submitted to the Scorekeeper's Booth at least ten (10) minutes before the game begins.

**EXAMPLE** - if the game starts at 2 p.m., the lineup should be completed and in the hands of the scorekeepers by 1:50 p.m. The team will be charged with a "Delay of Game" and will be penalized if they are not ready to start the game on time due to a lineup change or late submission. (See page 15, #3)

15. It is the responsibility of the Coaching Staff and or Team Representatives to assure accurate information is submitted to Scorekeepers. Scorekeepers will strictly enforce penalties for line-up discrepancies.
16. Players are allowed to enter the game currently being played regardless of the arrival of the player. However, if the new player which is added to line up, fails to get an opportunity to kick then she will not receive credit for attendance of that game.

## 2. MARRIED SUBSTITUTION RULES

Offensive subs are married players on the kicking line-up. All offensive subs must be identified prior to exchanging lineups with opposing captains. Teams who qualify to marry are asked to fill out kicking line-up listing players 1- 15 before adding remaining players as married players. Married offensive subs are not required to be married defensively.

### 1. SUBSTITUTION INFRINGEMENTS

- a. At 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 Coach will be suspended for the duration of the event.

### 2. INJURY GUIDELINES

- b. In cases of injury or illness, a time-out may be requested by the Coach/Team Captain for a player removal and replaced with the base runner who received the last out.
- c. All injuries must be reported to the opposing Coach, Team Captain, Head Referee and noted on the Game Score sheet.
- d. Any player removed due to injury at least twice during a game, will not, under any circumstances, return to play any games throughout the day.
- e. If a player is injured and cannot continue, the Team's Kicking Lineup will continue either:
  - With a married substitute or, if no married substitute is available, the kicking order will collapse and no penalty will be incurred.

## X. REGULAR SEASON GAMES

Consist of five (5) innings or fifty-five (55) minutes from start time, whichever comes first. Game Head Referee must announce and notify Team Captains when the 5-minute mark is reached. No new inning will begin with (50) minutes or less remaining in the game

1. Teams must play a minimum of four (4) full innings for a game to count as official. This excludes games that end as a result of the Mercy Rule.
2. Mercy Rule does exist for Regular Season Games and if there is a fifteen (15) run difference at the end of the 3rd inning or ten (10) run difference at the end of any full inning thereafter, then this will constitute a Mercy Rule, which ends the game in the winning team's favor.
3. Mercy Innings: If the kicking team scores seven runs in an inning without being down in the score, the inning will finish with a change of possession, regardless of how many outs the defensive team collects. If the kicking team is down, they must score seven points before the mercy inning is applied.
4. A Home Team leading the Away Team when the time expires or during the bottom half of an inning before the fifth inning wins that game as if it was the middle or bottom of the fifth inning. The Home team has the option of Fielding or Kicking first this may result in the Away Team kicking last.
5. A player must play at least 50 percent of the regular season to be eligible to participate in Play-offs and Championship games. Forfeits will count against the teams participation in the event of late cancellations or a delay of game causing a shortage of players unless a Gentlemen's agreement was enforced.
6. Should a situation arise in which there is a tie in the win-loss-tie records of regular-season games, the following format will be used to determine win-loss-tie record, and the following format will be used to determine regular-season standings for postseason playoffs:
7. The tie-breaker format will be determined in the following manner: If "Best win/loss record" does not indicate a clear winner, then proceed to "Head-to-Head". If "Head-to-Head" does not indicate a clear winner, then proceed to "Strength of Schedule." If "Strength of Schedule" does not indicate a clear winner, then proceed to "Points Allowed".
8. Two regular timeouts 30- seconds are provided to each team per game. A timeout for an injury does not count as a regular timeout. A timeout shall not last more than thirty seconds

# XI. GAME PLAY GUIDELINES

## 1. OUTS

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.

## 2. CONTACT BETWEEN BASE RUNNER AND BALL IN PLAY

- a. Any time a pitched ball kicked into play, and NOT YET TOUCHED by any Fielder, contacts a Base runner who is not on a base, this is an out and results in a Dead Ball Stoppage. This is without any regard to the fault of the Base runner.
- b. If a runner is forced off their base due to the kicker-runner, they are not considered legally on base when hit, and the out and Dead Ball Stoppage Occur as if they were off the base.
- c. If the kicker picks up the ball at home plate, it will result in an out.
- d. Dead Ball Stoppage point:
- e. All Base runners (except any just rendered OUT) must return to the bases they last reached before the stoppage.
- f. If Base runners would still be forced to advance after the out(s) are recorded, then they automatically advance.
- g. A ball that HAS BEEN TOUCHED BY A FIELDER that contacts a Base runner who is not on a base (absent a Base runner who has overrun first base) with the ball, via a throw or a tag is an out.
- h. Intent by either party is irrelevant for the purpose of this out, as accidental deflections, pegs, tags, and combinations thereof are treated identically if contact with a runner is made.
- i. A runner who is forced off their current base by subsequent runners advancing can be tagged or pegged out as if they were off base.
- j. If this contact occurs to the head or neck of the Base runner, while they are not diving, sliding, or ducking, the Base runner shall be safely awarded the base to which they were running. If the contact results in injury or temporary incapacitation such that the affected Base runner doesn't reach one or more base(s) he/she is deemed to have likely reached, the Head Referee may award additional base(s).

- k. Any time a Fielder has control of the ball and touches a base to which a Base runner is forced to advance prior to the Base runner reaching the base is an out.
- l. Hitting the base with the ball is NOT an out. The fielder must have control and touch the base themselves.
- m. Touching the base with the ball, while maintaining complete control of the ball, is an out. Fielder must not rely on the ground/base to establish that control.
- n. Any Base runner intentionally running more than four (4) feet outside their established Base Path, for the purpose of avoiding a tag or throw, is out.
- o. Swerving to avoid a collision or safety concern will not result in an out, unless the action also caused the avoidance of a tag or peg attempt.
- p. Referee(s) will use their judgment to weigh both the intent of the runner and the right of the defense to complete an ordinary play to determine if an out would likely have been made but was denied due to the runner leaving the base path unreasonably.
- q. Any Base runner not on base when the ball is pitched or kicked by a results in a dead ball out. If this is the third out of an inning, the current Kicker's at-kick ends. If this is the third out of an inning, the current Kicker's at-kick ends.
- r. Any Base runner who passes another Base runner is out.
- s. Interference with a fielder or play results in an out.
- t. If a player cannot kick at the player's designated spot in the kicking order, except for injury, the "at-kick" is an out.
- u. Prior to the first pitch of an at-kick, the kicker can declare their intention to surrender and be called out. Upon making that declaration, the defense will have the choice to either (a) accept the out or to (b) intentionally walk the kicker resulting in two (2) bases being awarded. The kicker must accept the defense's decision and thus end the at-kick for the current kicker.
- v. Once a pitch has been thrown to the kicker, the kicker forfeits the right to choose to declare the intention to be called out.

### 3. STRIKES & FOULS

#### Three Strikes (3)

A pitched ball is a strike if:

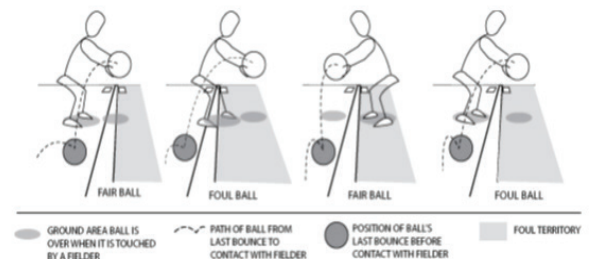
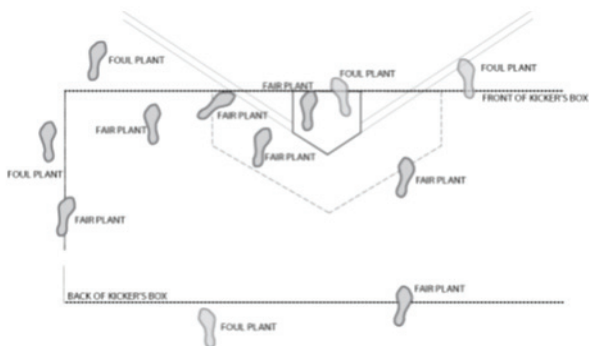
1. Any legal pitch touches any part of the strike zone.



2. Any part of it does not reach more than one (1) foot high, as measured from the bottom of the ball, at any time (1) during the bounce that carries the ball to or through the strike zone and (2) at any point between the time when the ball passes the plate and reaches the horizontal plane of the kicker.
3. Height of the ball will be determined by the Game Head Umpire.
4. Any attempted kick that does not contact the ball is a strike.

**4. FOUL BALL (DIAGRAMS BELOW)**

1. Any kick that is kicked while the player’s plant foot is outside of the Kicker’s Box.
2. Any kick that lands in foul territory outside of the Kicker’s Box / Catcher’s Zone,
3. Any legally kicked ball that is still on or above the home plate or wholly in foul territory when it is touched by a Fielder.
4. Any kick during which the Kicker’s plant foot is at least partly in front of Home Plate.
5. Any improperly kicked ball is a foul. This includes:
  - A kicker first contacting a pitched ball with the hands or any part of the arm, and who does not elect to be out, OR Any kicked foul ball is live until it hits the ground, makes contact with a Player/Runner until it hits the ground.
  - A Fielder may catch a foul ball to get the kicker out.
  - There is no tagging up on foul balls
  - Any legally kicked ball that is still on or above home plate or wholly in/over foul territory when it is touched by a Fielder.
  - Any kicked foul ball is live until it hits the ground, hits an obstacle or bystander/ spectator, or proceeds out of play based on the field’s ground rules.



## 5. FOUL BALL PLAYS

1. Any legally kicked ball that is still inside the Catcher's Zone when it is touched by a Fielder is foul.
2. Any legally kicked ball that is still on or above home plate when it is touched by a Fielder is foul.
3. Any legally kicked ball first touched by a Fielder or Base runner while it is completely outside either foul line (subject to the exception of any ball described in is foul.
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.

## 6. FAIR BALL PLAYS

A legally kicked ball is fair if it:

1. Passes the front of home plate; and,
2. Has not landed or rolled completely outside of either baseline; or

Is positioned between the two foul lines or with any part of it on or above any part of a foul line:

3. Is first touched by a Fielder or Base runner, or
4. Stops completely; or
5. Strike's 1st base or 3rd base; or
6. Passes 1st base or 3rd base in the air, after having landed on a foul line or between the two baselines before such passage: or
7. Lands past 1st base or 3rd base.
8. The fielder's position when fielding the ball is irrelevant to whether the ball is fair.
9. The defense must touch the ball in foul territory in order to establish a foul ball. If the ball re-enters the field between 1st and 3rd base, before the defense touches the ball, that ball will be considered a fair/live ball.

## 7. STRIKE ZONE

1. 41" wide (one (1) foot to the lateral and back sides of home plate) and one (1) foot high.

2. Due to safety concerns, no cones or markers may be used to designate the strike zone. However, temporary paint on the field can and will be used as a guide for the Game Head Referee and Players to the Strike Zone location, when field access permits.
3. The Game Head Referee has ultimate discretion and final say on the strike zone location and result of any pitch.

### **8. BALLS/WALKS**

1. Any pitch that is not a strike or foul is a ball, which includes a pitch thrown outside of the strike zone or pitches deemed above the legal height of the strike zone.
2. If three (3) balls are thrown to any kicker without one strike the kicker will be awarded two (2) bases.

### **9. INTENTIONAL WALK (PLAYER MUST TOUCH EACH BASE AWARDED)**

1. A Pitcher may elect not to pitch to and to instead Intentionally Walk a Kicker to award him/her with the appropriate base(s) by stating "Intentional Walk" to the Game Head Referee or confirming a clear intent to award the Kicker a walk.
2. If this is done with no strikes/fouls, it will constitute a Double Walk. If done with at least one strike/foul, it will result in a single base walk.
3. Offering an Intentional Double Walk before the first pitch is thrown supersedes the right of the Kicker to surrender and will result in the kicker immediately advancing to second base.
4. The Pitcher and Coach may declare an Intentional Walk. Once the Referee confirms, the action it may not be revoked.

### **10. DOUBLE WALK**

1. Occurs when a pitcher fails to pitch at least one (1) strike / foul to the kicker in the same at-kick.
2. The result will be the kicker being awarded two (2) bases.
3. If this occurs, base runners are permitted to advance only if forced to do so by kicker being awarded two (2) bases as a result of an Intentional Walk Restriction.

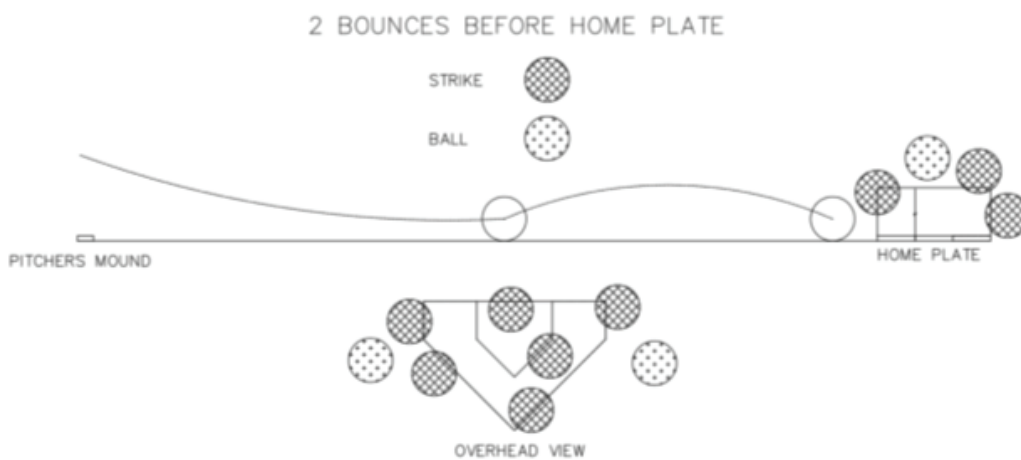
## XII. PITCHING

Teams must have one (1) and only one (1) pitcher and catcher while on defense. The Pitcher can only be sub once per inning.

1. Before the first inning, or when pitchers are substituted or swapped out with another player, the pitcher may receive three warm-up pitches.
2. A pitched ball must touch the ground at least twice prior to reaching the front of the plate. If the second bounce is on the plate, the pitch is a ball.
3. Coaches have the option of switching pitchers at any time. However, a pitcher who has previously pitched in the same game will not be allowed to throw the three (3) "warm-up" pitches that are granted to new pitchers.
4. Any type of pitching is acceptable. However, when the ball hits the plate, it is declared "a ball" if it bounces higher than one foot off the ground (as measured from the bottom of the ball). The kicker has the choice of kicking the ball but must accept the play's conclusion. There is no disputing of balls, strikes, or any other umpire judgment calls.
5. The pitch is a strike if it crosses the strike zone from the front; it must pass through the front of the "strike zone" at or before the plate. No back door strikes are permitted.
6. Encroachment occurs when any fielder crosses the encroachment line between 1st and 3rd baseline before the ball is kicked.
7. When pitching, no feet are allowed to cross the encroachment line.
8. Upon release, the pitcher should always pitch the ball on or behind the encroachment line. The umpire will call a pitcher's encroachment if the pitcher crosses outside of the pitching area.
9. Encroachment is penalized by the kicking team's decision to either:
  - nullify the result of the play and add one (1) ball to the kickers' count; or
  - leave the result of the play alone.
10. If a runner crosses the halfway mark between bases before the pitcher has control of the ball in the pitching area of the mound, they may quickly return to the base abandoned or advance to the next base.

A Pitcher must deliver each pitch:

11. By hand, however, a Pitcher may throw the ball in any style they choose.
12. On or behind the Encroachment Line.
13. With the plant foot, upon release, on or behind the front edge of the pitching strip and no wider than one (1) foot from the nearest edge of the pitching strip.



14. Pitcher has 10 seconds to pitch the ball once kicker has entered the kickers box. If the pitcher fails to pitch ball the kicker will receive a ball. Every ten seconds the pitcher fails to deliver a pitch the kicker will receive a ball until they reach three balls.

## XIII.KICKING, BASERUNNING & FIELDING

### 1. OFFENSIVE TEAM KICKING LINEUP

Team Captains must exchange written Kicking Lineup at start of each game. Kicking Lineups must be verified by Game Head Referee before the game begins.

1. It is up to the Scorekeeper/ Coach / Team Captain to identify all illegal kickers.
2. An Out will be applied to the team in violation, ONLY after an illegal kicker has been identified
3. Teams may request clarification on the identity and/or sex of a player on the Kicking Lineup.
4. Kicking Lineups are only valid for the current game and may be changed in-between games.
5. Kicking Lineups may only contain a minimum of eight (8) registered players. Teams with 16 or more players are allowed to marry players offensively. (See page 19 Married Substitution Rule)
6. Married players exemption option only applies to teams with 16 players or more. Please note that players involved in marrying player lineups will ONLY be credited game participation if players kick offensively. Failure to kick offensively regardless of defensive participation will not be credited for game participation. All players MUST kick.
7. Teams with 16 or more players who choose not to use the "marry players" exemption and put all attendees on the kicking lineup will not be penalized if a player or players did not get to kick due to the number of allotted OUTs are made to end the game before the player(s) opportunity arose to kick.

**EXAMPLE** - Team A has 18 players. Team Captain/ Coach puts all 18 players on the kicking lineup. The game ends with 3 of the 18 players not having the opportunity to kick due to 15 OUTs being made to end the game. The 3 players who didn't get to kick will be credited for the game because they were in the lineup to kick but OUTs prevented them from kicking not the Team Captain/ Coach.

8. All offensive subs are married to sub position noted on line-up sheet. (ex: Kicker #1 may have a sub kicker identified as kicker #1a, in this case, these two kickers are married to one another and cannot be inserted as kicker in any other part of the lineup. (These substitutions DOES NOT impact the defensive lineup) and Subs can be rotated as often as team wishes on defense. (Please note there is a 1 sub limit for Pitcher and Back-Catcher)
9. Teams are required to place all defensive players in their kicking lineup.
10. It is the responsibility of the scorekeeper to determine if a kicker from the kicking team has kicked out of order.
11. All illegal lineup dispute must be presented to the umpire by the Coach/Team Captain or Bookkeeper.
12. If an incorrect kicker has been accurately identified the kicker in that spot will be called as out. (This will only apply after the pitcher throws 1st pitch to incorrect kicker) 1. If the kicker has already reached base, dispute can still be challenged. Challenge will only expire if the pitcher throws the pitch to the following kicker.
13. Kicking Lineup will resume to the following kicker that was listed in the lineup. If as a result the lineup is still incorrect, that kicker will be called out as well.

## **2. ALL LEGAL KICKS MUST OCCUR WITHIN THE KICKING BOX AND:**

1. Not make contact with the ball above the knee.
2. Occur with the Kicker's plant foot within the Kicker's Box, with no part of the plant foot in front of the plate. Contact can only be made with the ball once during the kicking motion.
3. If the above requirements are not met, the resulting kick is a Strike.
4. If the kicker steps over the plate while kicking the ball it's a foul/Strike.
5. Teams must kick in their submitted kicking order.
6. A Kicker in position and ready to kick, and is out of kicking order results in an Out. For Example: If the fourth Kicker is up and in kicking position, when third Kicker should be up, the third Kicker is called Out. The Kicking Lineup would then resume with the fourth Kicker up. If the kicker steps over the plate while kicking the ball it's a foul/Strike. If the ball is caught in the air it's an out.

7. The kicker has 10 seconds to enter the kickers box. If the kicker fails to enter the box within 10 seconds, the kicker will receive a strike. The kicker will receive a strike every 10 seconds until they enter the box or 3 strikes have been called. Every ten seconds delay increment, until three strikes are received.

### 3. DOUBLE KICKS

A double kick is when either:

1. A Kicker makes contact with the ball two (2) during the kicking motion. This is considered an illegal kick.
2. A Kicker kicks a "trapped" or "stepped on" ball.
3. All illegal kicks i.e. double kicks and foul balls that are caught in the air result in an Out.

For double kicks that are bunts:

4. If a Kicker's second ball touch occurs after the plant foot has left the kickers box AND at least one foot has touched fair territory, this result is an out. If the Kicker is still in the air, not an established Base runner, then it is a foul.

### 4. BASERUNNING

1. Base stealing is prohibited
2. Runners are not allowed to slide while running to 1st base
3. Any Base runner(s) off base when the ball is kicked are Out.
4. Base runners may not intentionally run more than four (4) feet outside of the Base Path to avoid a tag or throw.
5. Base runners have the right-of-way within the Base Path, except that a Fielder has the absolute right to make a play on a Kicked Ball, including within the baseline and even the Running Lane.
6. Runners must stay within the baseline and touch each base accordingly per play or may be called out by the umpire.
7. To be considered safe, a runner must outrun the throw traveling to first. A simultaneous play at first base could be called an out if the runner did not beat the throw. This is completely an umpire's decision.



8. Runners may overrun first base only!!! If the runner is off any base at any point, they can be tagged and called out. (It is permissible, but not recommended, to slide or dive back to any base after attempting to run.)
9. Leading off base or stealing a base are both prohibited. Once the ball is kicked, a runner can move forward. When the ball is pitched or kicked, a runner who is off base is automatically out.
10. If a base runner overruns the first base and turns in either direction while returning to first base. They are not out unless they attempt to advance to second base and are touched with the ball while off base. If a runner overruns any other base besides 1st base and is tagged with the ball while off the base, they are out.

A runner is out if:

1. They are tagged with the ball before reaching a base.
2. A ball outthrows a runner going to any base.
3. The runner runs more than four feet outside the baseline to avoid being tagged
4. The ball touches the runner at any time, even if it was kicked into them by any player, including their own
  - The runner tags the inside base at first but does not advance to second.
  - If the defense touches the inside base, it is treated the same as being off the base.
5. The safety base, which is positioned on the right side of the foul line, must be used by the base runner to 1st base. Not doing so will result in an out. Exceptions to this rule are:
  - Apparent collision with the fielder causes the inside base to be used.

## 5. FIRST/SAFETY BASE AND RUNNING LANE

1. If the Kicker-runner is forced to evade due to the presence of a fielder in the Running Lane, he/she is allowed freedom to deviate from the Running Lane and even to use the inside base if it is safer and more direct after such an evasion.
2. If such evasion is caused by a fielder's pursuit of a defensively played ball, this is Obstruction, and the runner will be entitled to the base.

3. Runners have the obligation to use the safety base UNLESS it is clear no play can occur at first base, such as a kick to outfield or an impending play at another base.
4. Failure to use Running Lane and Safety Base is an automatic out, unless no play or potential play is imminent at First Base.
5. Baserunner(s) running to first base from home plate should use the safety base located on the right side of the foul line. Runners may use the inside base when rounding to continue to 2nd base only when there is no play or potential play is imminent at first base. (Please highlight)

## 6. ROUNDING AND INTENT

1. Base runner(s) may overrun 1st Base, so long as they immediately return to first base and demonstrate no attempt to advance. Any intent to become a live base runner will result in them being vulnerable to being tagged out before they return to first base.
2. Intent to advance may be assumed due to:
  - A hard step towards second base.
  - A noticeable upper-body flinch towards second.
  - A noticeable course change towards the inside of the field, especially due to the result of a play or prompting of a base coach.
3. Intent will not be assumed due to:
  - Merely being inside the foul line.
  - An idle left turn back to first base.
  - Any accidental stumble or fall in any direction.
  - Avoidance of a fielder in any direction.
  - Runners are encouraged to avoid any confusion by turning to the outside and returning to first base promptly.

## 7. FORCE PLAYS

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

2. If a following runner is out, due to a caught fly ball or previous tag/play, this force is removed, and the base is immediately a safe haven again.
3. As an example, on a ball kicked to first base with a runner starting at and remaining on first base:
  - If the fielder tags the runner and then the base, the runner is out due to being forced off, and the kicker-runner is out due to the fielder having control of the ball on first base. This is a double play.
  - If the fielder tags the base and then the runner, the kicker-runner is out due to the fielder having control of the ball on first base, and the other runner is safe on first base as it is a safe haven again. One out, runner on first base.
  - A tag on a runner running to a base they are required to advance to is STILL a Force Play.
  - If a base becomes dislodged during play, the Base runner is considered on base while maintaining contact with the square area on the field representing the original location of the base.

## 8. TAGGING UP

1. In order to advance on a caught fly ball, Base runners must “tag-up” by returning to their original bases.
2. Runners may leave their bases the instant a fielder first touches the ball.
3. Tagging up is not allowed on a foul ball.
4. If forced to return multiple bases, a Base runner must retouch them in reverse order, rather than skipping any. For instance, a runner starting at first base and halfway between second and third base when a ball is caught must retouch second base and then touch first base to tag up.
5. Failure to tag-up allows the defense to make an out by either tagging the Base runner with the ball before the Base runner returns to the original base, or by a Fielder in control of the ball touching the original base before the runner returns to it. This may also be appealed at the end of a play.
6. A base runner who does not tag up is not considered out. Tag failure must be recognized by the defense, and a play on the base runner must be made.
7. A Base runners who passes another Base runner is Out.

8. If two Base runners occupy the same base, while the ball is in play, only one is entitled to the base and the other is out. If the trailing Base runner wasn't forced forward, he/she is out if tagged, and the lead Base runner is entitled to the base. If the trailing Base runner was forced to the base and the lead Base runner is forced to vacate it, the trailing runner is entitled to the base and the lead runner is out if tagged.
9. Base runner was forced to the base and the lead Base runner is forced to vacate it, the trailing runner is entitled to the base and the lead runner is out if tagged.
10. No player may leave the base until the ball has been kicked or the first touch has been made.
11. Runners may advance on a fly ball once it has been touched by the fielder for the first time if the ball is in a fair area. If a fielder touches the ball while in fair or foul territory and still manages to maintain control of the catch, the runner can advance on their own without having to tag up.
12. Any coach caught touching a player while the ball is in play will cause an interference infraction, therefore, leading to an automatic out of the runner being touched.

## 9. TIME OUT

1. Once the Pitcher controls the ball within the Pitcher's mound, all Base runner(s) must stop at the base they are running to.
2. Even though Time Out has not been called yet, each runner is frozen at the base they are running to. Base runners are NOT entitled to extra bases beyond this, even if they reach them before Time Out is called.
3. Once every Base runner has reached the limit of their advancement, Time Out is called.
4. If the Pitcher, subsequent to controlling the ball in the Pitcher's mound and before Time Out has been called, leaves the mound or relinquishes control of the ball in an attempt to make a play on a Base runner, all Base runners may advance freely again.
5. If a play is attempted at a Base runner in an illegal position (beyond his/her legal advancement), a Dead Ball Stoppage will occur, and the situation will be remedied.

## 10. BASE RUNNING SUBSTITUTIONS (INJURY ONLY)

1. Substitutions to injured Base runners during a play are limited to 2 substitutions per game.
2. Only the last out may be utilized as a pinch runner for an injured kicker
3. If the substitute Base runner's spot in the Kicking Lineup comes up, and the spot is skipped if a proper substitution is not made, an out is recorded.

## 11. BASE RUNNING INTERFERENCE

Rules governing Base runner interference with a fielder are outlined in INTERFERENCE.

## 12. BASE RUNNING APPEALS

1. When a Base runner fails to tag up properly on a caught fly ball (and the ball is not brought to the base for an in-place out during the play), or a runner fails to touch a required base while advancing or retreating, the defensive team may Appeal. After a dead ball is called, but before any additional pitches are thrown, the defense may throw the ball to that base and indicate which runner they believe missed the base. The Referees will confer, allowing the Referee assigned to watch that base to relay the instruction to the Head Referee who will determine if the runner is safe or out.
2. If a Base runner is deemed out for a baserunning error, the play is adjusted accordingly as if the Base runner was out at the time of the appeal. The exception is that if that Base runner is the third out, no Base runners trailing that Base runner may score that inning.

## 13. OVERTHROWS

1. An Overthrow is a failed play attempt that continues into foul territory, such as. A Peg attempt that misses the runner, or
2. A Pass to a Fielder that is wild, or
3. A Pass to a Fielder that is missed or mishandled.
4. Despite the "throw" terminology, an Overthrow can be a kick-pass, batted ball, or a variety of other controlled actions. Any Pass or Peg attempt, regardless of the manner, is subject to Overthrow restrictions.

5. A dropped, or misplayed Kicked Ball is NOT an Overthrow.
6. A successful Peg that deflects off a Base runner into foul territory does not constitute an Overthrow, even if the Base runner is declared safe.
7. In the case of an Overthrow, Base runner advancement is limited:
  - Each runner may advance the base they were running to, If the ball goes outside the field of play, resulting in a Dead Ball Stoppage.

#### **14. DEAD BALL STOPPAGE**

Dead Ball Stoppages may be called by the referee due to:

1. A live Kicked Ball contacting a runner.
2. Interference.
3. Baserunner is off base when the ball is pitched or kicked
4. Ground rules, such as due to the presence of concrete, soccer goals, walls/fences, hazards, or even water. The Game Head Referee, Event Head Referee, and Event Manager will determine any applicable Ground Rules for the field of play, including which Ground Rules dictate automatic application of a Dead Ball Play. Facility Ground Rules will be announced to both Team Captains will be communicated at the Captains' Meeting. Specific field Ground Rules will be explained by the Game Head Referee before the game.
5. A ball meaningfully contacting a spectator or obstacle on the sideline.
6. A ball becoming flat.
7. Significant injury occurring that requires immediate attention.
8. Impending weather issues, the intrusion of another ball on the field, a loose animal or child, and any of a variety of other unexpected events requiring cessation of play temporarily or indefinitely.
9. A play on a runner in an illegal position.
10. Ball Carried into Dead Ball Area - When a live ball is unintentionally carried, kicked, or thrown into dead ball territory by a fielder, the ball turns dead, and all base runners are awarded one base from the previous base touched at the moment the fielder entered the dead ball territory.

When a Dead Ball Stoppage is called by the referee:

11. All action will immediately cease. No plays may be made or bases advanced. Players should halt and await further instruction, in case there is a safety issue.
12. The Head Referee will explain the reason and result of the stoppage. These results may include the game being required to vacate the field, a re-kick, outs being awarded, and/or Base runners being moved.
13. Bunting is allowed.
14. All players are required to be in the kicking lineup.
15. Once a player has been assigned to the kicking order, they are unable to change positions once the game has begun. Kicking out of order results in an out for the order that was supposed to be called according to the written lineup.
16. If a player sustains an injury and is unable to return to the game, the team will not be penalized if she cannot kick. The lineup will collapse, allowing the next player in line behind the injured player to kick without incurring an out. If the injured player was pronounced safe, she will be replaced by the kicker who incurred the last out on the team.
17. Home plate and all bases are completely in the fair territory
18. Fly Ball - the relationship of the ball to the foul line when it is touched determines whether it is fair or foul. The position of the fielder's foot (inside or outside the foul line) has no bearing on the outcome.
19. A kicked ball that hits the ground before reaching first or third base is fair if it lands in fair territory, is touched by a player while on or over fairground, or passes over first or third base, regardless of where the ball hits the ground after passing over the base.
20. Kicked balls that land beyond first or third base are fair or foul depending on where they hit the ground the first time. A ball is considered fair if it hits a fielding player or umpire in fair territory before heading into foul territory.

## 15. INFIELD-FLY RULE

1. The defense is not allowed to purposely guide the ball into the ground as an attempt to create a double play.



## KICKING, BASERUNNING & FIELDING

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2. Any ball that is intentionally guided into the ground as a result to create a double play will result in one out (kicker) to the offense, followed by a dead ball.



## XIV. FIELDING

### 1. DEFENSIVE FIELDING TEAM LINEUP

1. Fielding Lineups can only contain a maximum of eleven (11) players at any given time.
2. A Team's Fielding Lineup must contain a minimum of eight (8) players at all times, unless a Red Card forces a team otherwise.
3. Generally speaking, substitutions to the Defensive Lineup between two players already in the Kicking Lineup are not restricted. Nor is there a requirement that any player in the Kicking Lineup play on defense.
4. Special Restrictions on Pitcher and Catcher Positions include:
5. A Team must have only one (1) Pitcher and only (1) Catcher in the field.
  - Each Team may replace its Pitcher and/or Catcher position once per inning, unless injury forces another substitution. (No other defensive position carries this restriction.) This once-per-inning restriction regardless of whether the substitute comes from a current player in the Defensive Lineup or not.
  - A player substituting for Pitcher or Catcher is not required to be currently playing on defense.
6. Only one coach is allowed on the sideline coaching defensively, but he or she should remain as close to the dugout as possible.

### 2. INFRINGEMENTS

1. If a team is found to have replaced its Pitcher and/or Catcher position multiple times in a single inning the offending Team Captain will receive a Yellow Card and will be required to revert back to the previously replaced Pitcher and/or Catcher.

### 3. CATCHING POSITION

1. Teams must have one (1) and only one (1) Catcher while on defense.
2. The catcher can only be sub once per inning
3. Catcher must stand behind the Kicker and within the Kicker's Box / Catcher's Zone.
4. The catcher must go through the box and can break out once the ball is kicked
5. Catcher must be completely in catcher's box (no straddling the line) unless physical obstruction prevents them from doing so.

### 4. FIELDING POSITIONS

1. All Fielders, with the exception of the Catcher, must be positioned behind the encroachment line with at least both feet in fair territory until the ball is kicked.
2. Fielder's Position is defined by the front of the fielder's body.

## XV. ENCROACHMENT, OBSTRUCTION, & INTERFERENCE

### 1. PITCHER ENCROACHMENT

1. Occurs when a Pitcher fails to deliver the pitch while her entire body remains on or behind the encroachment line . Failure to do so results in a Pitcher Encroachment call.
2. If a Pitcher falls during the delivery of their pitch and slips due to field conditions, it should not be considered Pitcher Encroachment. However, if the Pitcher is subsequently the first person to touch the Kicked Ball and derives an advantage from initially being in an encroaching position, this would be an encroachment.

### 2. CATCHER ENCROACHMENT

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

### 3. FIELDER ENCROACHMENT

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

### 4. ENCROACHMENT PENALTY

Encroachment is only penalized by the kicking team choosing to:

- Nullify the result of the play, and add one (1) ball to the Kicker's count; OR,
- Allow the result of the play to stand.

## 5. OBSTRUCTION (CALLS AGAINST THE DEFENSIVE TEAM)

1. Fielder Obstruction is prohibited in order to prevent injuries.
2. Fielders may not stand or set up within the baseline, on the base, in a position blocking the base, nor may they deliberately or recklessly contact Base runners (including intentional fake tags), unless making an active play on the ball forces the defender to do so.
3. Fielder Obstruction results in the Base runner being awarded the base attempted by the Base runner, 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.
4. Fielders at a base must ALWAYS leave a clear lane for the runner to access the base, until the ball is in their possession and control. If a Fielder is in a blocking position before having control of the ball, and the Base runner is approaching, Obstruction may be called even if there is no collision.
5. Unless they're in possession of the ball or are the most direct fielder pursuing an unfielded Kicked Ball, all Fielders must avoid blocking any Base runner. If, in a natural base path and during normal advancement or retreat, a Base runner collides with or is forced to substantially alter their course to avoid a collision with an improperly placed Fielder, the Base runner may be entitled to the base he/she was running towards. At the conclusion of the play, the Head Referee may award the next base and potentially extra base(s) or may otherwise correct the game state if this obstruction prevented further advancement or caused a continuity error.
6. An attempt by a Base runner to force contact with a Fielder to gain the benefit of an Obstruction call will be considered both a safety and sportsmanship concern and will be subject to disciplinary action.
7. If no meaningful advancement was possible, no Obstruction can be called, as no progress was obstructed. Obstruction calls cannot award bases another Base runner is at, nor award bases that the Base runner made no realistic attempt or had no realistic chance to reach. Additionally, a runner cannot be obstructed when pursuing a base, they cannot legally obtain (such as returning to a base they are forced from, running towards third after missing second base or running beyond the limitations of their overthrow advancement), though any safety/sportsmanship penalties will still be enforced.

8. If a trailing Base runner passes a live lead Base runner due to the lead Base runner being obstructed, the penalties for passing are removed if the situation resolves itself directly (with the trailing runner retreating behind the lead runner immediately).
9. If a trailing runner advanced to the base a vanquished Base runner is subsequently assigned due to an obstruction call, the Kicking Team will have the option of taking the play as it stands or assigning the obstructed Base runner that base and returning trailing runners to previous bases when forced backwards.

## 6. FIRST BASE OBSTRUCTION

1. Fielders must use the "Inside Base" – the base inside the foul line at 1st base – to record force outs on Base runners at 1st base. No exception allows the Fielder to use the Safety Base located on the right side of the foul line.
2. If the Kicker-runner is forced to evade due to the presence of a fielder in the Running Lane, he/she is allowed freedom to deviate from the Running Lane and even to use the inside base if it is safer and more direct after such an evasion.
3. If such evasion is caused by a fielder's pursuit of a defensively played ball, this is Obstruction, and the runner will be entitled to the base.

## 7. TRESPASSING IN THE RUNNING LANE

1. Fielders may enter the Running Lane to field a defensively played ball but must avoid both contact and threat of contact with a Base runner in that Running Lane. Contact with, or near contact with an active Base runner who is running entirely within the Running Lane will be both Obstruction and a safety and sportsmanship violation and will be subject to disciplinary action.
2. Even on a completed defensive play within the Running Lane, if the Base runner is put into an unsafe position or forced to take evasive action, Obstruction may be called.
3. After fielding a defensively played ball in the Running Lane, the Fielder must vacate the Running Lane immediately.
4. A fielder in control of the ball may enter the Running Lane to tag a runner. However, if the fielder receives the ball INSIDE the Running Lane, he/she must still vacate before any potential collision.

5. An attempt by a vanquished Base runner to force avoidable contact with a Fielder in the Running Lane to gain the benefit of an Obstruction call will be considered both a safety and sportsmanship concern and will be subject to disciplinary action.
6. Fielders have the right to pursue a Kicked Ball, even into the Running Lane.
7. Presumptively Obstructive Behavior at Specific Locations. Absent the discretion of the Game Head Referee, the following scenarios are presumptively considered Fielder Obstruction:
  - Fielders not making an active play on a Kicked Ball within a Baseline but who are nonetheless set up or standing in the baseline, while an oncoming Base runner is, in the judgment of a Game Head Referee, actively attempting to run through that baseline.
  - Fielders not making an active play on a Kicked Ball at 2nd or 3rd Base but who are nonetheless set up or standing on the base, while an oncoming Base runner is, in the judgment of a Game Head Referee, actively attempting to run past 2nd or 3rd Base.
  - Fielders setting up to use any part of the body to block Home Plate from an oncoming Base runner.

## 8. CATCHER OBSTRUCTION

1. If the Catcher impedes the Kicker (through any physical contact or movement into the Kicker's approach to kick the ball), the Fielding Team will be given a single warning for Catcher Obstruction, and the obstructed Kicker may opt to be awarded one (1) ball in the count or take the result of the play.
2. On the second and any subsequent Catcher Obstruction occurrences for that Fielding Team (regardless of whether it's the same catcher), the obstructed Kicker may opt to be awarded first base, be awarded one (1) ball in the count or take the result of the play.
3. If Catcher Obstruction is deemed intentional or reckless, or if a single Catcher repeatedly commits Catcher Obstruction, the obstructing catcher may be subject to disciplinary action.

## 9. CATCHER INDUCEMENT

1. If a Kicker makes an unnatural move/run-up and initiates contact in an attempt to draw a Catcher Obstruction call, that Kicker's Team will be given a single warning for Catcher Inducement, and the Fielding Team may opt to be awarded a strike in

the count or take the result of the play. If the ball wasn't successfully kicked into play, the Fielding Team may take the result of the pitch, a strike, or both. Thus, if the inducement occurs on a foul ball or strike thrown, one (1) strike will be added to the count.

2. If any Kicker on the warned team subsequently commits a Catcher Inducement violation in that game, that Kicker shall be called out. This is a sportsmanship violation and may be subject to disciplinary action.
3. Hitting a runner in the face, neck, or head with the ball is not permitted, unless the runner is sliding, ducking, or diving (as determined by the umpires). Any runner who is hit in the face, neck, or head is safe and advances to the base they were attempting to reach when the ball struck them.
4. When the ball is live, fielders must avoid the baseline. Interference is not considered when a fielder makes a play on a ball that occurs in the baseline.
5. Coaches may assist their team on defense from either of the two coach's boxes.

## **10. INTERFERENCE (CALLS AGAINST THE OFFENSIVE TEAM)**

1. Any Base runner interfering with a Fielder making an active play on a ball is out, results in a Dead Ball Stoppage, and requires all Base runners to return to the bases they last reached before the interference. If Base runners would still be forced to advance after this out is recorded, then they automatically advance. If, in the discretion of a Game Referee, such interference would have prevented a Fielder from making an out on other Base runners with ordinary effort, the Game Referee may call such Base runners out.
2. Such interference includes but is not limited to avoidable physical contact with a Fielder; direct verbal interference by a Base runner in the immediate vicinity of a Fielder or with an attempt to field a ball; intentional screening of the ball from a Fielder's view; failure to vacate a base a Base runner is forced off of and subsequently hindering a fielding attempt at that base.
3. It is the Base runner's obligation to avoid contact with a Fielder in a legal position to receive an impending throw to their base. If the Fielder is in a non-blocking position and gives a clear approach lane, the Base runner must take advantage of that approach and avoid contact. Failure to do so will constitute Interference, regardless of whether the play would have been successful. If this is deemed to be intentional or reckless, it may be considered a sportsmanship violation and be subject to disciplinary action.

4. Blocking of the path of the most direct fielder's line to a Kicked Ball constitutes Interference, whether the action was intentional or accidental. Base runners have the obligation to vacate both the area the Kicked Ball is at and the most opportune approach to fielding said ball, regardless of whether it is in or out of any Base Path, is fair or foul, and is grounded or in flight. The fielding team has the ultimate right to field a Kicked Ball. Once a fielding attempt is made, even if it is unsuccessful, this obligation is removed
5. Any attempt by a Fielder to induce a blocking call on such a play will be a sportsmanship violation, and subject to disciplinary action.
6. Any attempt, whether successful or not, by the Kicker or Base runner to intentionally make contact with a live Kicked Ball, fair or foul, is interference and an out. Such an attempt is a sportsmanship violation, and subject to disciplinary action.

## 11. COACHES INTERFERENCE

1. Base Coaches, Teammates, and Team Staff/Volunteers may not impact a defensive play. This includes intentionally hitting a ball in play, stopping a live Kicked Ball a fielder was attempting to field, or intentionally or negligently hindering a fielder's path. Incidental or accidental contact, and unavoidable/unforeseeable collisions will not be penalized. Coach Interference may be considered a sportsmanship violation and result in disciplinary action.
2. A Base runner receiving physical assistance from another Base runners, base coach, Teammate, or Spectator is out. This includes pushing a runner, stopping a runner from running in a direction or from being passed, helping a runner up, or steadying a runner who has lost balance. While "high fives" and non-advantage contact are permitted, it is **STRONGLY** recommended that teams avoid contact with live Base runners in any manner, in order to avoid confusion.
3. Base coaches or teammates leaving the sideline area and entering the field of play for the purpose of getting a Base runner's attention, coaching, or otherwise impacting their advancement will also be deemed as illegally assisting the Base runner and Interference.



## XVI. PLAYOFFS

1. Following the regular season, the league playoffs will be held. All games last fifty-five minutes (55 minutes), or five innings, whichever comes first. The league championship game is seven (7) innings long or until the venue imposes a time on the game.
2. During the regular season, no additional innings are used to break ties, except in postseason games. If a game is still tied after five innings and fifty minutes have passed, the tiebreaker method is used. The scorekeeper or umpire is responsible for informing teams of which player (maximum of two) would start the extra inning.
3. Each team will start with one out and the previous inning's last out will be placed on second base.
4. The team that scores the most points after two additional innings is the winner. After one additional inning, if neither team has scored, the tie-breaker system will be employed until a winner is determined.

## XVII. CHAMPIONSHIP GAMES

Consist of seven (7) innings with no time limit. Sudden death will begin when the score is tied after innings or time has expired.

1. This excludes games that end as a result of the Mercy Rule. If there is a fifteen (15) run difference at the end of the 3rd inning or ten (10) run differences at the end of any full inning thereafter, then this will constitute a Mercy Rule, which ends the game in the winning team's favor.
2. Teams must play a minimum of four (4) full innings for a game to count as official. This excludes games that end as a result of the Mercy Rule.
  - A Home Team leading the Away Team when time expires or during the bottom half of an inning before the fifth inning wins that game as if it was the middle or bottom of the fifth inning. The Home team has the option of Fielding or Kicking first this may result in the Away Team kicking last.
3. Mercy Rule does exist for Championship Games
4. Ties are not allowed. If the Championship Game is tied after seven (7) innings, then Sudden Death is to be enforced.

### **1. OVERTIME GUIDELINES (ONLY DURING PLAYOFF-GAME AND CHAMPIONSHIP)**

1. If the score is tied at the end of regulation of a Playoff or Championship game, OT shall commence until a winner is determined.
2. Each Team Lineup will continue where it left off at the end of their last completed inning at-kick.
3. The last kicker called out in the previous inning will be placed at 2nd base.
4. Team Captains are not allowed to modify the kicking order once OT begins.
5. Unless injury forces a player to be removed from the order or an otherwise valid MARRIED Subs is made available.

### **2. SUDDEN DEATH OVERTIME: GAMEPLAY**

1. For the 1st inning OT will be played, and the last player out positioned on 2nd base. Each team will also begin the first inning of OT with 0 balls, 0 Strikes, 0 outs.

2. If the 2<sup>nd</sup> inning of OT ends in a tie, the Teams will play a second inning of OT with 2 balls, 2 strikes, and 0 outs.
3. For the 3<sup>rd</sup> inning of OT and all innings thereafter, pitcher will be granted one (1) pitch with a full count. Inning will still begin with last kicker of the previous inning on 2<sup>nd</sup> base.

### QUICK REFERENCES SHEET

- Tagging up is NOT allowed on a foul
- The defense must touch the ball in foul territory in order to establish a foul ball. If the ball re-enters the field between 1st and 3rd base, before the defense touches the ball, that ball will be considered a fair/live ball.
- Runners are not allowed to slide while running to 1st base
- Mercy Rule (pg 6 #13)



## XVIII. NOTES



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