



## Rule Updates/Additions for Season 20

1. All teams will contribute to setting up and breaking down of fields with the assistance of a board member:
  - a. The first umpire and refs of the day and the last umpires/refs of the day will be required to help set up and take down the field.
    - i. The set up teams will be aided by someone on the Leadership team.
    - ii. The break down teams will need to break down their fields and place in central location to be picked up by a member of the leadership team.
2. Regulation games must last at least 4 full innings or 50 minutes:
  - a. Official regulation games may last a maximum of 5 innings or 55 minutes.
  - b. But a new inning is not permitted to start if the game has already played for 50 minutes or more.
3. There will be a 6 run max per inning:
  - a. Teams can score a maximum of 6 runs per inning. If a team scores 6 runs in one inning before 3 outs, the game will move onto the next half-inning.
  - b. This rule does not apply for the losing team during the last inning if the losing team is behind by 6 or more runs.
4. All parts of the catchers body must remain behind the kicker until contact is made with the ball.
5. Players who are deaf/hard of hearing may be assisted by their base coach when needed.
6. Team Captains will be allowed 2 challenges per game:
  - a. The Captain—and ONLY the captain—is permitted to make an official challenge during game play.
    - i. The challenge MUST be made before the next pitch or play has begun to the HOME BASE UMPIRE.
    - ii. The clock will only stop for up to one minute and the final decision must be made within that matter of time.
    - iii. The home base umpire may consult the other base referees and the opposing captain for questions or clarification.
    - iv. The umpire may make the final decision AT ANY TIME and does not need to consult with any particular individual.
    - v. Any player disrupting this process will be subject to a yellow or red card.
    - vi. If the umpire “overrules” (i.e. rejects) the challenge, play will continue as is.
    - vii. If the umpire “sustains” (i.e. accepts) the challenge, the home base umpire must provide a remedy that is most reasonable or call a “do-over” of the play.
  - b. Once a captain has used up their challenges, the captain may only ask the umpire for quick questions of rule clarification, for time elapsed, or to make a substitution.
    - i. Any attempt to challenge a play or heckling of the umpire will result in a yellow or red card.
7. Yellow/Red Cards will go in effect this season:
  - a. Yellow Cards:
    - i. Can be given as a direct punishment and serve as an official warning for unsportsmanlike behavior.
    - ii. If the same player is given two yellow cards in one game, the second yellow card become a red card.
    - iii. Yellow cards are also cumulative; players who have already received two yellow cards in prior games will be ejected from the game upon their third yellow card. Depending on the nature of the actions players may not be allowed to play in the following weeks game.

b. Red Cards:

- i. Can be given as a direct punishment or are given to a player who has already received a yellow card earlier in the game.
- ii. Players receiving a red card are immediately ejected from the game and will be asked to leave the field. They are also not permitted to play the following game. The player and the captain will meet with the Head Umpire and Commissioner to discuss the violation and appropriate course of action. Depending on the nature of violation, the player may not be allowed to play in the playoffs.
- iii. Red Cards are cumulative: any player receiving 2 red cards during the regular season will be expelled from playoff weekend. Depending on the nature of violations the player may be subject to temporary suspension from the league as a whole.

8. Ejections:

- a. Players that are ejected from a game or sitting out from the game due to a prior yellow or red card penalty must immediately leave the park until they are allowed to play again.
  - i. Any team that has a player fail to adhere to this rule will automatically forfeit the game.

9. Sporting Conduct:

- a. Though games are often competitive, ensuring participant safety and providing a comfortable LGBTQIA atmosphere is of utmost importance to Stonewall Kickball DC. Proper sporting conduct is subjective and should be viewed as how the reasonable person would interpret the behavior in a game. However, certain instances are inherently unacceptable, and the SKDC Board of Directors will exercise zero tolerance when handling these situations. There is a zero tolerance policy for the following behaviors:
  - i. Public drunkenness
  - ii. Physical violence or threats of violence
  - iii. Excessive swearing or swearing of any kind toward any umpires or opposing players
  - iv. Discriminatory comments
  - v. Name calling
  - vi. Sexual harassment or inappropriate touching of any other individual
  - vii. Creation of any conditions of an unsafe environment
  - viii. Bullying of any kind.
- b. The umpire has the discretion to give players yellow or red cards for violations of the code of sporting conduct.