
STONEWALL KICKBALL

-- NATIONAL ASSOCIATION --

OFFICIAL RULES OF THE GAME

The following are the official rules and guidelines for the Stonewall Kickball Association (the "League") – a division of Stonewall Sports, both founded in Washington, D.C. The described rules govern all sanctioned League games and events, and must be followed by (though not limited to) registered players, participants, supporters, and sponsors. Unless reconfigured for use in these official rules by the League, the League will defer to all rules pre-established by WAKA (license provided below), with all amendments as deemed appropriate.

PLEASE SEND QUESTIONS, COMMENTS, ISSUES AND/OR HYPOTHETICALS TO
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KICKBALL: Official Rules of the Game

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1. PLAYING FIELD & SET--UP:

1.1. The League is responsible for determining a suitable playing field for all games and sponsored--events. The League and/or its designated Umpires & Referees will prepare the playing field in accordance with the following set--up guidelines below.

1.2. Like baseball, playing infield is diamond--shaped with equal angles (90° angle) and sides measuring sixty feet (60') – approx. twenty (20) paces – with a base located at each corner. When measuring the distance between Home Plate and/or each Base, place measuring tape at the back corner of Home Plate and/or each Base and then measure from that point, placing the base at the appropriate 60' location.

1.3. Pitching Strip is placed in the center of playing infield along the First (1st) Base and Third (3rd) Base diagonal – the exact measurement should be forty--two feet and five inches (42'5") or approx. fourteen (14) paces from Home Plate.

1.4. Cones are placed at the outside corner of each base, but cannot touch the base.

1.5. Cones are placed on the foul lines in a straight line extending ten to thirty feet (10'-- 30') beyond First (1st) Base and Third (3rd) Base. Cones may be placed near Home Plate to help determine kicking box.

1.6. **KICKING BOX:** This area is a rectangular space where the front of the box aligns with the front of Home Plate and the back of the box aligns with the sideline cones behind Home Plate (see adjacent Diagram) – the lines extending forward from the sideline

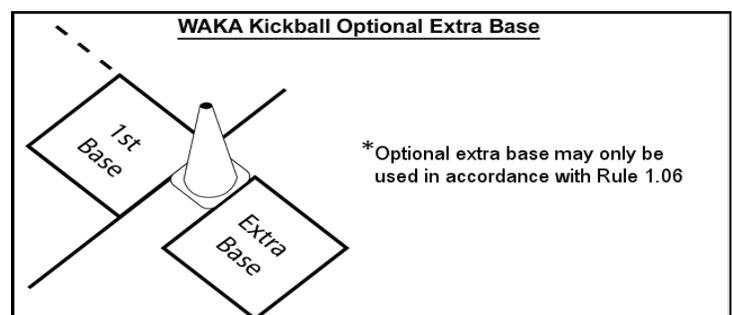
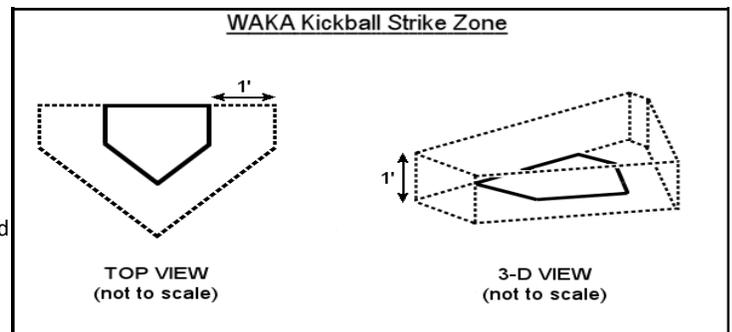
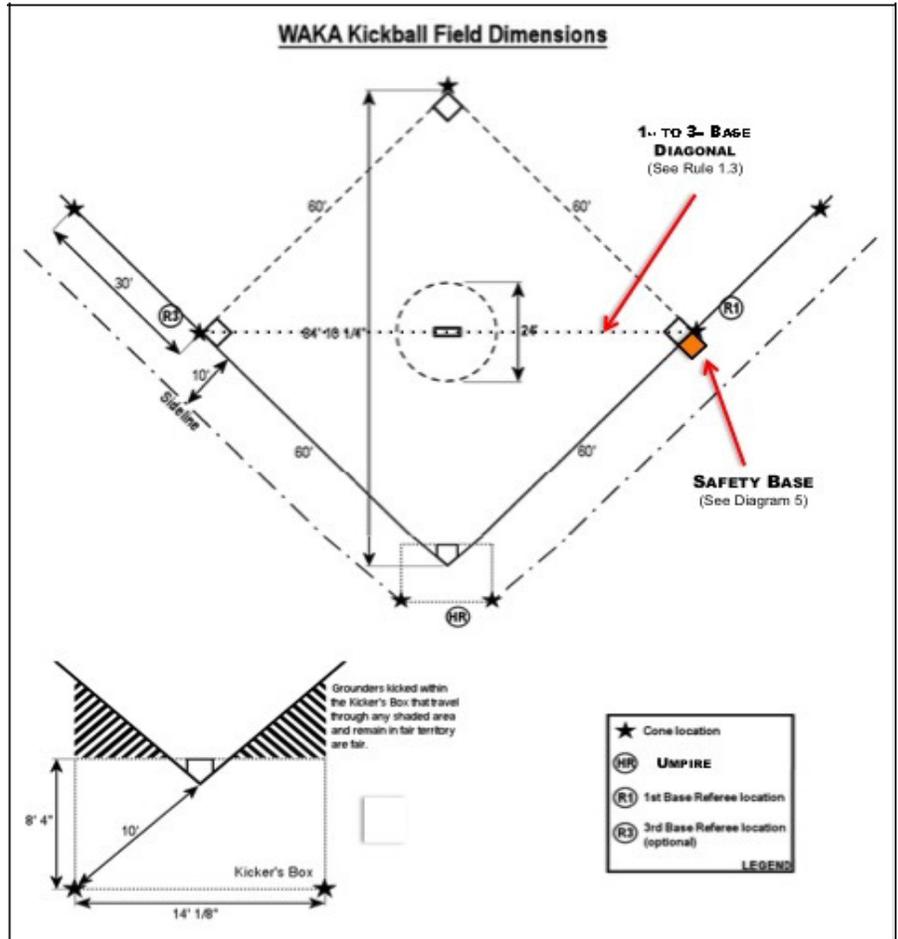
cones perpendicular to the front of Home Plate make up the sides of the kicking box. The area directly forward the kicking box is fair territory.

1.7. **STRIKE ZONE:** This area is a three--dimensional irregular pentagon based on the shape of Home Plate. Aligned with the front of Home Plate, strike zone is one foot (1') in height and extends one foot (1') to either side of Home Plate (see Diagram and Rule 8.2). Once a pitched ball breaks the plane of the strike zone and is within the 1' margin it is considered a strike, unless the kicker intentionally fouls the ball. It is not permissible to physically mark the boundaries of the strike zone by cones or other raised objects as these objects could potentially interfere with play – drawn/painted lines are permitted in accordance with Rule 8.2.

1.8. After notifying the Umpire of any improper field set--up, the field layout shall be corrected before the beginning of next play.

1.9. A "safety base" must be placed next to First (1st) Base in foul territory (see Diagrams), and must be used for all regulation games in accordance with Rule 7.2.

1.10. All participants must respect and obey all rules and regulations pertaining to the field used for games. In addition, park permits may have stipulations that participants must abide by to play at those facilities. Participants breaking any field rules may be ejected from the game and may be considered by League Leadership for possible disciplinary action.



2. EQUIPMENT:

- 2.1. **OFFICIAL ATTIRE:** While participating, players must wear the official League t--shirt designated for the current season – no other shirts are permitted unless for special events sanctioned by the League. Players are permitted to alter or decorate their shirts; however, no alterations or decorations may infringe on the League’s or Sponsors’ logos. Repeated violations of this requirement may result in a Paper Forfeit. The uniform is considered an extension of the Player.
- 2.1.1. Players may wear additional layers of clothing due to colder weather conditions – either over or under the current season’s t--shirt. The current season’s t--shirt does not need to be visible, but Players must wear the t--shirt in accordance with 2.1 and may be requested to verify use by the League and/or Umpire. Conversely, Players are allowed to be shirtless when warmer weather conditions occur when fielding; however, Players must wear or affix their t--shirt to their person in such a way that is visible in accordance with 2.1 when kicking/running. Remember when doing so: the uniform is considered an extension of the Player.
- 2.2. **SHOES:** Without any exceptions, Players are required to wear athletic shoes when playing. It is recommended that Players wear cleats; however, metal cleats are not allowed.
- 2.3. **PERFORMANCE ENHANCING EQUIPMENT:** Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage (such as gloves) when playing. Any equipment deemed by the Umpire as “performance enhancing” must be removed or the Player will be removed from play.
- 2.4. **OFFICIAL KICKBALL:** The official kickball will be provided by the League – it is a 10” diameter rubber ball (RED) that should be pressurized to approximately 1.25 psi (but not greater than 1.5 psi. Do not over or under inflate the ball.)

3. PARTICIPANTS:

- 3.1. **PLAYER ELIGIBILITY:** In order to be considered a Player, all participants must be (a) twenty--one (21) years of age or older by the date of first game; (b) adequately and currently health insured against all injury that may arise from kickball play; (c) properly registered through the approved registration process; and (d) sign the League liability waiver. Participants can only play on one (1) team per season within the local city League. However, participants may be registered with and play in other city kickball leagues within Stonewall Kickball. A singular participant cannot register more than once per season.
- 3.2. **OFFICIALS:** Each game must be officiated by one (1) Umpire and at least two (2) Referees. These officials will be designated and furnished for games as scheduled and provided by the League.
- 3.2.1. **UMPIRES:** The Umpire is located at Home Plate, governs game play, and issues all final rulings (including but not limited to those described below), and has final authority on equipment issues. Referees assist the Umpire.
- 3.2.1.1. Umpires have jurisdiction over play and may (a) call a timeout; (b) call off any game still in play after 55 minutes; and/or (c) penalize a Player, including game ejection, for any reason – this includes but is not limited to un--sportinglike conduct, fighting, delay of game, and excessive verbal abuse (see 15.3).
- 3.2.1.2. Umpires have jurisdiction over play and must (a) cancel the game if lightning is seen in close proximity and each Captain and/or Co--Captain agrees to call game, and/or (b) call off a game due to darkness, rain or other cause at the Umpire's discretion.
- 3.2.1.3. Umpires may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as precedent for future rulings.
- 3.2.1.4. Umpires may seek the advice of the League Head Referee who will review the situation and advise on all applicable rules. If necessary, the League Leadership will consider call protests and provide advice on unsettled or unclear matters; however, decisions cannot be overturned on appeal and will only be prospective towards future games.
- 3.2.2. **REFEREES:** Each Team is required to provide two (2) knowledgeable and capable Referees to assist officiating games when assigned by League. Referees will be positioned at First (1st) and Third (3rd) Bases – an optional Second (2nd) Base Referee is encouraged but not required. Referees decide whether Runner is “safe” or “out” and if encroachment infractions occur, among other calls. Referees are required to pay attention to the game at all times. **Failure to provide Referees will result in a Paper Forfeit assessed against offending Team.**
- 3.2.3. **FIELD SET--UP & TAKE--DOWN:** The Umpires scheduled and Referees assigned to officiate the first games of the day are responsible for setting--up the playing fields as described in Section 1. Likewise, the Umpires scheduled and Referees assigned for the last games are responsible for taking--down the playing fields after the final game. Equipment can be picked--up and dropped--off at designated locations as specified by League.

3.3. TEAMS:

- 3.3.1. **PLAYERS NEEDED TO PLAY:** Each Team must field at least eight (8) Players – but no more than eleven (11) Players – at a scheduled game. If a Team cannot meet the minimum requirement, then that Team receives a Game Forfeit for that day's game. Non-competitive play may continue with consent from the opposing Team.
- 3.3.2. The fielding Team must assign and field one (1) pitcher and one (1) catcher in an inning during the game.
- 3.3.3. Only the Captain(s) may dispute calls for rule infractions with the Umpire, but must accept Umpire's final ruling.
- 3.3.4. **PARTICIPATING PLAYERS:** All participating Players must kick in the written kicking order – but are not required to field. If a Player cannot kick for whatever reason, then that Player is not permitted to field because the Player did not meet the minimum requirement of kicking. A "participating player" is any Player who is present and dressed to play (which means, but is not limited to: wearing official team t-shirt; athletic shorts, tights or pants; and shoes or cleats) unless that Player is injured or has a legitimate medical condition. Umpire has discretion to determine whether the player has a legitimate medical condition.
- 3.3.5. **EXCHANGE OF KICKING ORDER:** Team Captains must provide a copy of their Team's written kicking order to the opposing Team prior to the start of game – unless both teams consensually agree to not exchange.
- 3.3.5.1. If either Team wants to exchange written kicking orders, then both Teams must exchange their Team's written kicking orders. Failure or refusal to provide a written kicking order results in "Game Forfeit" of that day's game. If both Teams consensually agree to not exchange their respective kicking orders, then neither Team can make a claim for improper kicking order (see 3.3.5.2).
- 3.3.5.2. **IMPROPER KICKING ORDER CLAIMS:** A claim of improper kicking order must be made to the Umpire, who will make the final determination. The claim must be made on the field no sooner than the first pitch thrown to the accused "wrong" Kicker and no later than the first pitch thrown to the subsequent Kicker. The burden of proof rests with the accusing Team. Any resulting play is nullified by a finding of improper kicking order and an out will be recorded for the "wrong" Kicker.
- 3.3.6. **ADDING PLAYERS TO KICKING ORDER:** Players not present when the game starts are to be removed from the original kicking order. If Player arrives after the game starts, regardless of the inning, that Player must be added to the end of Team's kicking order. However, Player may not be added to the kicking roster after Team has been once through the kicking order – the late-arriving Player may still play defensively in the field (exception to Rule 3.3.4).
- 3.4. **BASE COACHES:** Two members of the Team at kick may coach First (1st) Base and Third (3rd) Base. Base Coaches may switch with other Team members to remain in proper kicking order. However, Base Coaches may not physically assist Runners while the ball is in play nor can they interfere with game play – doing so results in an out (see 11.2(h)).
- 3.4.1. Base Coaches may assist players who are deaf or hard of hearing when needed.

4. REGULATION GAMES:

- 4.1. **REGULATION GAMES:** To be considered a regulation game, the game must last at least 4 full innings full innings or fifty (50) minutes, whichever occurs first. Official regulation games may last a maximum of five (5) innings or fifty-five (55) minutes – but a new inning is not permitted to start if the game has already played for fifty (50) minutes or more. Game clock officially starts when the first pitch of the game is thrown.
- 4.1.1. If a game is called according to Rule 3.2.1.2 after being considered a regulation game, then the game score at the end of the last full inning shall determine the winner.
- 4.1.2. If a game is called according to Rule 3.2.1.2 before being considered a regulation game, then a new game may be rescheduled at the discretion of the League.
- 4.1.3. **ADDITIONAL INNING SCRIMMAGE:** If an official regulation game has lasted the maximum five (5) innings but less than fifty five (55) minutes of play has occurred, Teams may play additional, partial or full innings until time permits in accordance with Rule 4.1 – but only if both Teams agree. Additional partial or full innings will be considered "scrimmage" – so runs scored during the additional partial or full innings will not count – final score will be recorded according to Rule 4.4. Additional partial or full innings will not affect what would be considered a "tie game" in accordance with Rule 4.5.
- 4.2. **RESCHEDULED GAMES:** Rescheduled games will be played at the time and place determined by League Leadership. If a Team fails to play at the designated time and place, then the Team will receive a Game Forfeit.
- 4.3. **SLAUGHTER RULE:** If a game has played for fifty (50) minutes OR completed four (4) innings (whichever comes first) AND "run differential" is equal to or greater than ten (10) runs, then Umpire MAY end game. **Note: this is not a "mercy rule"**, so Umpire is NOT required to end the game even though rule criterion has been met. Play would then continue at Umpire's discretion if time allows. If Umpire invokes the rule, then the game is over and "recorded score" will be scored at the time game was called by Umpire. Teams may continue non-competitive play ("scrimmage") if Teams mutually agree and time allows.

4.3.1. **RUN DIFFERENTIAL PER INNING:** 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.

4.3.2. This rule does not apply for the losing team during the last inning if the losing team is behind by 6 or more runs.

4.4. **WINNING/LOSING:** The Team with the most runs at the end of the game wins. If the team winning after the top of the final inning is set to kick in the bottom of the inning, then the game ends without the bottom of the inning being played. If a regulation game is ended by the Umpire for whatever reason (including Rule 4.3) before the inning is completed, the recorded score will be the score at the end of the last completed inning.

4.5. **TIES:** If there is a tie score at the end of a regular season game, then the game shall be marked as a tie. During playoffs, if the game ends in a tie, then additional innings will be played. Before the start of the inning, the last Kicker will be placed on Second(2nd) Base and the Kicking Team will be assessed one (1) out.

4.6. **FORFEITS:** The League has predetermined and enumerated scenarios that will result in a "Forfeit" being assessed against a Team under the rules. Forfeits cannot be waived. There are two types of forfeits with distinctly different consequences:

4.6.1. **GAME FORFEITS:** When assessed, counts as both a "5--0 Loss" and "Forfeit" against the offending Team – and a "5--0 Win" for the other Team.

4.6.2. **PAPER FORFEITS (ADMINISTRATIVE PENALTY):** When assessed, does not count as a "Loss" but does count as a "Forfeit" and ten (10) runs will be applied against the offending Team towards their total "Runs Allowed" for the season. Paper Forfeits DO NOT affect the game played or to be played by the offending Team on the date of the offending incident.

4.7. Teams will have a five (5) minute grace period for any game delay. Failure to abide by this rule results in a Game Forfeit.

4.8. **NON--REGISTERED PERSONS:** A Team playing a non--registered person, an improperly registered person (see 3.1), or a person not registered on that Team will receive both a Game Forfeit and Paper Forfeit.

4.8.1. If such an infraction is claimed during the game, the Team accused of the infraction bears the burden of proof. The Team must present acceptable identification (ex. government--issued photo ID or Team roster).

4.8.2. If such an infraction is claimed after a game, the infraction must be announced to the League Head Referees and Division Lead before the end of the Team's next scheduled game or one (1) week after the game, whichever comes first. The burden of proof rests with the claimant Team.

4.9. **RANKINGS/STANDINGS:** Calculated using approved protocol established by League (see Appendix B).

5. **PITCHING, CATCHING, AND FIELDING:**

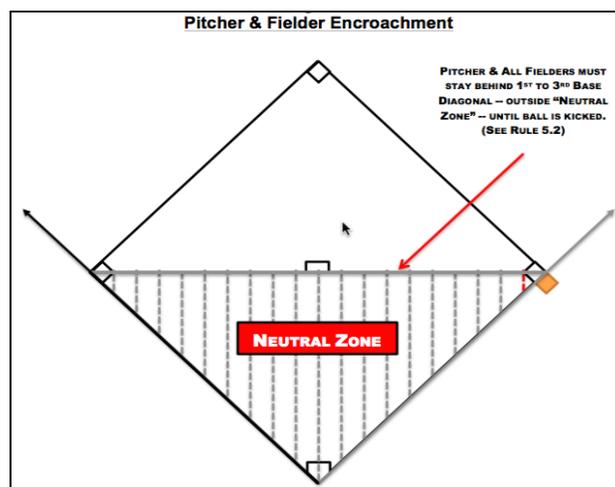
5.1. **PITCHING:** Balls must be pitched by hand. There are no restrictions or limitations on pitching style.

5.2. **POSITIONING & ENCROACHMENT:** Proper field position must be maintained by all defensive Players while a pitch is in progress and until the pitched ball is kicked. Failure to be properly positioned will result in an encroachment infraction.

5.2.1. **TYPES OF ENCROACHMENT:**

5.2.1.1. **FIELDER ENCROACHMENT:** Except for the Catcher, all Fielders must start play AND remain in fair territory behind the First/Third (1st/3rd) Base diagonal – outside of the "Neutral Zone" (see Diagram) – until the ball is kicked. After the ball is kicked, all Fielders may enter the Neutral Zone.

5.2.1.2. **PITCHER ENCROACHMENT:** Pitcher must pitch the ball from behind the front edge of pitching strip AND remain completely behind that front edge of pitching strip after releasing the ball – outside of the "Neutral Zone" (see Diagram) – until the ball is kicked. No part of Pitcher's foot may be in front of or across the front edge of the pitching strip until the ball is kicked. After the ball is kicked, Pitcher may enter the Neutral Zone.



5.2.1.3. **CATCHER ENCROACHMENT:** Catcher must line up behind the Kicker when play starts. Catcher may not cross Home Plate to field the ball. Catcher may not have any part of their body positioned forward of the Kicker at any point before the ball is kicked. In addition, Catcher is not permitted to come into contact with the Kicker nor position so closely to the Kicker as to restrict kicking motion.

5.2.2. **ENCROACHMENT PENALTIES:** The penalty for the Team's first encroachment infraction (regardless of encroachment type, see above) will be a warning to the entire Team; however, if the violating Team benefitted from the first encroachment, then the last kick will result in a "do over" as if the last play did not occur. The penalty for the Team's second and each subsequent encroachment infraction (regardless of encroachment type, see above) will be the Kicker automatically being awarded First (1st) Base regardless of the outcome of the kick.

5.3. Fielders are permitted to intentionally let kicked balls drop in order to attempt a double play – there is no "infield fly" rule nor any countermeasures against fielders who find it to their tactical advantage to let a ball drop rather than catch it.

6. **KICKING:**

6.1. Each Kicker must make all kicks by foot or leg below the knee (see 10.2(e)). Any ball touched by the foot or leg below the knee is considered a kick, including kicks made to pitches that would otherwise be considered a "ball" (see Section 9). Therefore, it is the Kicker's responsibility to evade a pitched ball that they do not wish to kick. However, the Umpire may call a pitch a "ball" if the Umpire judges it to be a deliberate and an unsportsmanlike throw at the Kicker.

6.2. All kicks must occur at or behind Home Plate within the Kicking Box. The Kicker may step on Home Plate to kick; however, no part of the planted foot may be in front of or cross the front edge of Home Plate (see 10.2(h)). Kicker must have at least a portion of the planted foot within the kicking box during the kick (see 10.2(g)).

6.3. Bunting is permitted.

6.4. Intentional fouls are permitted, but are discouraged. An "intentional foul" is when a Kicker deliberately kicks the ball into foul territory in an effort to avoid a pitched ball that would otherwise be called a strike in accordance with Rule 8.2 in order to advance the foul count.

7. **RUNNING AND SCORING:**

7.1. Runners traveling from Home Plate may overrun First (1st) Base, and may only be tagged out if actively and intentionally attempting to advance to Second (2nd) Base. An idle left turn where the Runner returns directly to First (1st) Base does not constitute an active attempt to advance – must be a deliberate move towards advancing to Second (2nd) Base.

7.2. **SAFETY BASE:** the "safety base" must be used when the Kicker is traveling to First (1st) Base from Home Plate.

7.2.1. Safety Base is ONLY available for Runners traveling from Home Plate (see 7.5). No additional base may be used at any other base.

7.2.2. Fielders trying to make an out on First (1st) Base must touch the base in fair territory (the First (1st) Base). Runners hindered by a fielder touching the Safety Base will be "Safe".

7.2.3. When a play is attempted at First (1st) Base, the Runner must touch the Safety Base – and not First (1st) Base. If the Runner touches First (1st) Base prior to being called "Safe" at the Safety Base, then the Runner shall be called "Out", unless an exception below applies:

7.2.3.1. The Runner is permitted to use the First (1st) Base if avoiding collision with a Fielder in foul territory. In this event, the Fielder in foul territory is permitted to tag the Safety Base.

7.2.3.2. The Runner may use First (1st) Base if attempting to advance to Second (2nd) Base or if there is no Fielder on First (1st) Base. A runner using or touching First (1st) Base in any other circumstance is "Out".

7.2.4. Once a Runner has reached First (1st) Base safely, the Runner must start the next play on First (1st) Base. Any Runner standing on or touching the Safety Base at the beginning of the next play will be "Out".

7.3. Kickers MAY NOT slide into First (1st) Base.

7.4. Runners must stay within the baseline. Any Runner that runs outside the baseline is "Out" unless the Runner is merely following a natural running arc or changing course to avoid interference with a Fielder making a play (see 11.2(k)). Runners may move no more than four feet (4') outside the baseline when attempting to avoid a ball tag.

7.5. Fielders must stay out of the baseline. Fielders trying to make an out at a base may have their foot on base, but must lean out of the baseline. Runners hindered by any Fielder within the baseline or standing on the base – not making an active play for the ball – shall be "Safe" at the base to which they were running (see 12.2.1). Runners may choose to advance beyond this base.

- 7.6. Runners are not permitted to lead off base nor steal bases. Runners may advance once the ball is kicked. A Runner who is off base when the ball is kicked is "Out" (see 11.2(g)).
- 7.7. **FORCED SITUATION:** A force is a situation when a Base Runner is compelled (or forced) to vacate their then-occupied base and try to advance to the next base because the Kicker became a Runner. For our kickball purposes, a Kicker becomes a Runner at the moment a kicked ball is not caught and touches the ground within fair territory.
- 7.7.1. Runners cannot remain on the base in a force situation as described above (see 11.2(n)). Runners who become out while running from one base to the next do not negate the previous force situation.
- 7.7.2. Runner at First (1st) Base is always forced to attempt to advance to Second (2nd) Base when the Kicker becomes a Runner as described above. Runners at Second (2nd) or Third (3rd) Bases are forced only when all bases preceding their then-occupied base are also occupied by other Base Runners and the Kicker becomes a Runner as described above.
- 7.8. Hitting a Runner's neck or head with the ball is not allowed, except when the Runner is sliding. If occurs, then Runner is "Safe" and advances to the base they were running toward when the ball hits the Runner. However, if the Runner intentionally uses the head or neck to block the ball, and is so called by the Umpire or Referee, the Runner is "Out".
- 7.9. **TAGGING UP:** To "tag up" is a requirement for a Base Runner to retouch or remain on their starting base until (or after) the ball is kicked and either (1) lands or is first touched within fair territory, or (2) is caught in flight within foul territory. Base Runners must tag up when a fly ball is caught in flight by a Fielder. Runners are free to attempt to advance at their own risk after a legal tag up, even if the ball was caught in foul territory. A Runner failing to tag-up as required is out (see 11.2(f) & 11.2(m)).
- 7.10. All ties go to the runner.
- 7.11. **OVERTHROWS:** An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a Player or base. When the overthrow rules apply, depends on the location of the regulation game.
- 7.11.1. **FENCED-IN FIELD:** When a game is played at these locations, overthrow rules do not apply. However, if an overthrow occurs and the ball travels outside the fenced-in area, then Runner(s) may advance only one (1) base beyond the base the Runner is on or running toward when the ball travels into foul territory.
- 7.11.2. **FIELDS WITHOUT FENCE:** When a regulation game is played at another field location without a fenced-in area, the overthrow rules apply. The Kicker may advance only one base beyond the base the Kicker is running toward when the ball travels into foul territory. However, if there is/are currently Runner(s) on base, then that/those Runner(s) may continue running the bases.
- 7.12. Running past another Runner is not allowed – the passing Runner is out (see 11.2(j)).
- 7.13. A run counts when a Runner touches Home Plate before the third(3rd) out is made, EXCEPT that no run can score when the third(3rd) out is made during a force play situation, or when the Kicker is put out before touching First 1st) Base.
- 7.14. When a base is displaced during play, any Runner is safe while in contact with the base's original and correct location. All Displaced bases should be restored at the end of each play.

8. STRIKES:

- 8.1. A count of three (3) strikes is an out. Foul balls are not considered to be strikes (see 10.1).
- 8.2. A "strike" is a pitch that is not kicked and is not called a ball in accordance with Rule 9.2 and where any part of the pitched ball enters the strike zone as described herein (see 1.7). Furthermore, "any part of the pitched ball" means even the slightest amount of the ball entering the strike zone as defined in Rule 1.7. Additionally, a strike is an attempted kick missed by the Kicker inside or outside of the strike zone.

9. BALLS:

- 9.1. A count of four (4) balls advances the Kicker to First Base.
- 9.2. A "ball" is (a) a pitch outside the strike zone as judged by the Umpire when a kick is not attempted (see 1.7); (b) a pitched ball that does not touch the ground at least twice or roll before reaching Home Plate; (c) a pitched ball that exceeds one foot (1') in height from bottom of the ball as it enters the kicking box; (d) a pitched ball that exceeds one foot (1') in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker; and/or (e) a pitched ball that exceeds one foot (1') in height from the bottom of the ball as it crosses Home Plate.

10. FAIR AND FOUL BALLS:

- 10.1. A count of four (3) fouls is an out.

10.2. A “foul ball” is (a) a kicked ball that lands within foul territory (see Diagram at G & H); (b) a kicked ball that is touched in foul territory; (c) a kicked ball that lands in fair territory, but touching foul territory on its own at any time before reaching First (1st) Base or Third (3rd) Base (see Diagram at I, J & K); (d) a kicked ball whose direction is altered by contact with any object (not a Fielder) other than the ground in foul territory; (e) a kick made on or above the knee (See 6.1); (f) a kicked ball touched more than once or stopped in the kicking box by the Kicker; (g) a kicked ball outside of the kicking box (see Diagram at L); and (h) a kicked ball that is kicked in front of Home Plate (see Diagram at M).

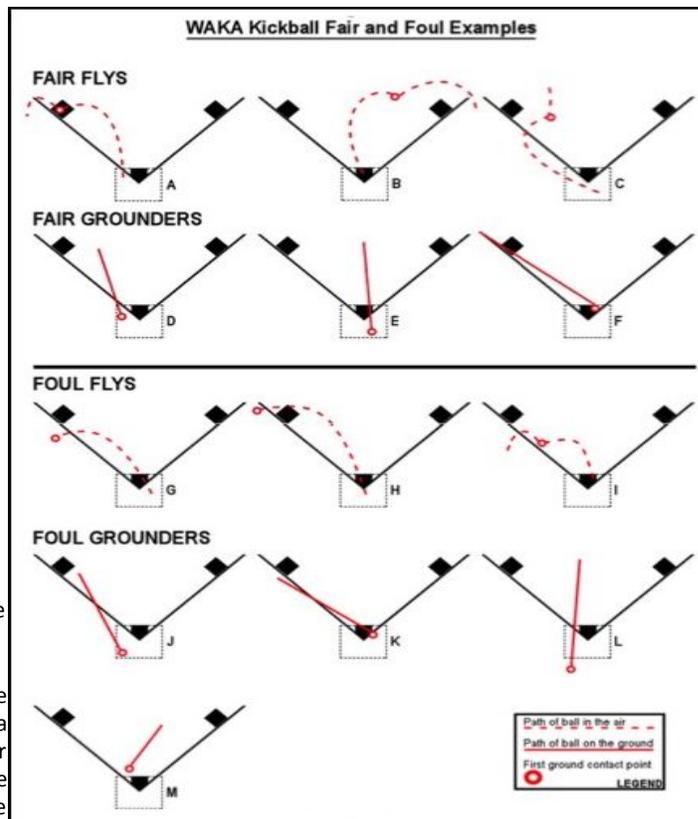
10.3. A “fair ball” is (a) kicked ball landing and remaining in fair territory (see Diagram at C, D & E); (b) a kicked ball landing in fair territory then traveling into foul territory once beyond the First or Third base (see Diagram at A, B & F); (c) a kicked ball that lands in fair territory but is knocked into foul territory by a Fielder; and (d) a kicked ball traveling in the air in foul territory that has not come in contact with the ground but is touched by a player whose feet remain in contact with the ground in fair territory.

10.4. Foul lines are considered fair territory.

11. **OUTS:**

11.1. A count of three (3) outs by a Team completes the Team's half of the inning.

11.2. An “out” occurs when (a) kicking count is three (3) strikes or three (3) fouls; (b) any kicked ball (fair or foul) is caught by a Fielder; (c) a forced out by ball tag at the base to which a Runner is running prior to the Runner arriving at that base; (d) a Runner is touched by the ball at any time while not on base while ball is still in play (see 12.2.3); (e) a Kicker touches the ball with their hand or arm; (f) a Runner is tagged by the ball on base when the Runner fails to tag--up as required when a ball is caught (see 7.6); (g) a Runner is off base when the ball is kicked (see 7.3); (h) a Runner is physically assisted by a Team member or Base Coach during play (see 3.4); (i) a Kicker does not kick in the proper kicking line up (see 3.3.4); (j) a Runner passes another Runner (see 7.11); (k) a Runner runs outside of the baseline (see 7.1); (l) a Runner who misses a base but fails to tag up, as called by a Referee upon the conclusion of the play; (m) a Runner who fails to properly tag up on a caught ball (see 7.6); (n) a Runner tagged by the ball while on a base they are forced to vacate by the Kicker becoming a Runner (see 7.7); and/or (o) a Runner coming from Home Plate who steps on First (1st) Base when required to use the Extra Base (see 1.10.3).



12. **BALL IN PLAY:**

12.1. Play ends when the pitcher has possession of the ball and returns to the Pitcher's mound. Pitcher's mound extends twelve feet (12') from the center of the pitching strip. Runners who are off base at this time and in forward motion may advance only one (1) base. Runners who are off base at this time but not in forward motion must return to the base from which they were running.

12.2. **INTERFERENCE:**

- 12.2.1. **BY FIELDER:** When Runner is hindered by any Fielder within the baseline or standing on the base – not making an active play for the ball – the Runner shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.
- 12.2.2. **BY RUNNER:** When Runner physically hinders Fielder attempting to make a play in a deliberate and unsportinglike conduct, the interference causes the play to end, the Runner is out, and other Runners must go back unless forced forward.
- 12.2.3. **BY RUNNER WHO TOUCHES BALL:** When any Runner (on or off base) intentionally touches a ball (see 11.2(d)), the interference causes the play to end, the Runner to be out, and any other Runners shall return to the base from which they came, unless forced to advance.
- 12.2.4. **BY NON--PERMANENT OBJECT:** When any non--Fielder or non--permanent object – except an Umpire, Referee or Runner – touches or is touched by a ball in play in fair territory, the interference causes the play to end and Runners shall proceed to the base to which they were headed.
- 12.2.5. **BY PLAYER ON OPPOSITE FIELD:** When a Player from the game on the opposite playing field (1) touches the ball and the interference gives either Team an unfair advantage OR (2) deliberately and intentionally hinders a fielder to prevent a play(not

mere incidental contact) and the interference gives the Kicking Team an unfair advantage – so much so that play should cease due to fairness and sporting conduct. This interference causes play to end. The Umpire has the ultimate discretion to determine whether interference occurred and the location of base--Runner(s) but--for the interference. However, the Umpire may not advance the Runner(s) greater than to the base they were headed.

- 12.2.6. **INTERFERENCE BY NON--FIELDING PLAYERS:** When non--fielding players (such as supporters, spectators, bystanders, etc.) significantly hinder or prevent a Fielder from retrieving a ball in foul territory – so much so that play should cease due to fairness and sporting conduct, this interference causes play to end. The Umpire has the ultimate discretion to determine the location of base--Runner(s) but--for the interference. However, the Umpire may not advance the Runner(s) greater than to the base they were headed.

- 12.3. If a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

13. INJURY AND SUBSTITUTIONS:

- 13.1. The Captain (and/or Co--Captain) is permitted to substitute/replace a fielding position during an inning for any reason. However, the fielding position (including pitcher and catcher) may only be substituted/replaced once per inning – unless injury forced another substitution. The clock continues to run while a substitution is occurring, but the umpire has absolute discretion to stop the clock and (if deemed necessary) add a reasonable amount of time back on the clock if the substitution or frequency of substitutions is unfairly delaying the game. Abuse of this rule as a time management strategy will be treated as unsportinglike conduct and will not be tolerated.
- 13.2. In case of injury or illness, the Captain (and/or Co--Captain) may request a timeout for the participant's removal and replacement. If the participant later returns to play, the participant must be inserted into the same kicking order position previously held.
- 13.3. If a Player is ejected, injured, or becomes ill and cannot continue, the kicking order will continue in the same formation less the removed Player. Injured Players who do not kick cannot play in the game.
- 13.4. If a Kicker is injured before reaching or being able to reach First (1st) Base, then the Kicker is deemed "out".
- 13.5. A substitution for an injured Runner is only allowed if the injured Runner successfully made it to base.
- 13.6. An individual Runner may be substituted no more than twice per game. After the second substitution, the Player will be removed from the game and no longer allowed to participate.

- 14. GHOST RUNNERS:** Ghost runners are not allowed in Stonewall Kickball because the rules require that a Team field a minimum of eight (8) players at a scheduled game, so ghost runners are not needed. A "ghost runner" (or invisible runner) is a device used in baseball--style games, including kickball, when a team has fewer than four players. The rule is called into action when a live runner on base is next in line to bat – a ghost runner takes the place of the person up to kick and advances the bases as if the kicker was still on base.

15. SPORTING CONDUCT:

- 15.1. 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:
- 15.2. **"IF PAY, THEN YOU PLAY" RULE:** Teams are not allowed to discourage any member of their Team from not playing for ANY reason – except when the player is injured or has a legitimate medical condition that inhibits ability to play (see 3.3.4). The League will investigate any allegations, but the burden of proof rests with the alleging--party. If determined that a Team willfully and intentionally discouraged a member of their team from playing, the resulting penalty will be both a Paper Forfeit and Game Forfeit for game when alleged violation occurred AND one--game suspension of involved violating players. Violators are subject to additional penalties at the discretion of League Leadership.
- 15.3. Public drunkenness; physical violence or threats of violence; excessive swearing, discriminatory comments, and/or name--calling; sexual harassment and/or inappropriate sexual touching of the same or opposite sex;and/or any conditions creating an unsafe environment are not permitted. The Umpire has discretion to penalize violating Players (see 3.2.1.1). Additional penalties may be assessed on a case--by--case basis at the discretion of the League.
- 15.4. Alcohol is not permitted on the field. This includes, but is not limited to: beer, liquor, wine, champagne, or pre--mixed drinks. Additionally, participants are not permitted to bring Sponsor Bar cups onto the field. First offense will result in a Paper Forfeit. Additional penalties may be assessed.
- 15.5. Bullying is never permitted. First offense will result in Player suspension or participant ejection and Game Forfeit. Second offense will result in Player expulsion from the League and both Game Forfeit and Paper Forfeit assessed to the Team.

- 15.6. Captains and Co--Captains are responsible for maintaining proper sporting conduct for their Team.
- 15.7. In addition to the penalties enumerated above, the League may apply additional penalties as it deems necessary and appropriate.
- 15.8. This section applies to all League games and extends to all League--affiliated events, including (but not limited to) post--game events at Sponsor locations.

16. CHALLENGE SYSTEM:

- 16.1. Team Captain(s) will be allowed two (2) challenges per game.
 - 16.1.1. The challenge MUST be made before the next pitch of play has begun to the HOME BASE UMPIRE.
 - 16.1.2. The clock will only stop for up to one minute and the final decision must be made within that matter of time.
 - 16.1.3. The home base umpire may consult the other base referees and the opposing captain for questions or clarification.
 - 16.1.4. The umpire may make the final decision AT ANY TIME and does not need to consult with any particular individual.
 - 16.1.5. Any player disrupting this process will be subject to a yellow or red card. (See Section 17)
 - 16.1.6. If the umpire "overrules" (i.e. rejects) the challenge, play will continue as is.
 - 16.1.7. 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.
- 16.2. 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.
 - 16.2.1. Any attempt to challenge a play or heckling of the umpire will result in a yellow card or red card. (See Section 17)

17. CARDING SYSTEM:

- 17.1. Any registered player not upholding the standards of sporting conduct as outlined in these rules will be subject to a yellow or red card. (See Section 15)
- 17.2. Yellow Cards:
 - 17.2.1. Can be given as a direct punishment and serve as an official warning for unsportinglike conduct.
 - 17.2.2. If the same player is given two yellow cards in one game, the second yellow card becomes a red card.
 - 17.2.3. Yellow cards are also cumulative; players who have already received two yellow cards in prior games will be ejected (See Section 18) 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.
- 17.3. Red Cards:
 - 17.3.1. Can be given as a direct punishment or are given to a player who has already received a yellow card earlier in the game.
 - 17.3.2. 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 scheduled game. The registered player, team captain(s), Head Umpire and League Commissioner will meet to discuss the violation and appropriate course of action. Depending on the nature of the violation, the player may not be allowed to play in the playoffs.
 - 17.3.3. Red Cards are cumulative any player receiving two (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.

18. EJECTIONS:

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

PLEASE SEND ALL QUESTIONS, COMMENTS, ISSUES AND/OR HYPOTHETICALS TO
DC.REF@STONEWALLKICKBALL.ORG

---- APPENDIX A ----



PROTOCOL USED FOR CALCULATING WEEKLY RANKINGS AND PLAYOFF BRACKET

Weekly Rankings:

During the regular season, Teams will be ranked within their assigned division. The League's protocol used for calculating weekly rankings is as follows:

- Standing Point Differential: sum of points awarded after each game based on games outcome (Win = 1.0; Tie = 0.5; Loss or Game Forfeit = 0.0).
- If two or more teams are tied (same Standings Point Differential), then the tie is broken in this order...
 1. Team with more wins.
 2. If not resolved, then by "head--to--head" play.
 3. If not resolved, then by team with greater run differential ("runs scored" minus "runs allowed" = run differential).
 4. If not resolved, then by team with less points scored against ("runs allowed").
 5. If still not resolved, then by Leadership coin toss.

Playoff Bracket:

For playoffs, Teams will be ranked on the playoff bracket within the League as a whole-- with no preference given towards a division. The League's protocol used for calculating the playoff bracket ranking is as follows:

- Win Percentage (%): $\text{Standings Point Differential} \div \text{Total Games Played}$
- If two or more teams are tied (same Win Percentage), then the tie is broken in this order...
 1. Team with more wins.
 2. If not resolved, then by "head--to--head" play.
 3. If not resolved, then by team with greater run differential ("runs scored" minus "runs allowed" = run differential).
 4. If not resolved, then by team with less points scored against ("runs allowed").
 5. If still not resolved, then by Leadership coin toss.