

STONEWALL KICKBALL

Washington, D.C. | Est. 2010

SPRING 2020 RULES AT A GLANCE

THIS IS JUST A "QUICK LOOK" GUIDE — NOT TO BE USED IN PLACE OF OFFICIAL STONEWALL KICKBALL RULE BOOK.

FIELD SETUP (Sec. 1): (A) Like baseball, playing infield is diamond-shaped with equal sides measuring 60' with base located at each corner. Measure distance between Home Plate and/or each Base by placing measuring tape at back corner of Home Plate and/or each Base and then measure from that point to determine placement.

(B) Pitching Strip centered in infield diamond. **(C)** Cones placed at outside corner of each base, and cones placed in straight line on foul lines extending 10'---30' beyond 1st and 3rd Bases. Use cones to establish Kicking Box. **(D)** Safety Base placed next to 1st Base in foul territory.

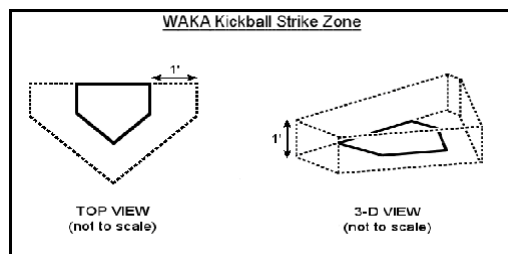
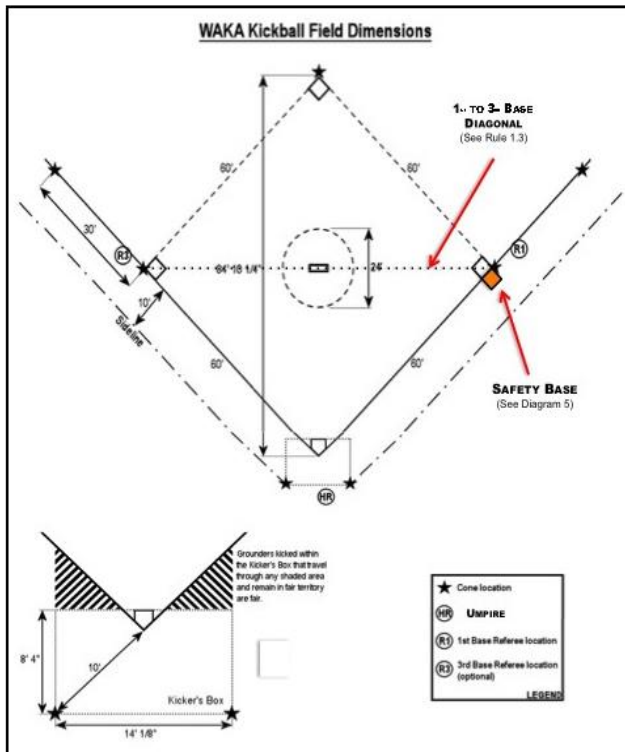
STRIKE ZONE (Sec 1): Aligned with front of Home Plate, strike zone is 1' in height and extends 1' on both sides of and around Home Plate. Not permitted to

physically mark strike zone boundaries by cones or other raised objects; drawn/painted lines are permitted. Once a pitched ball breaks the plane of the strike zone it a strike, unless the kicker intentionally fouls the ball.

ATTIRE (Sec. 2): Players must wear official shirts and athletic shoes/cleats during game; no gloves.

GAME PARTICIPANTS (Sec. 3): (A) Each team must field minimum of 8 players (max of 11).

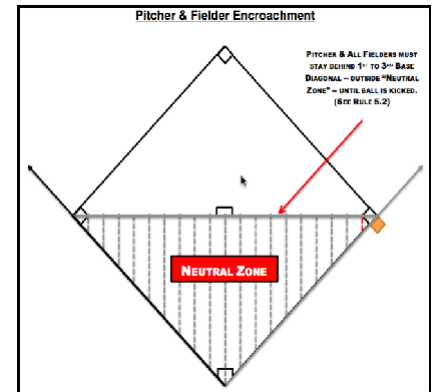
If don't have 8 players, then team forfeits game. **(B)** All participating players must kick in written kicking order, but are not required to field. A "participating player" is any player who is present and dressed to play — unless that player is injured or has legitimate medical condition. *If player cannot kick for any reason, then player cannot field.* **(C)** Teams may exchange kicking line---up prior to game start. If one team requests line---up, then opposing team must provide its line---up. Cannot make a claim for "improper kicking order" if kicking line---up is not exchanged. **(D)** If player arrives late to game, player is added to end of kicking order. **(E)** Team's base coaches can be at 1st and 3rd Bases; cannot physically assist runner or interfere with play.



REGULATION GAMES (Sec 4): (A) Regulation game must complete minimum 4 full innings or 50 minutes, whichever occurs first (maximum of 5 innings or 55 minutes) — but cannot start new inning if less than 5 minutes remain on game clock. Game clock officially starts when first pitch of game is thrown. **(B)** Higher game score at end of last full inning determines winner. **(C) During Playoffs** if tie score at game's end, then additional innings are played — before start of next inning, last kicker is placed on 2nd Base and Kicking Team is assessed 1 out. Continues until game winner.

SLAUGHTER RULE (Sec 4): If game has played for 50 minutes OR completed 4 innings (whichever comes first) AND "run differential" is equal to or greater than 10 runs, then Umpire MAY end game. Note: Umpire is NOT required to end game even though rule criterion is met because it's not a "mercy rule". If Umpire invokes rule, then game is over and "recorded score" is score at time game was called.

FIELDER ENCROACHMENT (Sec 5): Except for Catcher, all Fielders must start play AND remain in fair territory behind 1st/3rd Base diagonal — outside of "Neutral Zone" — until the ball is kicked. After the ball is kicked, all Fielders may enter the Neutral Zone.



PITCHER ENCROACHMENT (Sec 5): (A) Pitcher must pitch ball from behind front edge of pitching strip AND remain completely behind front edge of pitching strip until ball is kicked. No part of pitcher's foot may be in front of or across front edge of pitching strip until ball is kicked. After ball is kicked, Pitcher may enter the Neutral Zone. **(B)** Ball must be pitched by hand, but no limitation on pitching style.

CATCHER ENCROACHMENT (Sec 5): (A) Catcher must line up behind Kicker when play starts. Catcher may not cross Home Plate to field the ball nor have any part of their body including hands positioned forward of Kicker at any point before ball is kicked. **(B)** Catcher cannot come into contact with Kicker nor position so closely to Kicker as to restrict kicking motion.

ENCROACHMENT PENALTIES (Sec 5): Penalty for team's first encroachment infraction (regardless of encroachment type) is a warning to entire Team and play outcome stands. However, if violating---team benefitted from that first encroachment, then last kick results in "do over" as if last play did not occur. Penalty for team's second and each subsequent encroachment infraction is that kicker automatically is awarded 1st Base regardless of outcome of kick.

KICKING (Sec 6): (A) Kicker must make all kicks by foot or leg below knee. Any ball touched by foot or leg below knee is considered a kick, including kicks made to pitches that would otherwise be considered a "ball". It's kicker's responsibility to evade pitched ball that they do not wish to kick. **(B)** All kicks must occur at or behind Home Plate within Kicking Box. **(C)** Kicker may step on Home Plate to kick; however, no part of planted foot may be in front of or cross front edge of Home Plate. **(D)** Kicker may line up outside Kicking Box, but kicker's planted foot must be within Kicking Box during kick. **(E)** Bunting is permitted. **(F)** Intentional fouls are permitted, but are discouraged.

BASE RUNNING THRU FIRST (Sec. 7): Runners traveling from Home Plate may overrun 1st Base, and may only be tagged out if actively and intentionally attempting to advance to 2nd Base. An idle left turn where the Runner returns directly to 1st Base does not constitute an active attempt to advance — must be a deliberate. Runners traveling from Home Plate MAY NOT slide into 1st Base.

SAFETY BASE (Sec. 7): (A) The "safety base" must be used when kicker is traveling to First (1st) Base from Home Plate. Safety Base is ONLY available for runners traveling from Home Plate. **(B)** Fielders trying to make an out on 1st Base must touch base in fair territory — runners hindered by fielder touching Safety Base are "Safe". **(C)** When play is attempted at 1st Base, runner must touch Safety Base

– and not 1st Base. If runner touches 1st Base prior to being called “safe” at Safety Base, then runner is “out”, unless an exception below applies: (1) runner may use 1st Base if avoiding collision with fielder in foul territory; or (2) runner may use 1st Base if attempting to advance to 2nd Base or if there is no fielder on 1st Base. (D) Kickers may slide into 1st Base, but kicker must only touch “Safety Base”.

BASELINE (Sec.7): Runners must stay within baseline. Any runner that runs outside baseline is “out” unless runner because of natural running arc or changing course to avoid interference with Fielder making play. Runners may move no more than 4’ outside baseline when attempting to avoid ball tag.

FORCES (Sec.7): (A) A force is a situation when Base Runner is compelled (or forced) to vacate their then-occupied base and try to advance to next base because Kicker became a Runner. For our kickball purposes, a Kicker becomes a Runner at the moment a kicked ball is not caught and touches ground within fair territory. (B) Runners cannot remain on base in a force situation. (C) Runners who become out while running from one base to next do not negate the previous force situation. (D) Runner at First (1st) Base is always forced to attempt to advance to Second (2nd) Base when the Kicker becomes a Runner. (E) 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 Kicker becomes a Runner.

TAG---UPS (Sec. 7): (A) To “tag up” is a requirement for Base Runner to retouch or remain on their starting base until (or after) ball is kicked and either (1) lands or is first touched within fair territory, or (2) is caught in flight within foul territory. (B) Base Runners must tag up when a fly ball is caught in flight by a Fielder. (C) 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. (D) Runner failing to tag---up as required is out.

OVERTHROWS (Sec. 7): Overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play against player or toward base. When the overthrow rules apply, depends on the location of the regulation game (see below).

SCORING (Sec. 7): Run counts when runner touches Home Plate before 3rd out is made, EXCEPT that no run can score when 3rd out is made during force play situation or when kicker is put out before touching 1st Base. Max runs per team is 6 per inning.

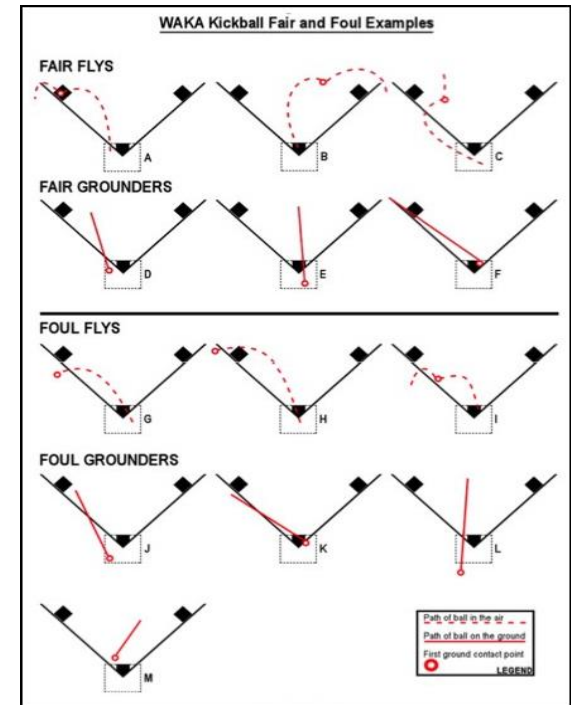
STRIKES (Sec 8): (A) Count of 3 strikes is an out; foul balls are not considered to be strikes. (B) Strike is a pitch that is not kicked and is not called “ball” in accordance and where any part of pitched ball enters strike zone. Further, “any part of pitched ball” means even slightest amount of ball entering strike zone. (C) Strike is an attempted kick missed by the Kicker inside or outside of the strike zone.

BALLS (Sec 9): (A) Count of 4 balls advances kicker to First Base. (B) Ball is (1) pitch outside the strike zone when kick is not attempted; (2) pitched ball that does not touch ground at least twice or roll before reaching Home Plate; and/or (3) pitched ball that exceeds 1’ in height from bottom of ball as it crosses or passes through kicking box prior to reaching kicker.

OUTS (Sec. 11): (A) Count of 3 outs completes team's half of inning. (B) An “out” occurs when (1) kicking count is 3 strikes or 3 fouls; (2) kicked ball (fair or foul) is caught by Fielder; (3) forced out by ball tag at base where Runner is running prior to Runner arriving at base;(4) ball touches Runner at any time while not on base while ball is still in play; (5) kicker touches ball with their hand or arm; (6) runner is tagged by ball on base when runner fails to properly tag---up; (7) runner is off base when ball is kicked; (8) runner is physically assisted by team member or base coach during play; (9) kicker does not kick in proper kicking order; (10) runner passes another Runner; (11) runner runs outside of baseline; (12) runner who misses base but fails to tag back; (13) runner who fails to properly tag up on a caught ball; (14) runner tagged by ball while on base that runner is forced to vacate by kicker becoming a runner; and/or (15) runner coming from Home Plate who steps on 1st Base when required to use Extra Base.

FOUL & FAIR KICKS (Sec. 10): (A) Count of 3 fouls is an out. (B) A “foul ball” is (1) kicked ball that lands within foul territory (see Exhibit 3G & 3H); (2) kicked ball that is touched in foul territory; (3) kicked ball

that lands in fair territory, but touching foul territory on its own at any time before reaching 1st or 3rd Base (see Exhibit 3I, 3J & 3K); (4) kicked ball whose direction is altered by contact with any object (not Fielder) other than ground in foul territory; (5) kick made on or above knee; (6) kicked ball touched more than once or stopped in Kicking Box by kicker; (7) kicked ball outside of Kicking Box (see Exhibit 3L); and (8) kicked ball that is kicked in front of Home Plate (see Exhibit 3M). (C) A “fair ball” is (1) kicked ball landing and remaining in fair territory (see Exhibit 3C, 3D & 3E); (2) kicked ball landing in fair territory then traveling into foul territory once beyond 1st or 3rd Base (see Exhibit 3A, 3B & 3F); (3) kicked ball that lands in fair territory but knocked into foul territory by Fielder; and (4) kicked ball traveling in air in foul territory that has not made contact with ground but is touched by player whose feet remain in contact with ground in fair territory. (D) Foul lines are fair territory.



END OF PLAY (Sec. 12): Play ends when pitcher has possession of ball and returns to pitcher’s mound. Pitcher’s mound extends 12’ from center of pitching strip. Runners who are off base at this time and in forward motion may advance only 1 base. Runners who are off base at this time, but not in forward motion must return to base from which they were running.

INTERFERENCE (Sec. 12): (A) When runner is hindered by any fielder within baseline or standing on base – not making an active play for the ball – runner shall be safe at base to which they were running. Runners may choose to advance beyond this base while the ball is still in play. (B) When runner physically hinders fielder attempting to make play in deliberate and unsportsmanlike manner – interference causes the play to end, the runner is out, and other runners must go back unless forced forward. (C) When non---fielding players (such as supporters, spectators, bystanders, etc.) significantly hinder or prevent Fielder from retrieving ball in foul territory – so much so that play should cease due to fairness and sportsmanship – play ends. Umpire has discretion to determine location of base---runner(s) but---for interference; however, may not advance runner(s) further than to base where originally headed.

SUBSTITUTIONS (Sec. 13): (A) Captain may substitute/replace any fielding position during inning for any reason once per inning – unless injury forced another substitution. Clock continues to run while substitution is occurring, but umpire may stop clock and add reasonable amount of time back on clock if delay of game. (B) If Player is ejected, injured, or becomes ill and cannot continue, kicking order continues in same formation less removed Player. Injured players who do not kick cannot play in the game. (C) Runner may be substituted no more than twice per game. After second substitution, Player is removed from game and cannot participate. In the tournament, this rule only applies for individual games – not over course of tournament as whole.

QUESTIONS? Then contact:

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