

STONEWALL KICKBALL

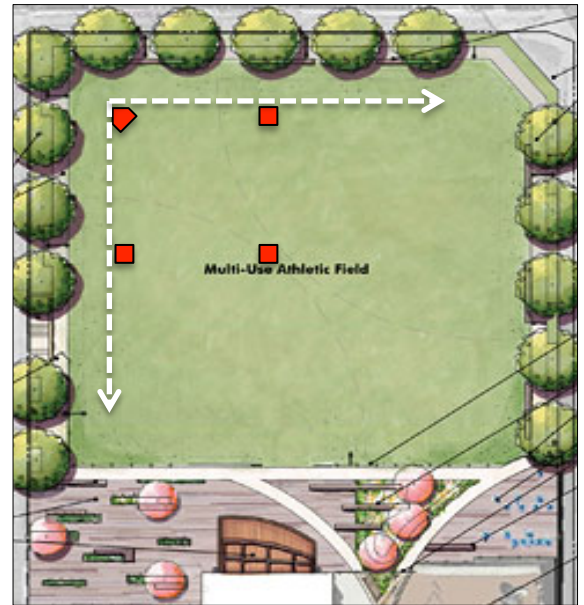
ADDENDUM TO SECTION 7.11 RELATED TO OVERTHROWS

According to Section 7.11, 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.

STARTING IN THE SPRING 2015 SEASON, THE "OVERTHROW RULES" (WITH THE FOLLOWING MODIFICATIONS) WILL NOW APPLY TO ALL GAMES PLAYED AT STEAD PARK AND THE NATIONAL MALL IN WASHINGTON, DC:

WHEN PLAYING AT STEAD PARK...

1. If an overthrow occurs when making a defensive play towards a Player traveling to First (1st) or Third (3rd) Base AND the ball travels so far into foul territory that it enters the pathway along the fence, then all Players/Runners are permitted to advance no more than one (1) additional base beyond the base where the Player was initially traveling towards.
2. The above section also extends to situations when the ball travels into either foul territory and comes into contact with the fixed seating along the First (1st) and Third (3rd) Base lines because without that seating, the ball would have travelled onto the pathway along the fence.
3. If a ball is kicked in fair territory beyond the outfielders and it lands or rolls onto the pathway or seated area opposite of Home Plate or comes into contact with the fixed seating along the pathway opposite of Home Plate, then the kick will be ruled an automatic double. Any Runner(s) currently on base, may continue running the bases at their own risk.



WHEN PLAYING AT THE NATIONAL MALL...

1. If an overthrow occurs when making a defensive play towards a Player traveling to First (1st) Base AND the ball travels so far into foul territory that it enters the gravel pathways along the Mall, then all Players/Runners are permitted to advance no more than one (1) additional base beyond the base where the Player was initially traveling towards.
2. If an overthrow occurs when making a defensive play towards a Player traveling to Third (3rd) Base AND the ball travels so far into foul territory that it enters an area equally as far away as the gravel pathways mentioned above along First (1st) Base, then all Players/Runners are permitted to advance no more than one (1) additional base beyond the base where the Player was initially traveling towards.
3. If a ball is kicked in fair territory beyond the outfielders and it lands or rolls onto the gravel pathways opposite of Home Plate, then the kick will be ruled an automatic double. Any Runner(s) currently on base, may continue running the bases at their own risk.
4. If a ball is kicked in fair territory beyond the outfielders and it lands or rolls on or under the trees (if any) in the outfield opposite of Home Plate, then the kick will be ruled an automatic double. Any Runner(s) currently on base, may continue running the bases at their own risk.