

– 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.

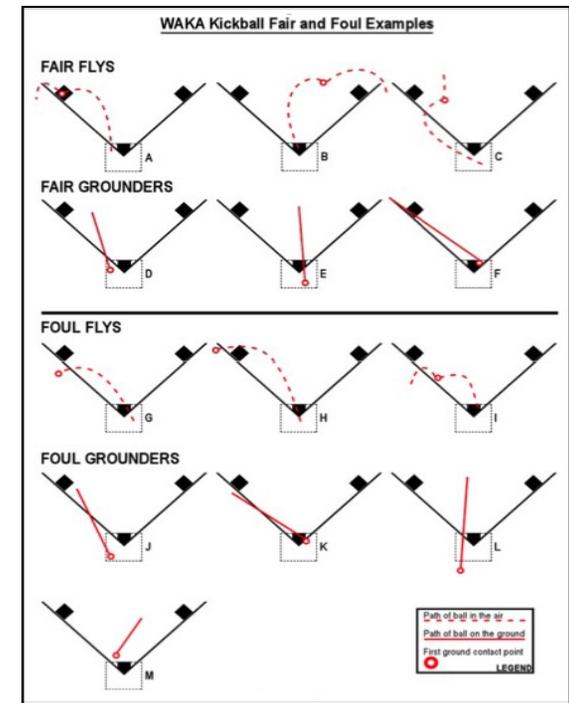
STRIKES (Sec 8): (A) Count of 3 strikes is an out; foul balls are not considered to be strikes. (B) Strike is a pitch that is not kicked and is not called “ball” in accordance and where any part of pitched ball enters strike zone. Further, “any part of pitched ball” means even slightest amount of ball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