

# **RECESSTIME FRIENDLY KICKBALL TOURNAMENT RULES**

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**RECESSTIME SPORTS, LLC**

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# Code of Sportsmanship

As an adult kickball player, it is your personal responsibility to never allow yourself or your teammates to cross that line between fun competition and unsportsmanlike behavior.

## **PLAYER'S CODE OF SPORTSMANSHIP**

1. Players must treat their fellow kickballers, umpires and spectators with respect and courtesy. Personal and malicious remarks directed at anybody in the kickball community, obscene or otherwise, at any time during game play, have no place in our game.
2. Players must respect the authority of the umpires to regulate the game and abide by their decisions. Umpires' decisions are final.
3. Team Captains must be the only players that address concerns to umpires and League Officials. They are expected to do so in a courteous and respectful manner.
4. Players must refrain from any action that might arouse fellow players or spectators to unsportsmanlike behavior.
5. Players are expected to comply wholeheartedly with the intent and spirit of the rules. Deliberately attempting to violate the rules is indefensible.
6. Players must remember that this is just kickball. If you act like a jerk, you will look like one.

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## **SECTION 1:**

### **The Game, Teams, Equipment, Playing Field and Personnel**

#### **1.1 THE GAME**

Kickball is a game made up of two teams. The objective for both teams is to score more runs than the opposing team. The team scoring the most runs during a 5-inning or forty minute game (whichever comes first) will be declared the game winner.

#### **1.2 TEAMS AND PLAYERS**

- 1.2.1 All players must be at least 21 years of age prior to participating in any game and must be registered to participate in the Recesstime Winter Classic Kickball Tournament
- 1.2.2 If a team uses player(s) not registered and in good standing with the League, they will forfeit that game.
- 1.2.3 Teams shall consist of between 11 and 15 layers, including at least four members of each gender.
- 1.2.4 Each team may defensively field a maximum of 11 players at a time
- 1.2.5 Each team must defensively field at least 4 men and 4 women at a time (the "4/4 Rule").
- 1.2.6 Once an inning starts, defensive players must play the full defensive inning. No player from the defensive team's roster who is not actively playing that inning will be allowed to substitute for a defensive player while the inning is being played. There will be no restriction on defensive players already on the field changing positions during an inning, unless the game is delayed as a result of the positions being changed. In these cases, the ref can issue a yellow card to the player causing the delay of game.
  - 1.2.6.1: Exception: If a player is injured and unable to play defense, a substitute on the same team can take the injured player's place. If a team is found to fake injury to gain a defensive advantage, the ref will issue a yellow or red card.
  - 1.2.6.2: If a team is playing with less than 11 total players, they can add players defensively up to the 11 player maximum. New players cannot enter the field of play until a dead ball is called or the pitcher has the ball on the mound. New players cannot enter the field of play during an active play.
- 1.2.10 Teams may play in certain situations in violation of the 4/4 Rule without forfeit, but under the following requirements:
  - i. If a team has only THREE members of a gender available, they must defend with no more than seven players of the other gender at a time AND must take ONE penalty out each time through their lineup, after the last kicker in their lineup has completed his/her plate appearance.
  - ii. If a team has only TWO members of a gender available, they must defend with no more than seven players of the other gender at a time AND must take TWO penalty outs each time through their lineup, after the last kicker in their lineup has completed his/her plate appearance.
  - iii If a team has LESS THAN TWO members of a gender available for a tournament game, that game shall be ruled a forfeit in favor of their opponent.
- 1.2.10.5 Should a team begin a game in violation of the 4/4 Rule as per 1.2.9.4, then have a player of their shortage gender arrive after the game has begun, the team is STILL required to take penalty out(s) at the end of their lineup (after the late-arriving player(s)) for ONE MORE time through their line up.
- 1.2.10.6 Situations in which teams may play, during the elimination tournament, in violation of the 4/4 rule include all possible scenarios for being shorthanded (injury, work conflicts, double-dipping conflicts, etc) EXCEPT shortages due to suspensions and game ejections. Should a team fail to meet the 4/4 rule because of a suspension or game ejection, the game shall be declared a forfeit loss.

#### **1.3 EQUIPMENT**

##### **1.3.1 Game Balls**

- 1.3.1.1 The official ball used in game play will be an 10" Baden playground ball or equivalent.
- 1.3.1.2 Recesstime will provide a ball for every game.

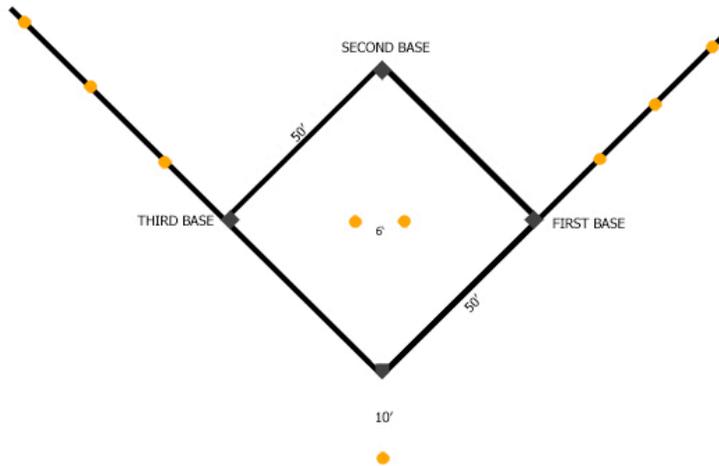
##### **1.3.2 Shoes**

- 1.3.2.1 Players must wear closed-toe shoes.
- 1.3.2.2 Metal cleats or spikes are not allowed. Persons wearing metal cleats or spikes shall be ejected from the game and an out shall be recorded whenever that player is scheduled to kick.
- 1.3.2.3 All non-metal cleats and turf shoes are permissible.
- 1.3.2.4 Steel toed boots or shoes are not allowed. Persons wearing steel toed boots or shoes shall be ejected from the game and an out shall be recorded whenever the player is scheduled to kick.

1.3.3 Teams must keep all gear at least 8' from the playing field. See Overthrow Rule. (4.3.3)

## 1.4 THE PLAYING FIELD

1.4.1 RSL kickball is played on grass and dirt/grass combination fields, with dimensions as per the diagram below.



*The Kickball Field*

1.4.2 Pitching Mound cones shall be placed in the center of the field, 6 feet apart, in line with first and third base.

1.4.3 A Kicker's cone shall be placed 10 feet behind home plate.

## 1.5 GAME PERSONNEL AND THEIR DUTIES

### 1.5.1 Team Captain

1.5.1.1 Each team shall identify one Team Captain to the Umpires prior to the Game

1.5.1.2 Only a Team Captain may speak on behalf of their team to Umpires.

1.5.1.3 Team Captains are expected to address Umpires and Tournament officials in a respectful manner in keeping with the Sportsmanship Code.

### 1.5.2 Umpires

1.5.2.1 Each game shall have at least two umpires: one behind home plate (the Head Umpire) and the rest in the field.

1.5.2.2 The Head Umpire will call all balls and strikes and keep the Official Game Clock (see 2.3).

1.5.2.3 Umpires have the authority to issue yellow or red Cards for unsportsmanlike behavior immediately before, during and immediately after any game they are officiating (see 5.2).

### 1.5.3 Base Coaches

1.5.3.1 Each team may have one base coach stationed at each of the designated locations.

1.5.3.2 Designated locations: The base coaches may be located near first base and third base such that the base coach is not closer than four feet from the foul line and not more than eight feet further up/down the foul line than the base to which they are assigned.

1.5.3.3 It shall be the responsibility of the base coach to avoid interference with active plays. There is an affirmative duty for the base coach to make a good faith effort to get out of the way of active plays.

1.5.3.3.1 If the ref determines the base coach does not make a good faith effort to get out of the way of the play and the interference of the base coach causes a detriment to the defensive team the runner closest to the play (base coached base) is out. Additionally, the Umpire may require base runners to return to such bases to avoid a benefit resulting from the kicking team's coach's interference.

1.5.3.3.2 If the ref determines the base coach does not make a good faith effort to get out of the way of the play and the interference of the base coach causes a detriment to the defensive team, the base coach will receive a yellow or red card and not be permitted to act as a base coach for the remainder of the game. If the base coach is not a member of the offensive team, the yellow or red card will be issued to the team captain.

## SECTION 2:

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## **The Game – Its Beginning, Ending and Timing**

### **2.1 PREGAME PROCEDURES**

2.1.1 Prior to a game, Team Captains and Umpires shall meet at home plate for introductions, to discuss ground rules (i.e. tree obstructions), and to determine which team will be the Home Team and which will be the Visitor.

2.1.1.1 During the round robin tournament, Team Captains or their designees will play Rock-Paper Scissors to determine Home/Visitor status, with the winner allowed the right to select whether their team will be the Home Team or Visitor.

2.1.1.2 During the elimination tournament, for all games including the championship game, the higher seeded team shall be given the right to select whether their team will be the Home Team or Visitor.

2.1.1.3 Should two evenly seeded teams meet in the tournament, Team Captains or their designees will play Rock-Paper-Scissors to determine Home/Visitor status, with the winner allowed the right to select whether their team will be the Home Team or Visitor.

2.1.1.4 During the elimination tournament, all fields will be assigned by Recesstime Sports Leagues based on the best field conditions available. Teams will not have the option to select a field.

2.1.1.5 Recesstime and tournament officials will select refs for the championship game. Captains can let the ref chair or RSL board know prior to the game if they are not comfortable with a ref prior to the game and a new ref will be assigned by the Recesstime Ref Chair or Recesstime Board.

### **2.2 GAME BEGINNING**

2.2.1 The Home Team shall play defensively in the field first, while the Visitor will be given the first opportunity to kick. Inning play shall proceed as in baseball and softball.

### **2.3 GAME TIMING**

#### **2.3.1 Official Game Clock**

2.3.1.1 The Official Game Clock will be kept by the Head Umpire.

2.3.1.2 The Head Umpire will announce when the Game Clock is started and when it reaches 35 minutes.

2.3.1.3 The Official Game Clock will be started as closely as possible to the scheduled game time, whether or not the two teams are ready to begin play. The only acceptable reasons to delay the start of the Official Game Clock are lack of field availability and Umpire tardiness.

#### **2.3.2 Game Start Forfeits**

2.3.2.1 Teams have 10 minutes after the start of the Official Game Clock to satisfy the 4/4 rule. If they fail to do so within that time, a forfeit will be recorded.

### **2.4 GAME ENDING**

2.4.1 Games will be played for a Maximum 5 innings.

2.4.2 No new inning will start (Visitor kicking) after 35 minutes expire on the Official Game Clock.

2.4.3 The Home Team shall not kick in its half of the last inning if they have scored more runs than the Visitor.

2.4.4 If the Home Team takes the lead in the bottom half of the last inning, the game shall be immediately over.

2.4.5 Round Robin games may end in a tie.

### **2.5 OFFICIAL GAMES**

2.5.1 A game is considered Official after 4 innings are completed (3.5 if the Home Team is ahead).

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## **SECTION 3:**

### **Outs, Strikes, Balls and Foul Balls**

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### 3.1 OUTS

3.1.1 Each team has three offensive Outs during their half of each inning.

3.1.2 An Out occurs when any of the following occur:

- i. Kicker does not complete a fair kick by the third pitch;
- ii. Fielder catches a kicked ball in-flight (fair or foul);
- iii. Fielder tags a base to which a runner is forced to run, including times when a runner is forced to return to a base under the tag up rule;
- iv. Runner is touched by a ball while not on base -- except balls kicked by the kicker in foul territory;
- v. Runner is touched by a ball while on base if the runner is forced to run to a different base;
- vi. Runner steps off his/her base before the ball is kicked;
- vii. Runner runs outside of the base line.
- viii. If the kicking team's pitcher has any contact with the ball after it was pitched, the kicker is out.

### 3.2 FOUL BALLS

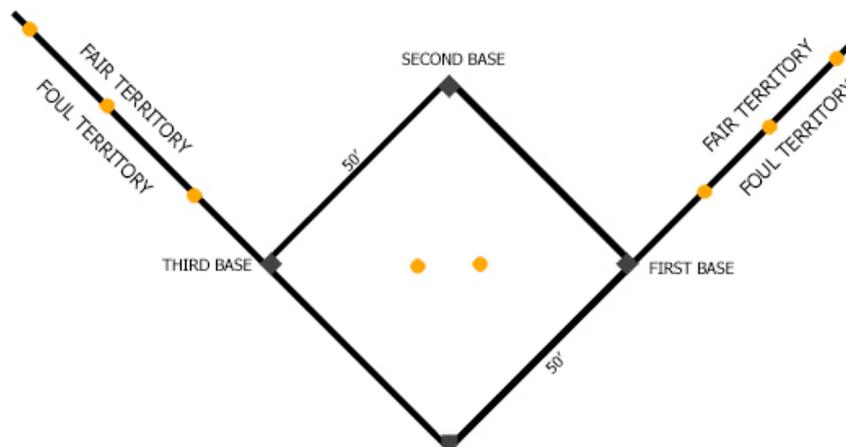
3.2.1 A Foul Ball shall be called by the Umpires when any of the following occur:

- i. A legally kicked ball (below the knee) settles on the ground in foul territory between home plate and first base or between home plate and third base;
- ii. A legally kicked ball bounds past first or third base on or over foul territory;
- iii. A legally kicked ball first hits the playing surface in foul territory beyond first or third base;
- iv. A legally kicked ball, while on or over foul territory, touches an umpire, a player, or any object other than the playing surface;
- v. A legally kicked ball travels less than one foot into fair territory (judged by the trailed edge of the ball);
- vi. Any portion of the kicker's plant foot touches the ground beyond the leading edge of home plate;
- vii. A pitched ball is kicked at or above knee level but below the waist;
- viii. A pitched ball contacts more than one leg of the kicker (a "double kick");
- ix. A pitched ball contacts the kicker more than once during a kick attempt (a "double kick");
- x. A pitched ball does not cleanly rebound from the kicker's leg during an attempt – rolling down the leg or foot (a "double kick");
- xi. The kicker kicks the ball while not having at least one foot even or in front of the kicker's cone as required by Rule 4.5.3.2.
- xii. The kicker fails to have at least one foot even or in front of the kicker's cone (as required by Rule 4.5.3.2) at the time of the pitcher's release of the ball.

A failure to keep at least one foot even or in front of the cone as required by Rule 4.5.3.2 shall result in a foul ball if the pitch is kicked. A ball kicked in this manner is still eligible to be caught by the defense, but runners may not advance, as per 3.4.5.

3.4.3 Fair/Foul judgment shall always be made based on the location of the ball itself, with no regard to whether a defensive player contacting a ball is in fair or foul territory.

3.4.5 If the defense catches a Foul Ball in the air, the kicker shall be Out and the ball shall be considered "dead". Base Runners may not advance ("Tag Up") and the defense may not make a play on any Base Runner. Base Runners shall return freely to their previously occupied base. This is also unlike baseball and softball.



## SECTION 4:

### Pitching, Catching, Fielding, Kicking and Base Running

#### 4.1 PITCHING

4.1.1 All teams will pitch up to three pitches to their own kicker.

4.1.2. There is no strike zone, balls or strikes.

4.1.3. The kicking team's pitcher must stay behind the encroachment line until the ball is kicked.

4.1.4. If the pitcher has any contact with the ball after it was pitched, the kicker is out.

4.2.1 Kicking Team's Pitcher Encroachment

4.2.1.1 The kicking team's pitcher must stay completely behind the Pitcher's Mound Cones until the ball is kicked. Failure to do so will result in a foul ball against the kicker.

4.1.3 No Pinching

4.1.3.1 "Pinching" is the act of squeezing the ball in a fist or near-fist grip in order to alter the flight of the ball when pitched.

4.1.3.2 Pinching is not allowed. The Umpire shall call any pitch s/he believes to be pinched a "foul."

4.1.4 A pitch can only be released using hands and arms. Kicked or otherwise released pitches will be called illegal pitches.

#### 4.2 CATCHING

4.2.1 Catcher's Interference

4.2.1.1 The Catcher may not physically interfere with the Kicker's attempt to legally contact the ball.

4.2.1.2 Should the Catcher physically interfere with the Kicker's attempt to legally contact the ball, the Kicker shall be awarded first base.

4.2.2 Catcher's Encroachment

4.2.2.1 The Catcher must stay three feet behind the kicker until the ball is kicked.

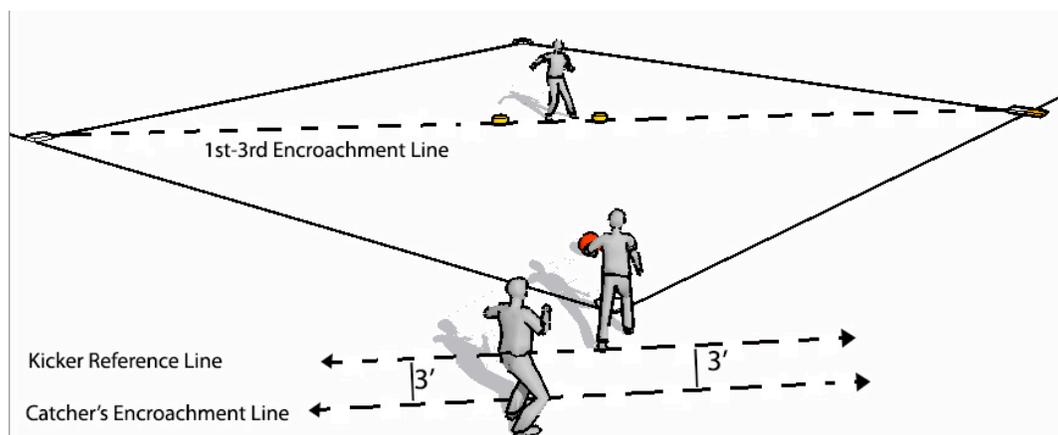
4.2.2.2 Being "three feet behind the kicker" shall be judged based on an imaginary line that shall run parallel to the imaginary 1<sup>st</sup>-3<sup>rd</sup> Encroachment line, extend infinitely in either direction, and move forward and backward based on the variable position of the kicker. See illustration below.

4.2.2.3 Should the Catcher be within three feet of the kicker at the time of ball contact, the Umpires shall announce "Encroachment" *at the conclusion of the play*.

4.2.2.4 *EXCEPTION:* In fields with backstops that would render the Catcher physically unable to remain behind the kicker, the Catcher must stay three feet away from the kicker (judged radially from the kicker) and even with or behind the kicker until the ball is kicked.

4.2.2.5 *EXCEPTION:* Should the kicker back up quickly and attempt to kick the ball to purposely draw the catcher into encroachment, no encroachment call shall be made, the call at the plate stands and a yellow card may be issued for unsportsmanlike play at the head ref's discretion.

4.2.2.6 When Encroachment has been announced by the Umpires, the kicking team shall have the option of either taking the complete result of the play OR accepting the Encroachment Penalty, which escalates for successive violations. See Section 4.4 for Encroachment Penalties.



## 4.3 FIELDING

### 4.3.1 Pegging

4.3.1.1 Pegging occurs when a runner is hit below the neck with a ball thrown or kicked by the defense while they are off the base. It is equivalent to a "tag out" in baseball and softball.

4.3.1.2 If a fielder throws or kicks the ball and strikes a runner's head, the runner automatically advances to the base he/she was attempting to advance to, and the ball is dead.

EXCEPTION 1: If a runner intentionally puts his/head in front of the ball the runner is out.

EXCEPTION 2: If a fielder hits a runner in the head with a bouncing ball, the runner is out.

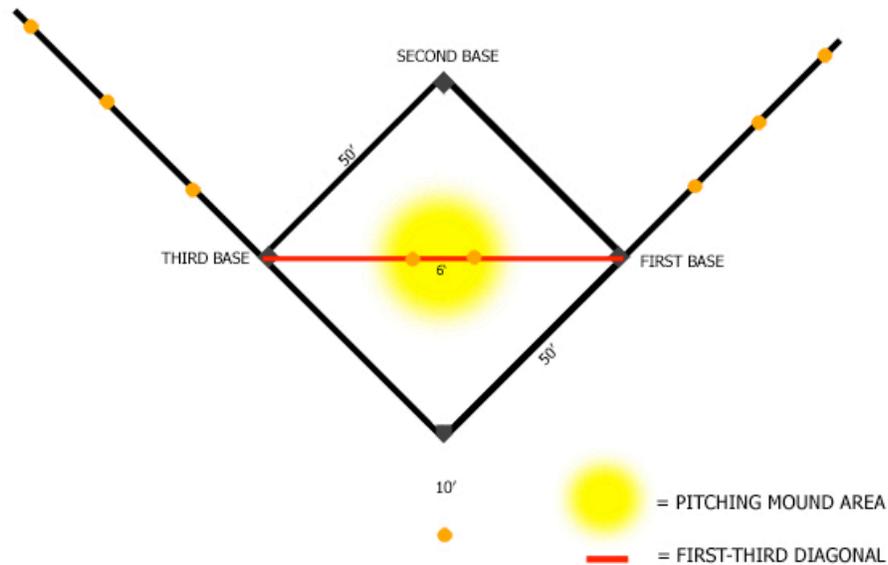
EXCEPTION 3: If a fielder hits a runner in the head while the runner is sliding, the runner is out.

### 4.3.2 Dead Balls

4.3.2.1 When the pitcher has control of the ball in the area of the pitching mound (in proximity to, but not necessarily between, the pitching mound cones) the umpires shall declare "dead ball" and the play considered over. See diagram below.

4.3.2.2 Any base runner that is judged to be more than half way to the next base at the time the pitcher gains control of the ball in the mound area will be awarded the next base. If the runner has failed to get half way to the next base, they must return to the previous base.

4.3.2.3 If, prior to the dead ball declaration from the umpires, a pitcher that has control of the ball in the mound area decides to make a play on a base runner, the play shall no longer be considered dead, and the base runners can advance at their own discretion.



### 4.3.3 Overthrows

4.3.3.1 An overthrow occurs when a fielder, with the intent to purposefully redirect the ball, throws or kicks the ball 8 or more feet outside the foul lines.

4.3.3.2 An overthrow includes all times when the fielder's throw kicks, touches or bounces off base runners, even if the base runner has scored before being touched by the ball, so long as the ball travels the requisite 8 feet from the foul lines.

4.3.3.3 A ref may use a yellow card if a fielder is deemed to have purposefully limited the advancement of the runners by causing an overthrow.

4.3.3.4 A runner in motion may only advance one base past the base they are pursuing on an overthrow. However, the one base is not automatic: it is a restriction on the runner. The runner may still be pegged out in pursuit of said base.

4.3.3.5 If the runner is stationary on a base or in foul territory after overrunning first base when the overthrow occurs, they may only advance one base on an overthrow.

4.3.3.6 EXCEPTION: If a defensive team attempts a play on a base runner after an overthrow, the ball will be considered back in play, the one base restriction lifted, and the base runners may advance at their own discretion.

4.3.3.7 Should the ball strike a team's or spectator's gear (e.g. chair, cooler, or any other obstruction) the umpire shall call "Dead Ball" and award the runners one additional base past the base they were pursuing. The defense shall not have the opportunity to put the ball back in play to get the runners out.

4.3.3.8 Only in Dead Ball situations as described in 4.3.3.7, If the baserunner is stationary on a base or in foul territory after overrunning first base, they will be awarded one base. If the baserunner is between bases, the baserunner will be awarded the base they were pursuing plus one additional base.

#### 4.3.4 Defensive Encroachment

4.3.4.1 All defensive players except the Catcher must stay completely behind the Imaginary 1<sup>st</sup>-3<sup>rd</sup> Encroachment Line until the ball is kicked. See above image.

4.3.4.2 Should a defensive player be beyond the Imaginary 1st-3rd Encroachment Line at the time of ball contact, the Umpires shall announce "Encroachment" at the conclusion of the play.

4.3.4.3 When Encroachment has been announced by the Umpires, the kicking team shall have the option of either taking the complete result of the play OR accepting the Encroachment Penalty, which escalates for successive violations. See Section 4.4 for Encroachment Penalties.

#### 4.3.5 Defensive Obstruction

4.3.5.1 Defensive players must stay out of the base paths and off of the bases when not actively making a play on a ball. The base paths, defined in 4.6, include area that is reasonably necessary for base runners to "round" the bases.

4.3.5.2 Should a base runner, while running within the base paths, be hindered by a defensive player who is either in blocking a base path or blocking a base and is not actively making a play on a ball, the umpires shall point and announce "Obstruction" and let play continue until all play has ceased, call time, and then award the baserunner the base they are pursuing plus any additional bases that are justified. The awarded bases will be based solely on the ref's discretion.

4.3.5.3 If a runner(s) advances beyond what the umpire would have granted and is put out, the runner(s) is out.

#### 4.3.6 Controlled Bobble

4.3.6.1 A controlled bobble is when a defensive player appears, in the judgment of the umpires, to intentionally bobble a ball in their immediate area for the purpose of getting out base runners who would have had to tag up (see rule 4.6.3.4) had the ball been caught cleanly.

4.3.6.2 Should the umpires judge a ball to have been control bobbled, the ball will be considered caught.

#### 4.3.7 No Infield Fly Rule. Recess time Kickball has no infield fly rule.

4.3.8 Double First Base: Where first base is made up of two bases, one orange and one white, the defense may only make use of the white base in making outs. It shall not be an out for the defender to step on the orange base while in possession of the ball.

### 4.4 ENCROACHMENT PENALTIES

#### 4.4.1 Types of Encroachment

4.4.1.1 Catcher's and Defensive Encroachment are all considered as the same offense for the purpose of penalty assessment.

4.4.1.2 Any combination of Pitcher's, Catcher's and Defensive Encroachment calls shall lead to the penalties noted in 4.4.3.

4.4.2 Encroachment calls are issued and aggregated to entire teams, not individual players.

#### 4.4.3 Penalty Escalation

- *First Offense*: kicker given choice of result of play or a nullified pitch.

- *All Following Offenses*: kicker given choice of result of play or first base.

#### 4.4.4 Call Timing

4.4.4.1 Encroachment calls should not be made by Umpires until the conclusion of the play.

4.4.4.2 The kicker must contact the ball for an encroachment violation to take place.

### 4.5 KICKING

#### 4.5.1 Kicking Lineup

- 4.5.1.1 All players in the field must also kick.
- 4.5.1.2 The kicking order may not be adjusted once the game has started.
- 4.5.1.3 Late arriving players must be added to the bottom of the lineup in the order of arrival.

#### 4.5.2 Legal Kicks

- 4.4.2.1 Kicks must be made by one foot or leg, below the knee. Any ball touched by one foot or leg below the knee is a kick.
- 4.5.2.2 A pitched ball that contacts the kicker from his/her knee (including the knee) to his/her waist is considered a foul ball.
- 4.5.2.3 Any ball that touches a kicker above the waist is a foul ball.
- 4.5.2.4 The kicker must kick the ball behind home plate. A foul ball will be called if any portion of the plant foot touches the ground beyond the leading edge of home plate. A ball kicked in this manner is still eligible to be caught by the defense, but runners may not advance, as per 3.4.5.
- 4.5.2.5 A female kicker **may bunt**, as long as she bunts such that the ball travels to a distance of at least one foot from home plate as per 3.4.2, part v. Failure to do so will result in a foul ball.
- 4.5.2.6 **Bunting: a bunt is a kicked ball not fully swung at, but intentionally tapped slowly within the infield. Male players are NOT allowed to bunt the ball. If a male player bunts a ball into fair territory the play will result in an out.**
- 4.5.2.7 A kicked ball touched more than once in foul territory by the kicker is a foul.

#### 4.5.3 Kicker Position

- 4.5.3.1 A cone shall be placed behind home plate signifying how deep the kicker may stand.
- 4.5.3.2 Kickers must keep at least one foot in front of the cone.

#### 4.5.4 Fair Balls Kicked Out of Playing Area

- 4.5.4.1 If a long kick bounces in play and then bounces over a fence, bush etc (out of play), it shall be ruled a ground rule double.
- 4.5.4.2 If the ball sails over the obstruction without bouncing first, it shall be ruled a home run.

#### 4.5.5 Popped Ball

- 4.5.5.1 Should the ball pop or otherwise significantly deflate during a play, the ref shall call the play dead and announce a "re-pitch." A "re-pitch" shall treat the pitch that initiated the play as never occurring, thereby re-starting the play with the same count on the kicker as the play had prior to the pitch and runners in the same location as prior to the pitch. Should any player be found to have intentionally popped or attempted to pop a ball, that player be issued a yellow or red card.

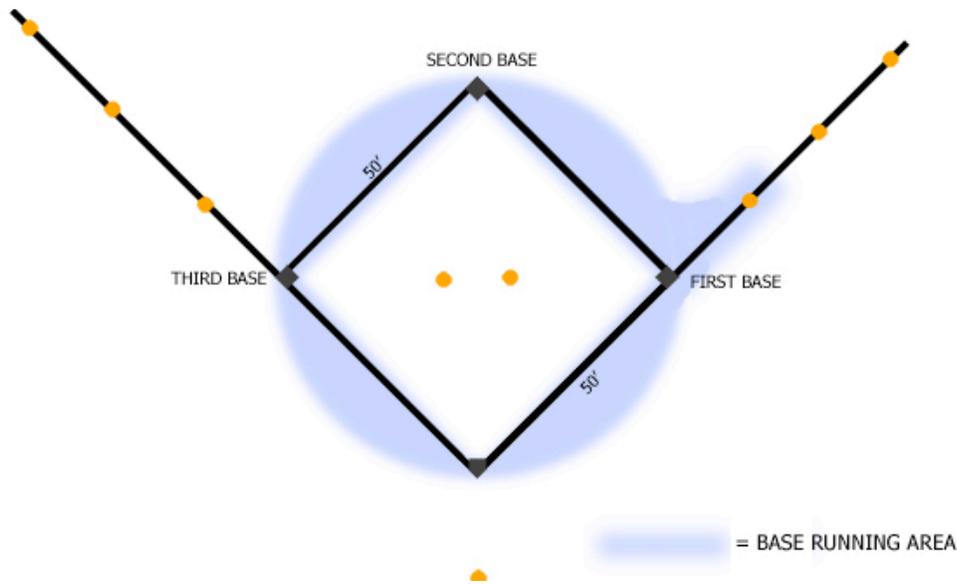
#### 4.5.6 Mercy Rule

- 4.5.6.1 Teams are limited to Six runs maximum per inning with the exception of the final inning of the game.

### 4.6 BASE RUNNING

#### 4.6.1 Base Paths

- 4.6.1.1 Base runners must stay within the base paths. Failure to do so will result in an out.
- 4.6.1.2 Base paths include area that is reasonably necessary for base runners to "round" the bases.



#### 4.6.2 Sliding

4.6.2.1 Runners may slide into a base, but only with caution for his/herself and the baseman/woman.

4.6.2.2 Slides may be feet first or head first.

4.6.2.3 Sliding base runners shall slide to the base.

4.6.2.4 A sliding base runner that intentionally or unreasonably puts themselves or a defender into a high risk of injury, the runner shall be declared out. The ref shall have discretion to issue a yellow or red card

in addition to calling the runner out if the slide is deemed malicious or reckless.

#### 4.6.3 Tagging up

4.6.3.1 When a kicked ball is caught on the fly, runners must tag up before advancing to the next base.

4.6.3.2 Tagging Up is the act of touching the base that the runner occupied at the time of kicker's contact, after the ball has been caught by the defense.

4.6.3.4 A runner who leaves early is forced to run back to the runner's original base (remaining in the base path and touching any bases that the runner touched prior to tagging up).

4.6.3.4 The runner may be tagged out by touching the base or the runner at any time prior to the runner returning to base, so long as the out is recorded before the next pitch is thrown.

4.6.3.5 The base runner may tag up after first contact of the ball by the defense and is not required to wait until the ball is actually caught to tag up.

4.6.3.6 No Tag Up on Foul Balls:

If the defense catches a Foul Ball in the air, the kicker shall be Out and the ball shall be considered "dead". Base Runners may not advance ("Tag Up") and the defense may not make a play on any Base Runner. Base Runners shall return freely to their previously occupied base. This is unlike baseball and softball.

#### 4.6.4 Pinch Running

4.6.4.1 An injured base runner may be receive a pinch runner of the same gender.

4.6.4.2 The pinch-runner must be the first available player of the same gender. To be first available means the player closest to the player being pinch ran for on the lineup from bottom to top that is not currently on base.

4.6.4.3 A kicker does not become a base runner for the purposes of this rule until the play is called dead.

#### 4.6.5 Other Base Running Rules

4.6.5.1 Only one base runner can be entitled to a base at a time.

4.6.5.2 A kicker may safely overrun first base regardless of which direction the kicker turns after crossing first base, as long as he/she remains in foul territory.

4.6.5.3 If a kicker, after reaching first base, steps, falls or lands in fair territory, he/she may be tagged or thrown out.

4.6.5.3 All ties between a fielder and a runner are decided in favor of the runner.

4.6.5.4 Runners may not lead off or steal bases. Doing so will result in an out.

4.6.5.5 If a fair ball touches a runner or the kicker, the kicker/runner is out unless the kicker/runner is on a base they are entitled to occupy.

4.6.5.6 Running past another runner is not allowed. The passing runner shall be out.

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## **SECTION 5:**

### **Do Over, Yellow and Red Cards, Game Scoring, Rankings, Misc**

#### **5.1 DO OVER**

A DO-OVER may be called only by the referee. A do-over resets the entire play back to the pitch, and the count remains what it was before the play in question..

#### **5.2 Warnings, Yellow and Red Cards**

5.2.1 Referees and tournament officials have the authority to issue warnings, Yellow, or Red cards to players or spectators for unsportsmanlike or dangerous behavior.

5.2.1.1 Referees shall stop the game for all Red and Yellow card infractions.

5.2.1.2 Red and Yellow cards may be issued without warning or previous citation.

5.2.2 Levels of Penalties

**Warning:** No penalty, but if behavior is repeated, result should be red or yellow card issuance

**Yellow Card:** Offending player must sit a full inning. This may be the remainder of current inning and first half of the next inning. The team may not replace player defensively or offensively. The offending player's team will take an out during the next offensive inning they are to play. Defensively, the carded player will not be allowed to play in the field and the offending player's team can play with no more than 10 players in the field. If the yellow card is issued to an offensive player during the last offensive inning of a game, that player's team will take an additional out immediately and will not have to serve any additional offensive penalties should the game go into extra innings.

**Red Card:** Offending player is ejected from their current game AND the team's next game. Team may not replace player and must play with no more than 10 players on the field.

5.2.3 Two Yellows cards issued immediately before, after, or during one game = 1 Red card.

5.2.3.1 If a player receives two yellow cards in the same game, that will result in a red card and immediate ejection.

5.2.3.2 A yellow card issued to a player at the conclusion of a game or later that day will be treated as issued during that day's game; thus it may lead to a red card if the player has already received a yellow card that day.

5.2.4 Cards and Gender Minimum Forfeits

5.2.4.1 If player ineligibility due to card receipt causes a team to become unable to meet minimum gender requirements, the game shall be recorded as a forfeit loss.

5.2.4.2 The forfeited game shall count as suspension time served, even though no game was actually played.

5.2.4.3 A game forfeited by the opposing team will also count as suspension time served.

5.2.5 Additional Red Card Penalties

5.2.5.1 Players who receive a red card may not attend their team's next match unless given specific exemption from the tournament officials.

#### **5.3.8 Automatic Card Situations**

5.3.9 Unsportsmanlike Communication with Opponent

5.3.9.1 Any and all negative communication directed toward the opposing team or the referee. This may verbal and non-verbal communication (foul or abusive language, arguing, questioning, pointing, flipping the bird, etc.)

5.3.9.2 Kicking, throwing or tampering with the ball during an active game. This may include kicking or throwing the ball out of play deliberately, popping or purposely modifying the ball.

5.3.9.3 Additional Examples of Unsportsmanlike or Dangerous Behavior (not comprehensive)

i. Abuse of Sportsmanship Code

ii. Unnecessary roughness

iii. Arguing, especially by non-Captains, with a Referee or Tournament Official

iv. Foul or abusive language directed at a spectator, Referee, or Tournament Official

v. Intentionally throwing a ball at a Referee or spectator

vi. Intentionally aiming at another player's head

vii. Confrontational posturing

viii. Any and all physical violence or threat of physical violence

ix. Any attempt to deliberately slow down or otherwise delay a game

x. Any attempt by a baserunner to deliberately impede a fielder from making a play on the ball such as slowing down and blocking the fielder's access to the ball with their body

### **5.3 GAME SCORING**

5.1.1 The team that scores the most runs is declared the winner of the game.

5.1.2 Ties will stand during round robin play.

5.1.3 A running unofficial game score will be displayed on each field.

5.1.4 Each team must provide their own scorekeeper.

5.1.5 The scorekeeper must submit the score sheet to the head umpire at the end of each game.

### **5.4 TEAM RANKINGS**

5.4.1 For purposes of round robin ranking, teams will be ranked by Points, with teams receiving 2 Points for Wins and 1 Point for Ties, 0 points for a loss.

5.4.2 Tie Breakers

5.4.2.1 Two Team Tie Breakers, listed in order of consideration:

(1) Head-to-Head Result (if the teams played each other)

(2) Runs For/Against Differential

(3) Coin Flip

5.4.2.2 Multi-Team Tie Breakers, if all teams played all other teams:

(1) Overall Record Within Tied Group

(2) Runs For/Against Differential

(3) Coin Flip

5.4.2.3 Multi-Team Tie Breakers, if all teams DID NOT play all other teams:

(1) Sort by head-to-head results: a team cannot be ranked behind a team they defeated.

(2) Teams not sorted by head-to-head results will compare their Runs For/Against Differential against the highest possible attainable seed, then compare from highest to lowest.

(3) Coin Flip

*Example: Team A, Team B, Team C and Team D all have identical W-L-T records.*

*- Team A beat Team B*

*- Team D beat Team A*

*- Team D beat Team C*

*- Team A = +5 Run Dif; B = +10; C = +7; D = -5.*

*Team A MUST be ahead of Team B, D MUST be ahead of A, and D must be ahead of C, based on H2H.*

*At this point, the known rankings are as follows: 1) D, 2) A, 3) B. We know C is behind D (based on H2H), but don't know how C compares to A and B because they didn't play. At this point, we move to the second tie-breaker (Run Dif). C is compared to the highest possible attainable seed, which is #2 (they have to be behind D at #1). Since they are at a +7 Run Dif compared to Team A's +5, the final rankings are:*

*1) D*

*2) C*

*3) A*

*4) B*

*Confused? Didn't Follow all that? Then I guess you'll just have to trust us on this one.*

5.4.3 Mercy Rule.

Six runs maximum per inning with the exception being the final inning of the game.

### **5.5 ELIMINATION TOURNAMENT PROCEDURES**

5.5.1 All rules remain unchanged during elimination tournament games with the following exceptions:

i. Games may not end in a tie: one team must emerge victorious.

iii. Games are subject to the round robin 40 minute time limit.

iv. Teams may be allowed to play in violation of the 4/4 rule, as per 1.2.9.4.

v. If the game is tied after 5 full innings the game will continue using the "International Tie-Breaker Rule". Under this rule, beginning at the top of the 7th inning, each team will start the inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning

will start the same until a winner has been determined.

## **5.6 ALCOHOL AND CIGARETTE POLICIES**

5.6.1 Alcohol is only allowed in the designated Beer Garden. No alcohol may be removed from the fenced in area around the Beer Garden.

5.6.2 No alcohol or lit cigarettes are permitted to be on the playing field.