

THE OFFICIAL RULE OF TNS KICKBALL

Revised 7.8.25

The Official Kickball of TNS is a custom Baden Sports KB10-5132 Blue & Yellow Kickball. The Head Referee can authorize the use of a different ball if necessary.

DEFINITIONS-

Safety Base- The safety base is used for safety only and is located adjacent to first base in foul territory. This base is only used for players traveling from home plate to first base.

Team Coach & Captain - Teams are required to designate only one Captain to the head referee prior to playing the game. The Team Captain is ultimately responsible for the orderly conduct of his/her Team as well as the bench area and the Team's fans. All captains must wear a wristband.

Waiver - All Players and Coaches will be required to adhere to a mandatory liability & Covid-19 Waiver, which will be completed at the time of registration.

League/Tournament Points - The following formula is used to seed teams after games. (The Number of Wins) + (Head to Head) + (Number of Runs against) All Forfeit is a score 10 - 0 for the winning team.

REFUND POLICY –No refunds will be issued after payments are received even if you decide to withdraw from the event. Please submit an email of withdrawal from the event within 24 of the start of the event to yjenkins@tnskickball.com and a credit will be issued to you for future events and/or league play. In the event a tournament is cancelled due to unforeseen circumstances there will be a full refund and/or credit issued 2 weeks from the event date.

Backstop: A player, coach, or person who is designated by the defensive team to return pitched balls to the pitcher. The backstop must remain behind the kicker, catcher, and Game Head Referee during all live balls. The backstop's purpose is to speed up gameplay by returning the pitched kickball to the pitcher. The Game Head Referee has full discretion to remove non-authorized or additional individuals from behind home plate if deemed necessary.

Base Coaches: A registered player or coach designated by the kicking team to stand in foul territory and coach first and third base. A team may not have more than one base coach at first or third base at anytime.

Base Path: The most direct path from one base to the next established once a baserunner begins to advance to the next base. A player advancing to a base may not deviate more than four (4) feet to the right or left of the base path, once established, to avoid a defensive attempt to tag or peg the runner with the ball.

Catcher's Zone: This area is defined by the left and right borders of the Kicking Box, extends through the back plane of the Kicker, and is bounded at the rear by the limits of the field.

NKS Overtime: The additional innings needed to complete an elimination game that remains tied at the end of regulation.

NKS Policy: A series of documents that describe a variety of elements that make up the National Kickball Series .

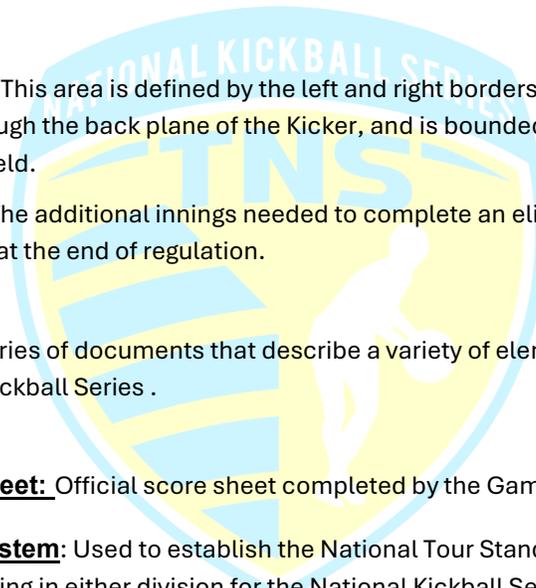
NKS Scoring Sheet: Official score sheet completed by the Game Head Referee.

NKS Scoring System: Used to establish the National Tour Standings for teams competing in either division for the National Kickball Series Championship.

Conduct Policy: Is a code of conduct for members of the NKS community, details the bodies that manage matters related to conduct, and describes the procedures for addressing conduct violations and sanctions relating to conduct violations.

Dead Ball Stoppage: A stoppage of active play. Only the Game Head Referee (GHR) may call a dead ball. No Baserunners may advance during a Dead Ball Stoppage.

Elimination Game: A game in which the winning team advances and the losing team is eliminated from the Event.



Encroachment Line: The line stretching through the back outside corner of third base on the foul line to the back outside corner of first base.

End of Game: If the away team is leading at the end of the final inning, the game is over and the away team wins. If the home team is leading after the top of the final inning, (example)after no new innings will be called because of time or the top of the fifth (5th) inning in a pool play game or the sixth (6th) inning of an elimination game – the game is over and the home team wins and the bottom of the inning will not be played. If the home team takes the lead during the bottom of the final inning, the game is over immediately, and the home team wins at the end of the play that gives the home team the lead.

Event Manager: Individual appointed by TNS Kickball to manage National Kickball Series Event/Tournaments.

Event Head Referee (EHR): The individual who oversees and manages all referees at an Event. The individual who oversees all Game Head Referees at the Circuit Event. This individual will enforce the rules and maintain the order of the games. If a play is in question, the Game Head Referee and Team Captain(s) should consult the Event HR. The appeal process at an Event is, from initial to final authority: Game Referee → Game Head Referee → Event HR.

Game Head Referee: The home plate referee in charge of final decisions during a game. Game Head Referees may overrule decisions made by Game Referees.

Game Referee: A referee who supports the Game Head Referee to properly enforce the rules and maintain the order of the game.

Kicked Ball: A ball kicked into play by a kicker that has not yet been touched by the defense or been established as a foul ball.

Event Roster: A team's roster which contains no more than 20 players registered for the event, excluding registered non- playing coaches. Each player must be at least 18 years old.

Fielding Lineup: For the Co-Ed Division, at least ten (10) five (5) men and five (5) women in co-ed and no more than ten (10) five (5) men and at least five (5) women players on defense. For the Women's **(fielding lineup continued)** Division, at least eight (8), but no more than ten (10) women on defense.

Foul Territory: The area outside the first and third base lines as they extend into the outfield and behind home plate. The foul lines are fair territory.

Kicking Box: The square shaped area designated for legally kicked balls. The corners of the back boundary will be marked with cones. The front of the box starts at the front of home plate extending out to both sides. The side boundaries will be marked with straight perpendicular lines extending from the back of the box to the foul lines.

Kicking Lineup: There is a max of 15 players in the kicking lineup, at least four (4) women have to kick before the 15th kicker for a co-ed game. Reminder, there is a roster limit of 20 players, excluding rookies. Rookies do not count towards a roster's limit. Each lineup must contain a minimum of five (5) men and five (5) women. Anything below this amount will result in an out for each spot that is below the five (5) and five (5). Example, if you have six (6) men and four (4) women in your lineup, you will have to take one (1) outs.

Mercy Rule - Pool Play Game: If either team is leading by 10 runs or more at the end of the third inning, or any subsequent inning, , the game is over.

Mercy Rule - Elimination Game: If either team is leading by 10 runs or more at the end of the fourth inning, or any subsequent inning, the game is over.

Non-Playing Team Coach - A non-playing, properly registered team representative who is not the Team Captain. Each team may have up to two (2) non-playing team coaches.

Overthrow: A defensive attempt (e.g., throw, pass or kick) that fails to result in an out and continues into foul territory at first base. If an overthrow occurs, a dead ball will be called when the ball touches any part of foul territory – i.e., the ground, a net, a wall, a team bench, etc. For further explanation, The Event HR can add additional overthrow rules at anytime depending on field conditions.

Pitcher's Square: The square in the center of the infield with the front bounded by the Encroachment Line. All pitches, when thrown, must start and finish within this zone – i.e., no part of the pitcher may cross over the encroachment line after throwing a pitch that has not yet been kicked or reached the kicker.

Pool Play Game: The round-robin, non-elimination stage of an NKS event.

Ranking: Value assigned to a Team for the purposes of seeding it into Pool Play in an NKS Event.

Regions: Missouri, Kansas, Minnesota, Texas and Milwaukee are the new regions as of 2025. Also, we recognize there is a greater pool of established players that reside on the East Coast (DMV, Georgia, Florida, and Tidewater). So, similar to the Women's guideline, for Coed we will create and invoke "The Western Expansion"exception. Teams from Colorado, Kansas, Louisiana, and

Texas may claim two regions within these four regions, instead of one. There will be no changes for the coed East Coast regions. The Women's Division no longer recognizes Arizona, California, Colorado, Nevada, and Texas as regions, due to the lack of teams or players in those regions. This means that DMV, Georgia, and Florida are the only regions in Women's.

Rookies: Individuals who have played in two tournaments or less in a Circuit division. A team may recruit an unlimited amount of rookies on Availables and Established teams.

Roster limit: There is a roster limit of 20 players, excluding rookies.

Rules Committee: Is the main governing body that applies and interprets the Rulebook for The National Kickball Series.

Run Ratio: Is a Team's Total Runs Scored divided by the sum of its Total Runs Scored and Total Runs Allowed ($RS / (RS + RA)$). Run Ratio cap is enforced at ten (10) runs from the total runs scored by the losing team.

Running Lane: The area in foul territory that begins eight (8) feet before first base.

Structure of the NKS: The document that defines guidelines and policies of The National Kickball Series.

Team Captain: A team player or coach designated as the team representative responsible for communicating with the GHR and opposing team captain.

Team Lineup: Is the full listing of players on a competing team, identified by sex and sorted by the order in which they will kick, in a given game.

Time Out: An intentional halt in the play. Calling a Timeout allows the Team Captain of either team to communicate with their team (e.g., determine strategy or inspire morale, stop the game play but not the game clock). The player must request a timeout that is not forced by activity (e.g., such as a dead ball play, leaving the kicking box prematurely, etc.) and it must be granted by the Game Head Referee. The GHR may also call timeout. There is a 10 second pitch count for offense and defense. Teams also have 1 (30 second) timeout on defense.

FIELD & EQUIPMENT: The field shall be laid out according to the instructions below. All players must comply with the equipment guidelines below. These rules are designed for safety.

-All equipment (jersey/t-shirt, footwear, costume, brace, etc.) worn by a player is considered an extension of the player.

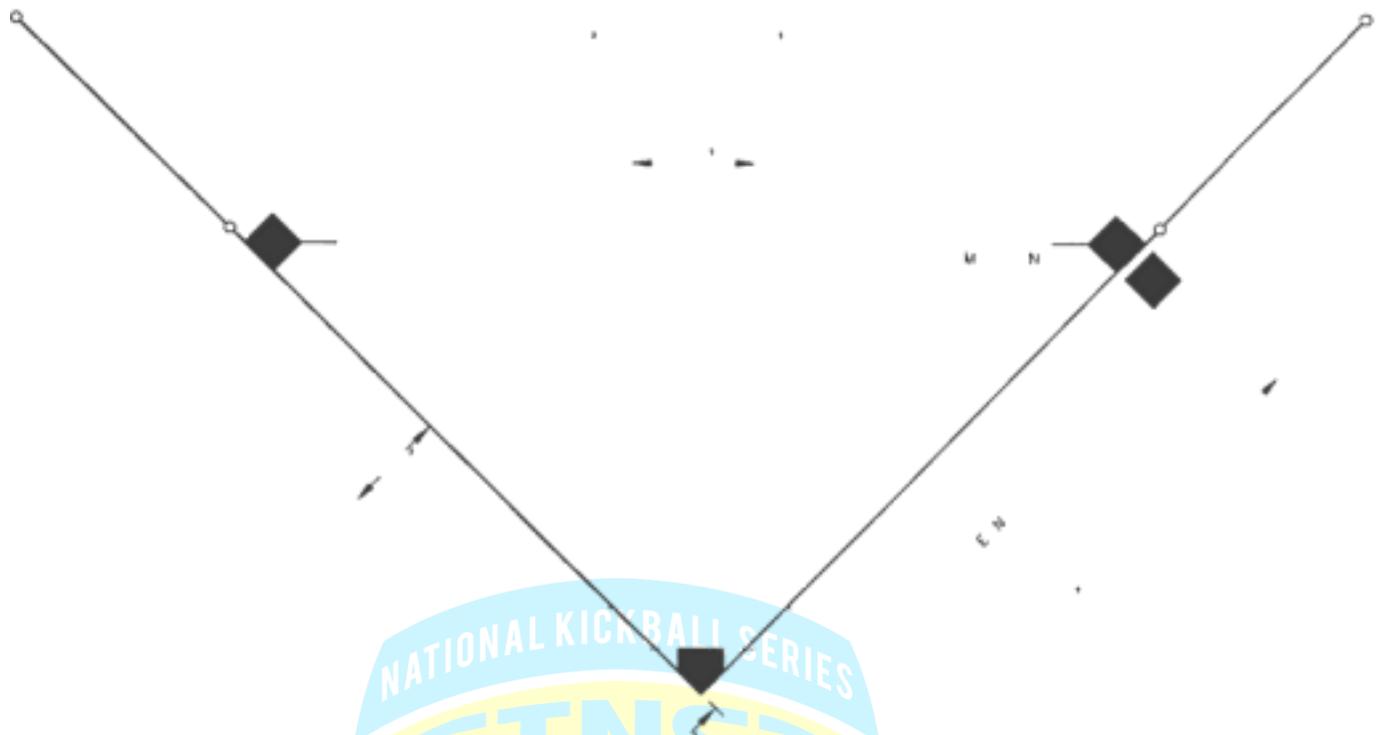
-Failure to comply with Player Equipment rules listed may subject the player to be disciplined, including, but not limited to, a warning, card discipline, ejection, possible suspension and/or expulsion from The National Kickball Series, as determined by the TNS Kickball and/or the Rules Committee.

Ball: A Baden KBS-10.

Jerseys: Teams may wear their own jerseys or league shirts. Jerseys may contain team names, players' names, logos, and numbers. Jerseys may not contain profanity or offensive or lewd language.

Footwear: All players must wear close toe shoes. Metal cleats are not allowed. Gloves: No gloves allowed





3. FIELD & EQUIPMENT GUIDELINES

3.1. PLAYING FIELD

3.1.1. Standard field of play with the proper dimensions is on the accompanying diagram.

3.1.2. The playing field and surroundings should be essentially flat, free of obstructions and afford reasonable player safety.

PLAYING FIELD

1. Standard field of play with the proper dimensions is 60 feet or about 20 paces with a base at each corner.
2. The playing field and surroundings should be essentially flat, free of obstructions and afford reasonable player safety. Home Plate to second base and from first to third base is 84 feet 10 1/4 inches or about 28 paces.
3. The Pitching Strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate.
4. Turf or Grass is the recommended surface and all lines should be marked, if permitted by field location. All field setups will be reviewed and approved by the Event Manager prior to the start of play.
5. If both Teams feel a change is required, a formal appeal may be made to the Event Manager and/or Game Head Referee to request an additional adjustment of the field of play. The appeal is required prior to the start of a game beginning.

TEAM BENCH AREA

The area where the competing teams are confined to during each game. The bench areas will be marked for each team. All competing teams must remain in the bench area for the duration of the game, no exception. Violation of this rule will be assessed as a warning. A yellow card will be issued for each violation after the warning.

GAMEPLAY

1. Teams must have the minimum number of TEN (10) players at the scheduled time of the game, if not they will forfeit their games. Teams can start with nine (9) players if caused by injury. Game time is forfeit time.
2. Any use of ineligible players not on the submitted Roster will automatically result in a forfeit of the game.
3. All rosters must be turned in 5 minutes before each game.

POOL PLAY GUIDELINES

1. Will consist of five (5) innings or fifty (50) minutes from start time, whichever comes first. No new innings will start after forty five (45) mins.
2. Official games must be a minimum of three (3) full innings (i.e. bad weather etc.)
3. If there is a ten (10) run difference at the end of the 3rd inning or at the end of any full inning thereafter, The Mercy Rule will be enforced, which ends the game.
4. The Mercy Rule is in effect for Pool Play games.
5. Ties are allowed in Pool Play for tournaments.
6. The Head Referee cannot start a new inning if there are less than 5 minutes remaining in the game.
7. The Head Referee must announce and notify Team Captains when the 5minute mark is reached.

ELIMINATION GAME GUIDELINES

1. Will consist of sixty (60) minutes or six (6) innings from start time, whichever comes first. No new inning can start after fifty-five (55) minutes.
2. Teams must play a minimum of four (4) full innings for an official game.
3. If the Home Team that is leading the Away Team when time runs out, at the middle or during the bottom half of an inning before the inning wins that game.
4. The Mercy Rule will be enforced for elimination games. If there is a ten (10) run difference at the end of the 4th inning or at the end of any full inning thereafter, The Mercy Rule will be enforced, which ends the game.
5. Ties are not allowed. If the elimination Game is tied after five (5) innings or 50 minutes of play (whichever occurs first), then Overtime will be enforced.

CHAMPIONSHIP GAMES

1. Consists of seven (7) innings NO TIME LIMIT
2. Teams must play a minimum of four (4) full innings for a game to be official.
3. The Home Team that is leading the Away Team, when time runs out, at the middle or during the bottom half of an inning before the inning wins that game.
4. Mercy Rule in effect for Championship Games
5. Ties are not allowed. If the Championship Game is tied after seven (7) innings, then Overtime is to be enforced.

DETERMINATION OF HOME / AWAY

Team Coach or Captains who win rock paper scissors will determine Home or Away for pool play games. Seeding will determine Home or Away in elimination games.

EMERGENCY GAME MANAGEMENT

1. Tournament/League Games will not be postponed due to rain unless the fields are closed or deemed unplayable by the Head Referee and/or the Event Manager. Tournament Games will be postponed or suspend activity if a thunderstorm appears imminent before or during an activity or contest until the hazard has passed.

2. At the time of postponement or suspension all official scores are to be recorded to the Game Head Referee.
3. All games ended for any reason before three (3) full innings pool/ four (4) full innings of elimination play are completed shall not be considered regulation League or Tournament Game. TNS will coordinate new times for all such postponed games.
4. All individuals have the right to leave any field location to seek a safe structure if the person feels in danger of impending lightning activity, without fear of repercussions or penalty from anyone.

SPORTSMANSHIP GUIDELINES

1. Players, Visitors & Fans are expected to conduct themselves in a sportsmanlike manner as deemed by the Head Referee
2. Any conduct deemed unsportsmanlike will not be tolerated. Such conduct includes, but is not limited to fighting, taunting, verbal abuse, lewd or obscene behavior, threatening behavior, offensive language or comments, excessive delay, stalling tactics, and/or collusion. Only a Team Coach or Captain can discuss calls with the Game Head Referee. If the Coach or Captain cannot control the players or fans law enforcement will be contacted to handle the situation.

EJECTIONS

1. Any Ejection (red card) will result in an automatic out is in the Kicking Lineup at the spot and time of the infraction for the duration of the game. The ejected player's spot in the kicking order will be removed and count as an automatic out. Also, the defense (ejected player) must play one (1) player down for the remainder of the game.
2. A Team cannot use a substitute kicker for any Player in the Kicking Lineup that has been ejected.

OVERTIME GUIDELINES

1. Overtime rules apply only when an elimination game ends in a tie.
2. Each Team Lineup will continue where it left off at the end of their last completed inning.
3. For the first inning of overtime, The last kicker of the previous inning will start on 2nd base. If the first inning ends in a tie, a second inning will be played.
4. Each team will play down two (2) players on defense during the second overtime inning. The last two kickers of the previous inning will start on 2nd and 3rd base. The last kicker will start on 2nd base and the previous kicker on 3rd base.
5. If there is a tie after the 2nd inning and each inning after, Each team will play down one additional player on defense every inning. Teams must drop one (1) defensive player (alternating gender) every subsequent inning. This continues until a winner is determined.

6. Teams that have a Red Card player will play down one (1) additional player on Defense.
7. Team Coach or Captains are not permitted to modify the kicking order once overtime begins. However, a valid injury can force a player to be removed from the order or an otherwise valid Substitution
8. Team Captains will receive one (1) additional substitution once overtime begins.
9. Time Limit - No pre-set time limit exists for overtime.

OFFENSIVE TEAM LINEUPS

1. Team Captains must exchange written Kicking Lineups and substitution lists at the HR meeting before the start of each game. Kicking Lineups must be verified by Game Head Referee before game play begins.
2. Once kicking lineups are exchanged and verified by each coach/ref, they are FINAL. ONLY SUBSTITUTIONS ARE ALLOWED AFTER VERIFICATION.
3. Teams may request clarification on the identity of the player on the Kicking Lineup and Team Bench lists.
4. There are NO KICKING ORDER RESTRICTIONS.
5. Tournament/League the kicking Lineups may only contain a maximum of fifteen (15) Players at any given time, even if these Kickers do not play the field.
6. The order of a Kicking Lineup may not change during the course of the game, unless a proper Substitution is made.
7. Only players in the kicking line up or substitution list will be considered legal players (offense and defense). Subs must be placed in the kicking line up before they can play defense.
8. All league games, every player must kick until the playoffs.

INJURY GUIDELINES

In cases of injury or illness, a time-out may be requested by the Team Captain for a player removal and replacement with a proper substitute of the same sex. Substitutions are governed by the Substitution Rules specified.

-All injuries must be reported to the opposing Team Captain and noted on the Game Head Referee scoresheet.

-If an injured player does not resume kicking in the designated spot in the Kicking Lineup, the player may not return to that game.

-There is no re-entry rule.

-Any Player removed due to injury at least two (2) times during a given TNS Event will not, under any circumstance, return to play any further games on that day.

-If a Player is injured and cannot continue, the Team Kicking Lineup will continue either:

With a valid substitute player of the same gender in the spot of the removed player, or, if no valid substitute is available, In the same order, minus the removed player. An out will be assed in the injured player's kicking spot only if the injury forces the team to under the minimum player amount.

EMERGENCY RULES FOR ROSTER MINIMUM VIOLATIONS (GAME INJURIES & MORE)

Pre-Game

If due to unforeseen circumstances beyond the team's control, a team that has fewer than the minimum roster requirements at the start of play may be permitted to proceed at the sole discretion of TNS.

If a team does not have the minimum number of players for a game provided. The impacted team must play its game and any subsequent games under the following Rules:

For Co-Ed Division Only. When an injury occurs and the affected team has less than the minimum number of required players, (example) an injury to the team's (5th) fifth female leaves the Team with only four (4) females, below the required amount, the Team will be allowed to continue the game in progress with the following modifications that supersede the five female requirement and other applicable rules in this Rulebook:

-The injured females spot in the Kicking Lineup is an automatic Out.

-The teams Defensive Lineup must continue without the injured female.

-The team will automatically forfeit the game if its third female is subsequently injured, ejected, or otherwise unable to continue; AND,

-If the team wins the game in which the injury occurs, that team must play the next game and any subsequent games under the same specified limitations.

SUBSTITUTION RULES FOR LEAGUE/TOURNAMENTS

1. Traditional and Floating Sub rules are authorized for TNS Kickball.
2. To replace a player by substitute the following conditions must be met:
3. Team Captain must verbally report to the Game Head Referee.
4. Game Head Referee must confirm each Substitution is properly made.
5. Teams can either use prewritten Substitute (sub) players (Max of 4) or four (4) prewritten float subs.
6. The float subs do not have to be prewritten in a spot on the kicking lineup prior to the exchange.
7. Each team is allowed a pre-written sub for each spot (same gender) or (4) prewritten float subs; in coed (2 males and 2 females), in Women's (4 females).
8. They must provide the other team with the names of the float subs and can use the subs when they choose in the kicking line up. Once used, the float subs are then 'married' to the kicker and cannot change position in the lineup.
9. Teams can use either of the married players to kick at any time, in that spot. Subs must be used with the same gender and once used cannot be used in any other spots. Teams cannot use both float subs and pre-written subs at the same time.
10. When both are used, the prewritten subs will take precedence and the floating subs will be scratched out.

Nonfloating Defensive Subs must kick once before they can be substituted out of the game -

Offensive Subs must play the next defensive play (only requires one live ball play)

-Team Captains are limited to four (4) Substitutions of the types identified above as such per game.

-For Elimination Games that reach COT, each Team will receive one (1) additional substitution.

SUBSTITUTION LIMITATIONS

-Does not apply (i.e., Substitution does not count towards the limit) when:

-Head Referee determines that any of the first four (4) substitutions were due to legitimate injury; or,

-In the discretion of the Game Head Referee, any substitution due to legitimate injury was due to the excessive and willful conduct of the opposing team to purposely injure a player, including to do so with the objective of causing the substituting team to forfeit.

SUBSTITUTION INFRACTIONS FOR LEAGUE/TOURNAMENTS

-If the Substitution is improper, then the following consequences apply:

- 1.The Substitution is considered used and counted towards the teams substitution limit
- 2.The Substitute Player is removed from the Kicking Lineup and Defensive Fielding Lineup, and, if such Player was originally on the Team Bench, is ineligible to play in the rest of the current game;

-If the offending team is currently kicking, the current Kicker is automatically out;

-The team must remove one Fielder for the duration of the game.

-The offending Team Captain will receive a Yellow Card for any substitution infringement

-It's the discretion of the Game Head Referee, if a team is found to have faked an injury to circumvent the Substitution. Limit and/or to otherwise gain a competitive advantage, it will immediately forfeit the current game. The Team Captain will be suspended for the duration of the TNS Event.

DISCIPLINARY ACTIONS

1. At the time of issuing a disciplinary action the Game Head Referee must notify all Game Referee(s), and both Team Captains of such instance.
2. If a card is issued to a Player, Team Captain, Coach, and/or Fan, then the Game Head Referee must document the Name, Card received, and reason at time of card being issued.
3. Prior to all games, the Game Head Referee must be notified of Players, Visitors, or Fans who have already received Enforcement under Disciplinary Levels.

DISCIPLINARY LEVELS

Warnings (Lowest-Level Enforcement)

1. Player will receive a Warning for committing any of the following towards another Player, Referee, Visitor, or Fan in attendance: taunting; physical/verbal abuse; excessively delaying play; entering the field of play without the Game Head Referee permission; deliberately leaving the field to delay the Game; stalling; colluding; inappropriately discussing of calls with the Referees/Event Staff; making an improper Substitution as described repeatedly failing to comply with instructions of Referees and/or Event Staff concerning Rules and Game Play; engaging in any activity otherwise prohibited by the Event Facility rules, or local/state/federal law; and/or engaging in other unsportsmanlike behavior, as determined by the Game Head Referee.
2. Player will not receive a second Warning in the same Game for a related infraction.

Yellow Card (Mid-Level Enforcement)

1. Player will receive a Yellow Card for a serious violation of conduct described in that, in the discretion of the Game Head Referee requires stronger enforcement.
2. Yellow Card will be shown to the Player and the Team Captain. The Player will receive Disciplinary Points.
3. Any Player receiving a Yellow Card in a game will not receive the courtesy of a Warning for a subsequent infraction. The minimum sanction for such a Player will be subsequent Yellow Card.
4. Player receiving two (2) Yellow Cards in a single event will receive a Red Card and will be subject to the sanctions described below.

Red Card (Third-Level Enforcement)

1. Player will receive a Red Card for a particularly egregious instance of conduct described for repeated instances of misconduct, or for fighting, extreme verbal abuse, lewd or obscene behavior, threatening behavior, and/or offensive language or comments. Red Card will be shown to the Player and the Team Captain. The Player will receive (10) Disciplinary Points. Any Player receiving a Red Card in any Game will not receive the courtesy of a Warning or Yellow Card for any infraction in any subsequent Game.
2. Must leave the vicinity of the Circuit Event and the permit area immediately.
3. Cannot be replaced on the Kicking Lineup and that players spot in the Kicking Lineup now becomes an automatic out.
4. Cannot be replaced by a substitute in the Defensive Fielding Lineup, forcing their team to play one player down. (e.g. Teams must play with 9 Defensive Fielders vs 10 Defensive Fielders OR 7 Defensive Fielders instead of 8 Defensive Fielders during OT).

5. That Player will not be considered as being lawfully on the premises. Failure of an ejected player to leave the premises of the Facility will cause that players Team to forfeit any game it has in progress and law enforcement will be contacted.

DISCIPLINARY ACTIONS FOR RED CARD

Red Card

1. When a player is given a red card (or a combination of 2 yellow cards) during a game, the player is ejected from the game and the following penalties apply:

-The player must sit out their duration of the tournament.

OFFENSE:

PITCHING

1. Teams must have one (1) and only one (1) pitcher while on defense.
2. A pitched ball must touch the ground at least twice prior to reaching the front of the plate. If the second bounce is on the plate, the pitch is a ball.
3. A Pitcher must deliver each pitch:
 4. By hand; however, a Pitcher may throw the ball in any style they choose.
 5. On or behind the Encroachment Line.
 6. With the plant foot, upon release, on or behind the pitching strip and no more than one (1) foot to either side of the pitching strip.
 7. And finish the pitching motion within the upper half of the Pitchers Circle (bounded by the edge of the Pitchers Circle nearest to second base and the diameter of the Pitchers Circle that is collinear with the encroachment line between first and third base).
8. The Pitchers Circle extends in a six (6) foot radius from the pitching strip.

STRIKE ZONE -

1. wide (one (1) foot to the lateral and back sides of home plate) and one (1) foot high.
2. Cones cannot be used to designate the strike zone. However, temporary paint on the field may be used as a guide for the game Head Referee and Players to the Strike Zone location.

3. The Game Head Referee has final say on the strike zone location.
4. Cones should only be used to designate the foul lines.
5. Strikes must enter through strike zone. (NO BACK DOOR)

STRIKES & FOULS-

1. Three (3) strikes and/or fouls and a Kicker is Out.
2. A pitched ball is a strike if:
 - A. Any part of the ball touches any part of the strike zone; and,
 - B. Touches the ground at least twice prior to reaching the front of the plate; and,
 - C. Any part of it does not reach more than one (1) foot high, as measured from the bottom of the ball, at any time (1) during the bounce that carries the ball to or through the strike zone and (2) at any point between the time when the ball passes the plate and reaches the horizontal plane of the kicker.
 - D. Any attempted kick that does not make contact with the ball is a strike.
 - E. It is a judgment call for the Game Head Referee or Game Referee(s) to determine whether the Kickers movements constitute an attempted kick.

BALLS

1. Three (3) balls and a Kicker is walked.
2. Three (3) straight balls without throwing a strike and a Kicker is awarded two bases.
INTENTIONAL WALK
3. A Pitcher may intentionally walk a Kicker to award him/her with two (2) bases only by stating Walk to the Game Head Referee or after at least one (1) strike / foul has been pitched.
4. If this occurs, base runners are permitted to advance only if forced to do so by kicker being awarded two (2) bases as a result of an Intentional Walk Restriction.

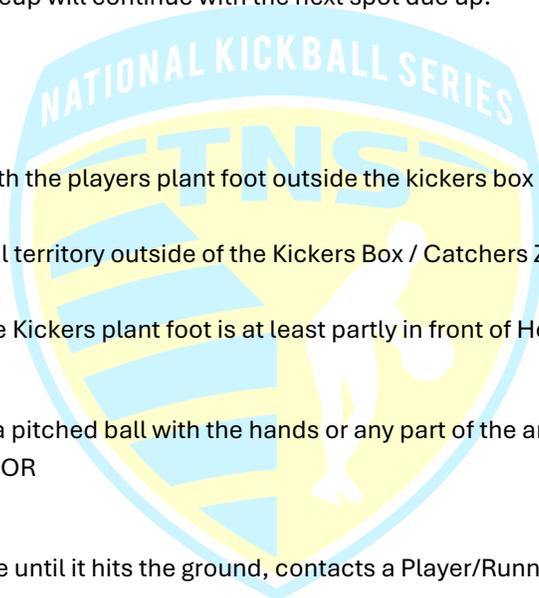
KICKING, BASERUNNING & FIELDING

1. All legal kicks must:
2. Be made with the knee and below.

3. Occur with the Kickers plant foot within the Kickers Box, with no part of the plant foot or kicking foot touching fair territory in front of the plate
4. Contact the ball only once during the kicking motion or other bodily attempt to kick the ball.
5. Teams must kick in their submitted kicking order.
6. A Kicker who is in the Kicking area and kicking out of order results in an out for the spot in the order that was due up according to the written lineup once the ball is pitched and crosses the encroachment line (HR Discretion).
7. For Example: If the fourth Kicker is up when third Kicker should be up, the third Kicker is called out. The Kicking Lineup will continue with the next spot due up.

Fouls:

1. A foul is a Strike:
2. Any ball that is kicked with the players plant foot outside the kickers box
3. Any kick that lands in foul territory outside of the Kickers Box / Catchers Zone, OR
4. Any kick during which the Kickers plant foot is at least partly in front of Home Plate.
5. A kicker first contacting a pitched ball with the hands or any part of the arm, and who does not elect to be out, OR
6. Any kicked foul ball is live until it hits the ground, contacts a Player/Runner until it hits the ground.
7. Fielder may catch a foul ball for an out. If the ball is caught, any Base runners who have properly tagged up may advance at their own risk.
8. Any legally kicked ball that travels into foul territory outside the Catchers Zone on its own prior to reaching the 1st base or 3rd base cone is foul.
9. Any legally kicked ball that is still inside the Catchers Zone when it is touched by a Fielder is foul.



10. Any kick that occurs above the knee of the Kicker is a foul. This kick, while illegal, is not considered a dead ball play.

11. A double kick is a delayed dead ball foul

OUTS

1. Any count of three (3) Strikes/Fouls is an Out.
2. Any pitched ball contacting the Kicker (whether kicked or not) and caught in the air by a defensive player prior to touching the ground is considered an out.
3. Any time a pitched ball kicked into play and not touched by a Fielder makes contact with a Base runner who is not on base (absent a Base runner who has overrun first base) is an out and results in a Dead Ball Stoppage. This is without any regard to the fault of the Base runner.
4. Dead Ball Stoppage point:
5. All Base runners must return to the bases they last reached before contact.
6. Base runners would still be forced to advance after the out is recorded, then they automatically advance.
7. Once a pitch has been thrown to the kicker, the kicker forfeits the right to choose to be called out

BASE RUNNING

1. Leading off a base or base stealing is prohibited.
2. Base Runners must stay within baseline/base path.
3. Base Runners can choose their path from 2nd base to home as long as they follow a natural running arc.
4. Base Runners may change their path to avoid interference with a fielder making a play.
5. When attempting to avoid a tag or throw, runners may move no more than 4 feet out of their established path.
6. Ball guarding is prohibited.
7. Intentional interference of fielders is prohibited.

8. Base Runners cannot contact a kicked ball in play.
9. The defensive player always has the right of way to make a play on the ball within the foul lines.
10. Base Runners must use the safety base when traveling to first base, The safety base is located on the right side of the foul line, adjacent to first base. Base runners may slide into the Safety Base only if they avoid contact with the defensive player. If contact happens, The Runner is out and a yellow card will be assessed.

Exceptions to this rule are:

Base Runner attempting to advance to 2nd base after touching 1st base.

Fielder is not present at inside base

Apparent collision with Fielder causes first base to be used.

11. Base Runners may overrun 1st base. Base Runners may be tagged out if actively attempting to advance to second base (HR discretion)
12. Forced base running means a base runner must run to the next base. If touched by the ball on base, Base Runner is out as if they were tagged.
13. When a base is displaced during a play, any runner is safe while in contact with the base's original location. Look for the (X) under the base as the spot. All displaced bases must be restored at the end of the play.
14. A tag-up is required to (retouch or stay on a base until a kicked ball is first touched by a Fielder) advance on a caught ball. After a tag-up, a Base Runner may advance. Exception to this rule: If there are (2) outs, Base Runners are permitted to run immediately after the ball is kicked by Kicker.
15. A Base Runner, who does not tag is not automatically out. Defense must recognize tag failure and make a play on the Base Runner

-Please note formal appeals can be requested on plays in which a Fielder may not have tagged the base or the runner left early while the ball was in play. Appeals must be made after time out is requested by the Pitcher and acknowledged by the Head Referee. Play is adjusted if the runner is deemed out. The exception is if it is the third out, trailing Base Runners may not score in that inning.

16. A Base Runner passing another Base Runner is not allowed. The trail runner will be out unless the lead runner is forced to advance.

17. Multiple base runners cannot occupy the same base. If so, while the ball is in play, the trailing runner is out, and the lead runner is safe unless the lead runner is forced to advance.
18. Dead ball must be called when the Pitcher has the ball in the square and all base runners must stop. If the Pitcher does not have the ball in the pitcher's square before the runner begins to advance to the next base, The Base Runner will be allowed to advance.
19. Once a player is determined out by the referee, they must take the most direct route to their bench area without interfering with the ongoing play. If a player fails to do so and the referee determines it caused interference with the ongoing play, the play will result in a delayed dead ball. The opposing coach can choose to accept the results of the play, or each base runner must return to the previous base (prior to the infraction) from which they came.

INTERFERING WITH A FIELDER

Interference is defined as:

1. Base runner interference of a fielder while that fielder makes a play for the ball
2. Intentionally striking a ball in play
3. Purposely making contact with the fielder
4. Screening ball from fielder's view
5. Base coach interference of play
6. Any other type of interference that may occur and the Game Referee deems interference.
7. Base runner is out if not on base when the ball is kicked (Defensive Captain's discretion if kicker is burned)
8. Base coach interfering with active play of base runner.
9. Base runners that touch a kicked ball are out

- If a Base runner intentionally touches the ball or otherwise interferes with fielding, that Base runner is out, a delayed Dead Ball is called, The defensive captain can accept the results of the play, or the runner will be out and any other Base runners must return to the base they last reached before the touching. If Base runners are still forced to advance after this out is recorded, then they automatically advance. Interference includes actions such as intentionally touching a ball in play, making deliberate or reckless contact with a fielder, verbally distracting a nearby fielder during a play, or intentionally blocking a fielder's view of the ball. If, in the discretion of a Game Referee, such interference would have prevented a Fielder from making an out on other Base runners

DEFENSE

DEFENSIVE TEAM LINEUPS

1. Teams Fielding Lineup can only contain a maximum of ten (10) Players for League/Tournament Ball.

Coed - (5) five males and (5) five females

Women - 10 females

Men – 10 men

2. Teams must field at least TEN (10) Players, unless a Red Card has been assessed or injury.

3. Generally speaking, substitutions to the Defensive Lineup between two Players already in the Kicking Lineup are not restricted. Nor is there a requirement that any Player in the Kicking Lineup play on defense.

4. Special Restrictions on Pitcher, Catcher Positions include:

- A Team must have only one (1) Pitcher and only (1) Catcher in the field.

Each Team may replace its Pitcher and/or Catcher position once per inning unless, injury forces another substitution (same gender). (No other defensive position carries this restriction.) This once-per-inning restriction regardless of whether the substitute comes from a current player in the Defensive Lineup or not. A substitute for Pitcher or Catcher is not required to be currently playing on defense.

INTENTIONAL DROP RULE

1. Defense is not allowed to purposely guide the ball into the ground to gain an advantage over the offense.
2. Any ball that is intentionally guided into the ground to create an advantage will result in a delayed dead ball
3. Offensive captain will choose either One (1) free base to the advancing runners or the result of the play

CATCHING POSITIONS

1. Defense can have only one (1) Catcher while on defense.
2. Catcher must stand behind the Kicker and run through the Kickers Box / Catchers Zone.
3. No part of a Catchers body may cross the back plane of the Kickers body.
4. Failure to do so will result in Encroachment.

5. Catcher Obstruction/Inducement is prohibited.
6. If the Catcher impedes the Kicker intentionally or unintentionally (through physical contact or other deliberate movement into the Kickers approach to kick the ball), the Catcher will be given a single warning for Catcher Obstruction, and the Kicker may opt to be awarded a ball in the count or the result of the play.
7. If the Catcher repeats the Catcher Obstruction violation, the Kicker may opt to be awarded 1st base or to accept the result of the play.
8. Catcher Inducement is prohibited.
9. If a Kicker makes an unnatural move and initiates contact to draw a Catcher Obstruction call, the Kicker will be given a single warning for Catcher Inducement, and the Fielding Team may opt to be awarded a strike in the count or the result of the play.
10. If that same Kicker repeats the Catcher Inducement violation, that Kicker shall be called out.

CONTACT WITH A KICKBALL IN PLAY

1. Any time a Fielder touches a Base runner who is not on base (absent a Base runner who has overrun first base) with the ball, via a throw or a tag is an out.
2. If any part of a ball thrown, kicked, or otherwise deflected by a Fielder at a Base runner, contacts the Base runner on any part of the head or neck while the Base runner is not diving, not sliding, or not ducking, the Base runner shall be awarded the base to which she was running.
3. Any time a Fielder has control of the ball and touches a base to which a Base runner is forced to advance prior to the Base runner reaching the base is an out.

ENCROACHMENT & OBSTRUCTION

PITCHER ENCROACHMENT

1. Occurs when a Pitcher fails to deliver the pitch with the plant foot inside the sides of the box and both feet behind the encroachment line. Failure to do so results in a Pitcher Encroachment call.

2. If a Pitcher falls during the delivery of their pitch and slips due to field conditions, it should not be considered Pitcher Encroachment. If the Pitcher is the first person to touch the kicked ball then this results in a Pitcher Encroachment call.

CATCHER ENCROACHMENT

1. When the Catcher is improperly positioned by not standing behind the Kicker within the Catchers Zone & Kickers Box. The Catchers Zone is bounded on the left and right by the borders of the Kickers Box, on the front by the back plane of the Kicker, and on the rear by the limits of the Field.
2. No part of a Catchers body may cross of the Kickers back plane nor be positioned outside the Catchers Zone until the ball is kicked or until the Kicker has let the ball pass. Failure to do so results in a Catcher Encroachment call.
3. A Catcher is required to start behind the kicker, regardless of where the kicker begins their approach unless physical obstruction prevents the catcher from starting behind the kicker. In this instance, with the Game Head Referees discretion, the catcher may start next to the kicker but shall not allow any part of their body to pass the kicker's back hip until the ball is kicked.

FIELDER ENCROACHMENT

1. Occurs when any Fielder (including the Pitcher) crosses the encroachment line between 1st base and 3rd base line (1st base / 3rd base) before the ball is kicked.
2. Failure to do so results in a Fielder Encroachment call.
3. A Fielders Position is defined by the front foot not the fielder's torso.

ENCROACHMENT PENALTY

Encroachment is assessed by the kicking team choosing to Nullify the result of the play, and add (1) ball to the Kickers count or accept the result of the play. If the addition of one ball to the count will raise the ball count over three (3), the Kicker is walked as if there were three (3) balls.

OBSTRUCTION

1. Obstruction of the base by the fielder is prohibited to prevent injuries.
2. Fielder must stay out of the baseline and must not attempt to deliberately block base or make contact with the base runners during an active play. Contact is only allowed if play forces the fielder to do so. Game Referee or Head Official will make that decision.
3. Inside base must always be used. Safety bases are for base runners. Inside base is located on the left and safety base is located on the right side of the foul line.

4. Game Referees will determine obstruction of the base runner if the fielder obstructs the runner. The Runner will be declared safe if Game Referee determines obstruction of any type has taken place.
5. Base Runner will be out if interference is deemed intentional obstruction during active play.
6. Fielder obstruction includes but is not limited to: standing or setting body on the base or standing but not making an active play in the base line/path.
7. Base Runner obstruction at first base includes but is not limited to: base runner contacting the fielder making a play for the ball who has foot on base and not obstructing the baseline. Please note: Base Runners who obstruct will be deemed OUT. If the Fielder obstructs the base runner, the base runner is safe.

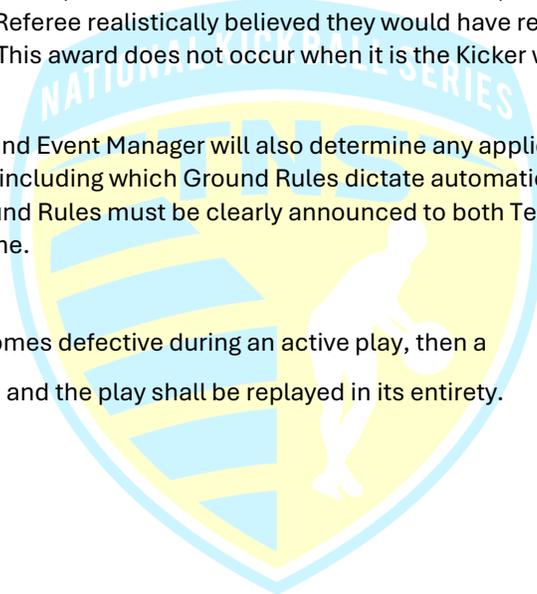
OVERTHROWS

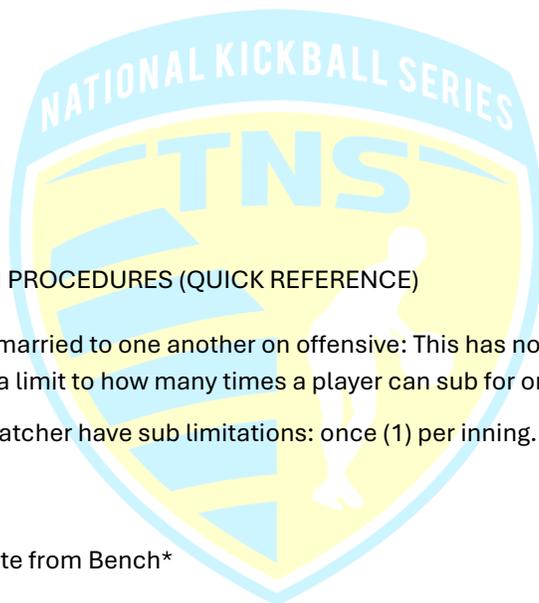
1. An Overthrow is any attempt to throw out a Base runner traveling to first base that does not contact the Base runner and travels into foul territory.
2. Similarly, any ball that touches the Base runner but does not result in an out is not an Overthrow. This is considered a deflection.
3. Runners will advance one base on overthrows.
4. These advancements are not automatic and are at the discretion of the head referee.

DEAD BALL PLAYS

1. Any base runner on or off the base that intentionally touches the ball or hinders a fielder will result in a delayed dead ball. The defensive captain can accept the results of the play, or the runner will be out, and any other runners shall return to the base from which they occupied last, unless the runner is forced to advance with. This is without any regard to the fault of the Base runner.
2. If a base runner touches a pitched ball kicked into play that has not been previously touched by a Fielder, that Base runner is out, and the result is a Dead Ball Stoppage. All other Base runners will return to the base they last reached before the touch occurred. If the Base runners are still forced to advance after this out is recorded, then they automatically advance.

3. If a Base Coach deliberately or recklessly interferes with a ball in play, a Dead Ball Stoppage is called, and a Referee may call any appropriate Base runner out and require any appropriate Base runners to return to the base they last reached before the Interference.
4. If a fair ball (which either stays in fair territory or later goes into foul territory after being played fair) becomes trapped in any object, hits a spectator, hits a movable object (e.g. backpack, chair, cooler), or travels to where a Fielder faces a substantial impediment in getting to the ball (e.g. natural or manmade obstacles, including, but not limited to fences, hills, roads, ditches, trees, and/or bushes), Dead Ball Stoppage is called.
5. The play is dead, and the Kicker and all other Base runners automatically advance only to the base to which they were headed at the point of the Dead Ball Stoppage. The Game Head Referee has the discretion to award the Kicker and Base runners whatever additional base(s) they realistically would have reached had there not been a Dead Ball Stoppage.
6. Game Head Referee shall call an immediate Dead Ball Stoppage on any play with serious injury results. Any Base runners, at the Game Head Referee discretion, may be awarded the base the Game Head Referee realistically believed they would have reached had there not been a serious injury. This award does not occur when it is the Kicker who is injured during the play.
7. The Game Head Referee and Event Manager will also determine any applicable Ground Rules for the field of play, including which Ground Rules dictate automatic application of a Dead Ball Play. Such Ground Rules must be clearly announced to both Team Captains before the start of any game.
8. If a kickball bursts or becomes defective during an active play, then a Dead Ball Stoppage is called, and the play shall be replayed in its entirety.





TRADITIONAL SUBSTITUTION PROCEDURES (QUICK REFERENCE)

Substitutions- Subs are only married to one another on offensive: This has no bearing on defensive subs nor are there a limit to how many times a player can sub for one another.

ONLY the Pitcher and Back Catcher have sub limitations: once (1) per inning.

Kicking Line-up:

Valid Same Gender Substitute from Bench

-Limit 4 Per Game, Plus 1 Additional if Game Goes to Overtime.

-If sub is due to a legitimate injury suffered during this game, it will not count against this Limit.

-Player Cannot Re-enter (Regular sub rule)

Pinch runners

-Bench Player of Same Gender Only. If legitimate injury occurs and no such subs exist, team may substitute in last out of same gender.

Four (4) Per Game Plus one (1) for Overtime.

Defensive Player

-Must maintain the minimum fielder requirements, must always have a Pitcher and Catcher.

-Free Substitutions must be made in a timely manner.

-Substitute fielder (in kicking lineup) must continue kicking in original player's spot in kicking line-up and may freely return to field. Original player cannot reenter.

- Must kick once before they can be substituted out of the game

-Offensive Sub must play at least the next defensive play(not pitch but play).

