



Stonewall Sports National Tournament Official Rulebook: KICKBALL

(Last Updated: March 25, 2025)

Stonewall Sports is For All

Stonewall Sports is dedicated to creating a community of diverse participants via organized sports and activities that take place in inclusive spaces. We are founded on the pillars of respect, holistic wellness, open-mindedness and the appreciation of diverse backgrounds.

Our shared responsibility is to bring our community together, empower individuals, and provide a safe, welcoming, and supportive environment to learn and grow, thus uplifting those who are part of the Stonewall community and beyond.

We believe in uplifting and celebrating all individuals within the LGBTQIA+ community — including lesbian, gay, bisexual, transgender, non-binary, Two-Spirit and queer people, among others — and we welcome friends and allies into these spaces with open arms.

In pursuit of these values, we encourage each of our participating teams to embrace these principles with representation from members of the LGBTQIA+ community. Our Sports Operations team is empowered and encouraged to open a dialogue with teams when they see an opportunity to promote diversity and inclusivity within our spaces.

Please review and abide to the following throughout the tournament:

- [Stonewall Sports Player Code of Conduct](#)
- [Stonewall Sports National Tournament Uniform Policy](#)

For Questions, please email the tournament managers:

- **A and B Divisions:**

Alan Caskey (He/Him), co-manager. Stonewall Sports - Philadelphia, PA.
alan.caskey@stonewallsports.org

Miguel Cano (He/Him), assistant manager. Stonewall Sports - Philadelphia, PA.
miguel.cano@stonewallsports.org.

- **C and D Divisions:**

Alan Caskey (He/Him), co-manager. Stonewall Sports - Philadelphia, PA.
alan.caskey@stonewallsports.org

Ben Martindale (He/Him), assistant manager. Stonewall Sports - Columbus, OH.
ben.martindale@stonewallsports.org.

- **Umpires:**

Noah Barth (He/Him), co-manager. Stonewall Sports - Twin Cities, MN.
noah.barth@stonewallsports.org

Tyler Doppelheuer (He/Him), assistant manager. Stonewall Sports - [Chapter ?]
tyler.doppelheuer@stonewallsports.org.

1. Playing Field and Set Up

- **1.1.** The League is responsible for determining a suitable playing field for all games and sponsored events. The League and/or its designated Umpires & Referees will prepare the playing field in accordance with the following set-up guidelines below.
- **1.2.** Like baseball, playing infield is diamond-shaped with equal angles (90 degree angle) and sides measuring 60 feet (60') – approx. 20 paces – with a base located at each corner. When measuring the distance between Home Plate and/or each Base, place measuring tape at the back corner of Home Plate and/or each Base and then measure from that point, placing the base at the appropriate 60-foot location.
- **1.3.** Pitching Strip is placed in the center of playing infield along the First Base and Third Base diagonal – the exact measurement should be 42 feet and 5 inches (42'5") or approx. 14 paces from Home Plate.
- **1.4.** Cones are placed at the outside corner of each base but cannot touch the base.

- **1.5.** Cones are placed on the foul lines in a straight line extending 10 to 30 feet (10'-30') beyond First Base and Third Base. Cones may be placed near Home Plate to help determine the kicking box.
- **1.6. KICKING BOX:** This area is a rectangular space where the front of the box aligns with the front of Home Plate and the back of the box aligns with the sideline cones behind Home Plate in an 8 feet by 14 feet (8' x 14') box – the lines extending forward from the sideline cones perpendicular to the front of Home Plate make up the sides of kicking box. The area directly forward of the kicking box is fair territory.
- **1.7. STRIKE ZONE:** This area is a three-dimensional irregular pentagon based on the shape of Home Plate. Aligned with the front of Home Plate, strike zone is 1 foot (1'), or 12 inches (12"), in height and extends 1 foot (1') to either side of Home Plate (see [Diagram #1](#) and [Rule 8.2](#)). It is not permissible to physically mark the boundaries of the strike zone by cones or other raised objects as these objects could potentially interfere with play – drawn/painted lines are permitted in accordance with [Rule 8.2](#).
- **1.8.** After notifying the Umpire of any improper field set-up, the field layout shall be corrected before the beginning of next play.
- **1.9.** A “safety base” must be placed next to First Base in foul territory (see [Diagram #2](#)) and must be used for all regulation games in accordance with Rule 7.2.
- **1.10.** All participants must respect and obey all rules and regulations pertaining to the field used for games. In addition, park permits may have stipulations that participants must abide by to play at those facilities. Participants breaking any field rules may be ejected from the game and may be considered by League Leadership for possible disciplinary action.

Diagram #1: Strike Zone

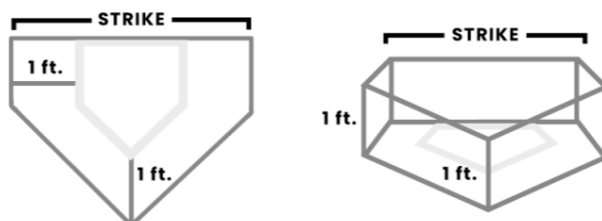
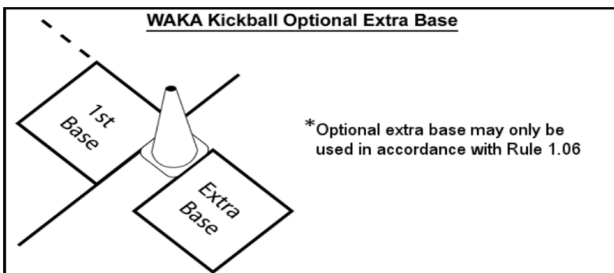


Diagram #2: Safety Base



2. Equipment

- **2.1. OFFICIAL ATTIRE:** Stonewall Sports seeks to foster an environment of respect, body positivity, and inclusiveness. As such, we have adopted the following guidelines and requirements for team uniforms:
 - **2.1.1.** Teams are expected to wear coordinating uniforms during game play on Sunday. This may include team-designed and purchased uniforms, a second tournament shirt purchased during registration, or color coordinating outfits. We encourage color coordinating outfits to showcase their chapter's Stonewall shirts if possible.
 - **2.1.2.** Players are permitted to alter and decorate their shirts; however alterations should not infringe on the Stonewall Sports or sponsorship logos.
 - **2.1.3.** Players are encouraged to use their name and pronoun boxes on tournament-issued shirts. Name and pronoun boxes are encouraged, but not required to be present on team uniforms worn on Saturday. Misuse of the name and pronoun boxes may result in removal from the tournament without warning and will be referred to tournament leadership as a violation of our code of conduct.
 - **2.1.4.** Players must have their shirts visible and on their body when on and off the field to help other players, volunteers, and leaders identify them.
 - **2.1.5.** Players may wear additional layers of clothing due to colder weather conditions and/or rain – either over or under uniform. The uniform does not need to be visible in that case, but Players must wear the uniform in accordance with [2.1](#) and may be requested to verify use by the League and/or Umpire.

- **2.2. SHOES:** Without any exceptions, Players are required to wear athletic shoes when playing. It is recommended that Players wear cleats; however, metal cleats are not allowed.
- **2.3. PERFORMANCE ENHANCING EQUIPMENT:** Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage (such as gloves) when playing. Any equipment deemed by the Umpire as “performance enhancing” must be removed.
- **2.4. OFFICIAL KICKBALL:** The official kickball will be provided by the League – it is a 10 inches (10”) diameter rubber ball that should be pressurized to approximately 1.25 psi (but not greater than 1.5 psi). Do not over or under inflate the ball.

3. Participants:

- **3.1. PLAYER ELIGIBILITY:** In order to be considered a Player, all participants must: (a) Be 21 years of age or older by the date of first game; (b) Be adequately and currently health insured against all injury that may arise from kickball play; (c) Be properly registered through the approved registration process; and (d) Sign the Tournament liability waiver. Participants can only play on one (1) Kickball team during the tournament (not including Remix).
- **3.2. OFFICIALS:** Each game must be officiated by one (1) Umpire. Umpires and any referees will be designated and furnished for games as scheduled and provided by the League.
 - **3.2.1. UMPIRES:** The Umpire is located at Home Plate, governs game play, issues all final rulings (including but not limited to those described below), and has final authority on equipment issues. Referees assist the Umpire.
 - **3.2.1.1.** Umpires have jurisdiction over play and may (a) call a timeout; (b) call off any game as authorized elsewhere in these rules; and/or (c) penalize a Player, including game ejection, for any reason – this includes but is not limited to unsportsmanlike conduct, fighting, delay of game, and excessive verbal abuse (see 14.3).
 - **3.2.1.2.** Umpires have jurisdiction over play and shall (a) halt the game if lightning is seen, and/or (b) halt a game due to darkness, rain, or other cause in consultation with tournament staff. Decisions to cancel or postpone games are up to the tournament managers.

- **3.2.1.3.** Umpires may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as precedent for future rulings.
 - **3.2.1.4.** Umpires may seek the advice of the Tournament Managers who will review the situation and advise on all applicable rules. If necessary, the Tournament Managers will consider call protests and provide advice on unsettled or unclear matters; however, decisions cannot be overturned on appeal and will only be prospective towards future games.
 - **3.2.2. REFEREES:** Each Team is required to provide knowledgeable and capable Referees to assist officiating games when assigned by the League. Referees will be positioned at the bases and decide whether Runner is “safe” or “out” and if encroachment infractions occur, among other calls. Referees are required to pay attention to the game at all times. Failure to provide referees may result in a Paper Forfeit assessed to the offending team (see [Rule 4.6.2](#)).
 - **3.2.3. FIELD SET-UP & TAKE-DOWN:** The Umpires scheduled, and Referees assigned to officiate the first games of the day are responsible for assisting leadership with setting up the playing fields as described in Section 1. Likewise, the Umpires scheduled and Referees assigned for the last games are responsible for taking down the playing fields after the final game. Equipment can be picked up and dropped off at the designated location as specified by the League.
- **3.3. TEAMS:**
 - **3.3.1. PLAYERS NEEDED TO PLAY:** Each Team must field at least eight (8) Players – but no more than 11 Players – in a scheduled game. If a Team cannot meet the minimum requirement within five (5) minutes of the scheduled start time, then that Team receives a Game Forfeit for that scheduled game.
 - **3.3.2.** The fielding Team must assign and field exactly one (1) pitcher and one (1) catcher in an inning during the game.
 - **3.3.3.** Only the Captain may dispute calls for rule infractions with the Umpire but must accept Umpire’s final ruling.
 - **3.3.4. PARTICIPATING PLAYERS:** All participating Players must kick in the written kicking order – but are not required to field. If a Player cannot kick for whatever reason, then that Player is not permitted to

field because the Player did not meet the minimum requirement of kicking. A “participating player” is any Player who is present and dressed to play (which means, but is not limited to: wearing official team shirt; athletic shorts, tights, or pants; and shoes or cleats) unless that Player is injured or has a legitimate medical condition. Umpire has discretion to determine whether the player has a legitimate medical condition.

- **3.3.5. EXCHANGE OF KICKING ORDER:** If requested by either team, Captains shall provide a copy of their Team’s written kicking order to each other and to the Home plate umpire prior to the start of game.
 - **3.3.5.1. IMPROPER KICKING ORDER CLAIMS:** A claim of improper kicking order must be made to the Umpire, who will make the final determination. The claim must be made on the field no sooner than the first pitch thrown to the accused “wrong” Kicker and no later than the first pitch thrown to the subsequent Kicker. The First Base umpire will check the records to see if there was a kick out of order. Any resulting play is nullified by a finding of improper kicking order and an out will be recorded for the player who was supposed to be kicking. The next kicker is the player who follows the proper kicker who was called “out”.
- **3.3.6. ADDING PLAYERS TO KICKING ORDER:** Players not present when the game starts are to be removed from the original kicking order. If a Player arrives after the game starts, regardless of inning, that Player must be added to the end of the Team’s kicking order. However, a Player may not be added to the kicking roster after the Team has been once through the kicking order — although the late arriving Player may still play defensively in the field (exception to [Rule 3.3.4](#)).
- **3.4. BASE COACHES:** Two (2) members of the Team at kick may coach First Base and Third Base. Base Coaches may switch with other Team members to remain in proper kicking order. However, Base Coaches may not physically touch Runners while the ball is in play nor can they interfere with game play – doing so results in an out (see [Rule 11.2\(h\)](#)).

4. Regulation Games

- **4.1. REGULATION GAMES:** To be considered a regulation game, the game must last at least three (3) full innings or 40 minutes, whichever occurs first. Official tournament games (excluding single-elimination playoff games) may last a maximum of five (5) innings – but a new inning may not be permitted to

start if the game has already played at least a certain number of minutes (e.g., 40 or 45 minutes), as announced by Tournament Leadership prior to the Tournament. Game clock officially starts when the first pitch of the game is thrown and may be paused at the discretion of the umpire (eg, for injuries, or for excessive delays between innings, discussions about calls, or to retrieve balls). Tournament quarterfinal, semifinal and final games will play a full five-inning game without a time restriction.

- **4.1.1.** If a game is called according to [Rule 3.2.1.2](#) after being considered a regulation game, then the game score at the end of the last full inning shall determine the winner.
- **4.1.2.** If a game is called according to [Rule 3.2.1.2](#) before being considered a regulation game, then the game will resume after appropriate caution has been taken for weather.
- **4.2 HOME/AWAY TEAM DESIGNATION:** During tournament pool play captains will participate in a game of Rock Paper Scissors to determine home and away sides. Winning captains will be able to decide if their team has the “Away” designation (Kicking first) or the “Home” designation (Kicking last). During elimination play the team with the better seed will automatically be the Home team.
- **4.3. MAXIMUM RUN RULES:** Teams may score a maximum of six (6) runs per inning. Once six runs have been scored the half inning will be considered complete. This rule does not apply to the final at-bat for the trailing team to the extent they are down by more than six runs (ie, they may score enough runs to tie (but not to win), even if that is more than six runs). However, for any game prior to the tournament quarterfinals, if at any point a team has kicked at least three (3) times and trails by 10 or more runs, the game will automatically end with the then-current score as the final.
- **4.4. WINNING/LOSING:** The Team with the most runs at the end of the game wins. If the team winning after the top of the final inning is set to kick in the bottom of the inning, then the game ends without the bottom of the inning being played.
- **4.5. TIES:** If there is a tie score at the end of a pod game, then the game shall be marked as a tie. During elimination play, if the game ends in a tie, then additional innings will be played. Before the start of the inning, the last kicker will be placed on Second base and each kicker will receive one (1) pitch per at bat. A strike or foul ball will be recorded as an out, a ball will result in a walk, and a kicked ball will be played live. The game will continue in this manner until there is a winner at the conclusion of a full inning.

- **4.6. FORFEITS:** Forfeits cannot be waived. There are two types of forfeits:
 - **4.6.1. GAME FORFEITS:** When assessed, counts as both a “20-0 Loss” and “Forfeit” against the offending Team – and a “20-0 Win” for the other Team.
 - **4.6.2. PAPER FORFEITS (ADMINISTRATIVE PENALTY):** When assessed, does not count as a “Loss” but does count as a “Forfeit” and 10 runs will be applied against the offending Team towards their total “Runs Allowed” for the tournament. Paper Forfeits DO NOT affect the games played or games to be played by the offending Team on the date of the offending incident only the game in which the forfeit is recorded.
- **4.7. NON-REGISTERED PERSONS:** A Team playing a non-registered person, an improperly registered person (see [Rule 3.1](#)), or a person not registered on that Team will receive a Game Forfeit for any applicable game.
 - **4.7.1.** If such an infraction is claimed during the game, the Team accused of the infraction bears the burden of proof. The Team must present acceptable identification (e.g., government-issued photo ID or Team roster).
 - **4.7.2.** If such an infraction is claimed after a game, the infraction must be announced to Tournament Leadership before the end of the Team’s next scheduled game. In this case, the Team claiming the infraction bears the burden of proof (e.g., documentation that a participating player was not properly registered).
- **4.8. RANKINGS/STANDINGS:** Calculated using approved protocol established by Tournament (see [Rule 15](#)).

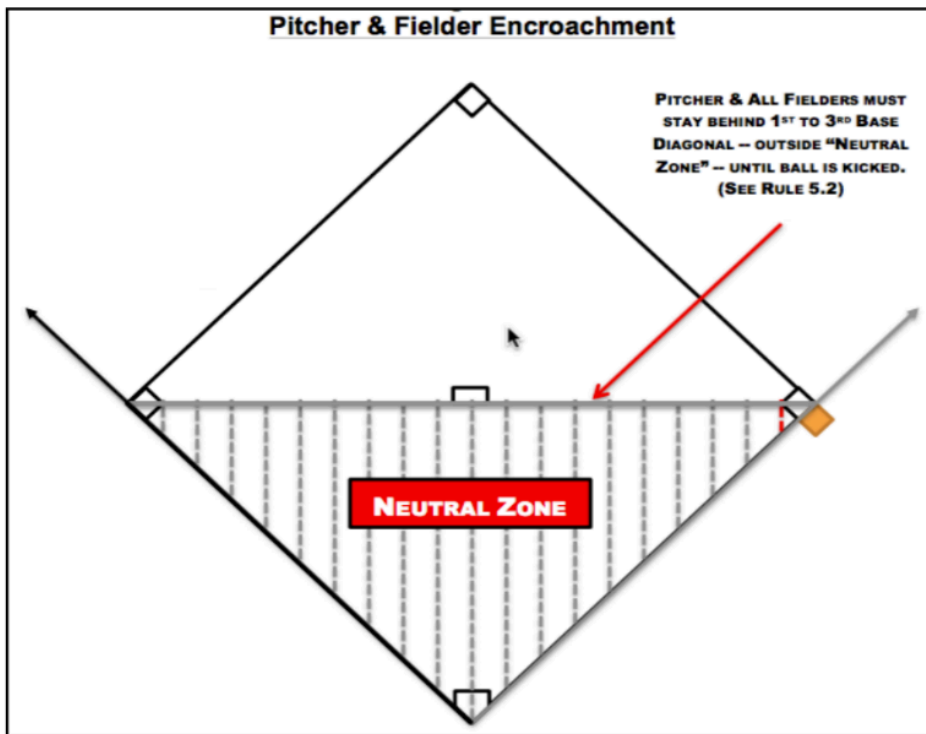
5. Pitching, Catching, and Fielding

- **5.1. PITCHING:** Balls must be pitched by hand. There are no restrictions or limitations on pitching style.
- **5.2. POSITIONING & ENCROACHMENT:** Proper field position must be maintained by all defensive Players during the start of play. Failure to be properly positioned will result in an encroachment infraction.
 - **5.2.1. TYPES OF ENCROACHMENT:**
 - **5.2.1.1. FIELDER ENCROACHMENT:** Except for the Catcher, all Fielders must start play AND remain in fair territory behind the First/Third Base diagonal – outside of the “Neutral Zone” (see

[Diagram #3](#)) – until the ball has broken the front plane of home plate or is contacted by the kicker.

- **5.2.1.2. PITCHER ENCROACHMENT:** The Pitcher must pitch the ball with at least one foot entirely: (a) behind the front edge of the pitching strip, and (b) within 5 feet (5') of the center of the pitching strip (ie, within the pitching circle). A pitcher may follow through such that the other foot or other parts of the body cross the front of the pitching strip, but one foot must remain behind the front edge of the pitching strip until the ball has broken the front plane of home plate or is contacted by the kicker.
- **5.2.1.3. CATCHER ENCROACHMENT:** Catcher must be behind or parallel to the Kicker when the Kicker has either foot at or in front of the back line of the kicking box. (The Catcher may be in front of the Kicker while the Kicker is behind the kicking box.). In addition, the Catcher is not permitted to come into contact with the Kicker nor position so closely to the Kicker as to restrict kicking motion.
- **5.2.2. ENCROACHMENT PENALTIES:** The penalty for the Team's encroachment regardless of the type or effect on the play will result in an AUTOMATIC ball awarded to the kicker. However, if the offensive team prefers to have the result of the play stand instead of the call of "ball" awarded to the kicker, then the captain of the offensive team must immediately tell the home plate umpire he/she/they would like to decline the encroachment call and keep the play as is. The umpire must respect the captain's decision.
- **5.3.** Fielders are permitted to intentionally let kicked balls drop in order to attempt a double play – there is no "infield fly" rule nor any countermeasures against fielders who find it to their tactical advantage to let a ball drop rather than catch it.

Diagram #3: Pitcher & Fielder Encroachment. Pitcher and all fielders must stay behind first to third base diagonal - outside "neutral zone" - until ball is kicked.
(See [Rule 5.2](#))



6. Kicking

- **6.1.** All kicks must occur at or behind Home Plate within the Kicking Box. A Kick is defined as contact made with a pitched ball from the waist down. Kicker must have at least one foot within the kicking box (from front to back) during the kick (ie, either the Kicker must make contact with the ball in the kicking box or have their plant foot in the kicking box at the moment of contact). See [Rule 10.1](#). A kick is considered any contact made below the waist with the pitched ball.
- **6.2.** Bunting is permitted.
- **6.3.** Intentional fouls are permitted but are discouraged. An "intentional foul" is when a Kicker deliberately kicks the ball into foul territory in an effort to avoid a pitched ball that would otherwise be called a strike in accordance with [Rule 8.2](#) in order to advance the foul count.

7. Running and Scoring

- **7.1.** Runners traveling from Home Plate may overrun First Base and may only be tagged out if actively and intentionally attempting to advance to Second

Base. An idle left turn where the Runner returns directly to First Base does not constitute an active attempt to advance – must be a deliberate move towards advancing to Second Base.

- **7.2. SAFETY BASE:** the “safety base” must be used when the Kicker is traveling to First Base from Home Plate, except as set forth in [Rule 7.2.3.1](#).
 - **7.2.1.** Safety Base is ONLY available for Runners traveling from Home Plate (see [Rule 7.5](#)). No additional base may be used at any other base.
 - **7.2.2.** Fielders trying to make an out on First Base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the Safety Base will be “Safe”.
 - **7.2.3.** When a play is attempted at First Base, the Runner must touch the Safety Base – and not First Base. If the Runner touches First Base prior to being called “Safe” at the Safety Base, then the Runner shall be called “Out”, unless an exception below applies:
 - **7.2.3.1.** The Runner may use First Base if attempting to advance to Second Base or if they are attempting to avoid a collision with a fielder (e.g., the First Baseman trying to catch an errant throw). A runner using or touching First Base in any other circumstance is “Out”.
 - **7.3.** Once a Runner has reached First Base safely, the Runner must start the next play on the actual First Base (not the safety base).
 - **7.4.** Runners must stay within the baseline. Any Runner that runs outside the baseline is “Out” unless the Runner is merely following a natural running arc or changing course to avoid interference with a Fielder making a play (see [Rule 11.2\(k\)](#)). Runners may move no more than 4 feet (4’) outside the baseline when attempting to avoid a ball tag.
 - **7.5.** Fielders must stay out of the baseline except as necessary to make a play on the ball. Fielders trying to make an out at a base may have their foot on base but may not block the base and must lean out of the baseline except to try to catch the ball. A fielder completely blocking a base will result in the runner being “safe”. Runners hindered by any Fielder within the baseline or standing on the base – not making an active play for the ball – shall be “Safe” at the base to which they were running (see [Rule 12.2.1](#)). Runners may choose to advance beyond this base.

- **7.6.** Runners are not permitted to lead off base nor steal bases. Runners may advance once the ball is kicked. A Runner who is off base when the ball is kicked is “Out” (see [Rule 11.2\(g\)](#)).
- **7.7. FORCED SITUATION:** A force is a situation when a Base Runner is compelled (or forced) to vacate their then-occupied base and try to advance to the next base because the Kicker became a Runner. A Kicker becomes a Runner at the moment a kicked ball is not caught and touches the ground within fair territory.
 - **7.7.1.** Runners cannot remain on the base in a force situation as described above (see [Rule 11.2\(n\)](#)). Runners who become out while running from one base to the next do not negate the previous force situation
 - **7.7.2.** Runner at First Base is always forced to attempt to advance to Second Base when the Kicker becomes a Runner as described above. Runners at Second or Third Bases are forced only when all bases preceding their then-occupied base are also occupied by other Base Runners and the Kicker becomes a Runner as described above.
- **7.8.** Hitting a Runner’s neck or head with a thrown ball is not allowed, except when the Runner is sliding or intentionally trying to avoid a throw. If any other head shot occurs, then Runner is “Safe” and advances to the base they were running toward when the ball hits the Runner.
 - **7.8.1.** A fielder kicking a ball at a runner is not allowed. Fielders may kick the ball to other team members but if a ball that is kicked by a fielder strikes a runner, the runner will be deemed safe, and the play will result in an automatic dead ball.
- **7.9. TAGGING UP:** To “tag up” is a requirement for a Base Runner to retouch or remain on their starting base until (or after) the ball is kicked and either (a) lands or is first touched within fair territory, or (b) is caught in flight within foul territory. Base Runners must tag up when a fly ball is caught in flight by a Fielder. 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. A Runner failing to tag-up as required is out (see [Rule 11.2\(f\) & Rule 11.2\(m\)](#)).
- **7.10.** All ties go to the runner.

- **7.11. OVERTHROWS:** An overthrow is a ball thrown, kicked, or deflected into an unplayable or unsafe area (e.g., the street, a parking lot/other surface, or trees) while making a defensive play toward a Player or base.
 - **7.11.1.** Overthrow rules apply as described below or as set forth in an addendum based on field conditions. Otherwise, Interference rules in [Rule 12.2](#) apply.
 - **7.11.2.** When an overthrow made in the direction of First Base is made, the kicker may only advance to Second Base. All other runners may continue to advance one (1) base beyond the base they would have reached absent the overthrow.
- **7.12.** Running past another Runner is not allowed – the passing Runner is out (see [Rule 11.2\(j\)](#)).
- **7.13.** A run counts when a Runner touches Home Plate before the third (3rd) out is made, EXCEPT that no run can score when the third out is made during a force play situation, including when the Kicker is out before touching First Base.
- **7.14.** When a base is displaced during play, any Runner is safe while in contact with the base's original and correct location. Umpires should defer to the reasonable judgment of the runner as to the location of the displaced place. All displaced bases should be restored at the end of each play.

8. Strikes

- **8.1.** A count of three (3) strikes is an out. Foul balls will count towards the strike count (see [Rule 10.1](#)).
- **8.2.** A “strike” is a pitch that is not kicked and is not called a ball in accordance with [Rule 9.2](#) and where any part of the pitched ball enters the strike zone as described herein (see [Rule 1.7](#)). Furthermore, “any part of the pitched ball” means even the slightest amount of the ball entering the strike zone as defined in [Rule 1.7](#). By rule, if the second bounce of a pitched ball hits on home plate or within 12 inches (12”) to left or right, the pitch is a strike (see [Rule 9.2\(b\)](#)). Additionally, a strike is an attempted kick missed by the Kicker inside or outside of the strike zone.

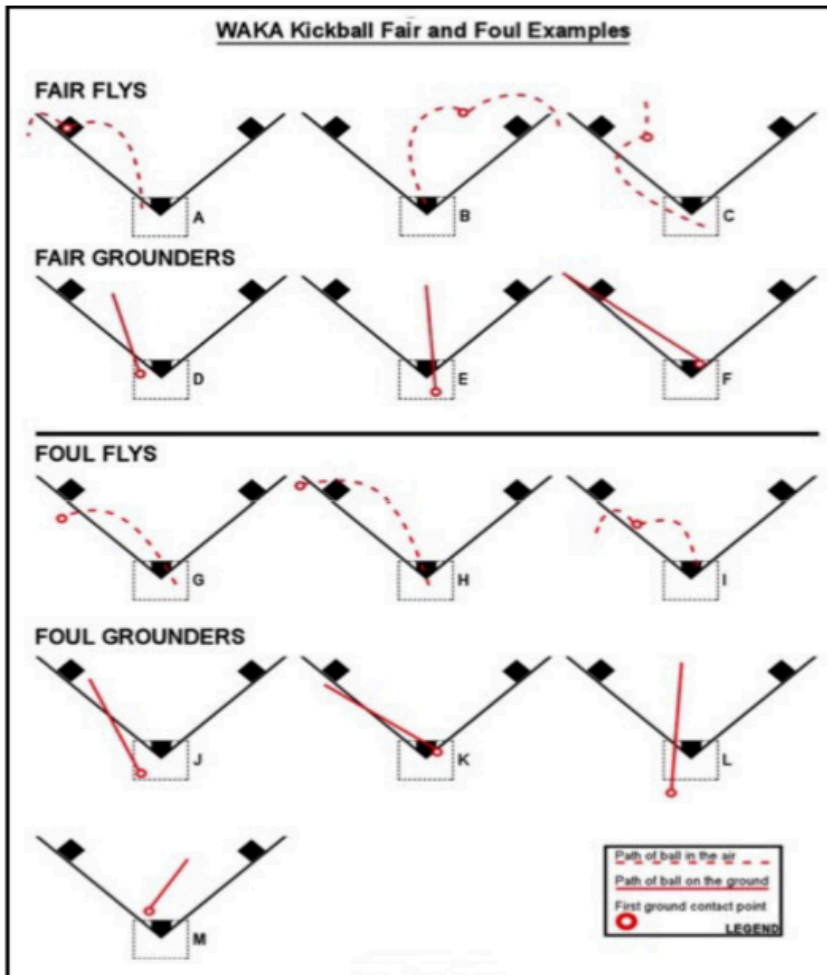
9. Balls

- **9.1.** A count of four (4) balls advances the Kicker to First Base.
- **9.2.** A “ball” is (a) a pitch outside the strike zone as judged by the Umpire when a kick is not attempted (see [Rule 1.7](#)); (b) a pitched ball that does not touch the ground at least twice or roll before passing Home Plate; (c) a pitched ball that exceeds 12 inches (12”) in height from bottom of the ball as it passes through the strike zone.
- **9.3.** An intentional walk, defined as four (4) consecutive balls at the beginning of a count (4-0), will result in a double base walk, where the kicker will automatically advance to Second Base. Base runners shall only advance as far as they are forced.

10. Fair and Foul Balls

- **10.1.** Foul balls count towards the strike count. However, any foul ball that occurs with two (2) strikes in the count and is of the types described in [Rules 10.2\(a\)-\(d\) or Rule 10.2\(f\)](#) will result in one “courtesy foul”; any subsequent fouls after that will result in an out.
- **10.2.** A “Foul Ball” is a kicked ball that: (a) lands within foul territory; (b) is first touched in foul territory; (c) lands in fair territory but touches foul territory on its own before reaching First or Third Base; (d) whose direction is altered by contact with an object (except a fielder) other than the ground in foul territory; (e) a ball kicked outside of the kicking box (either in front of home plate or behind the kicking box); (f) A kicked ball that is touched more than once or stopped in the kicking box (however, a double kick where the second contact made by the kicker with the ball is outside of the kicker’s box results in an OUT).
- **10.3.** A “fair ball” is (a) kicked ball landing and remaining in fair territory (see [Diagram #4](#) at C, D & E); (b) a kicked ball landing in fair territory then traveling into foul territory once beyond the First or Third base (see Diagram at A, B & F); (c) a kicked ball that lands or is touched in fair territory but is knocked into foul territory by a Fielder; and (d) a kicked ball traveling in the air in foul territory that has not come in contact with the ground but is touched by a player who is in fair territory.
- **10.4.** Foul lines are considered fair territory.

Diagram #4: WAKA Kickball Fair and Foul Examples.



Fair Flys:

- (A, B) Ball is kicked within the strike zone, flies and bounces in fair territory, and lands again in foul territory *past* First/Third Base.
- (C) Ball is kicked within the strike zone, flies and bounces in fair territory, and stays in fair territory.

Fair Grounders:

- (D, E) Ball is kicked within the strike zone, rolls from the strike zone directly into fair territory.
- (F) Ball is kicked within the strike zone, rolls from the strike zone directly into fair territory towards Third Base, crosses Home-Third baseline *past* Third Base.

Foul Flys:

- (G, H) Ball is kicked within the strike zone, flies, and first lands in foul territory.
- (I) Ball is kicked within the strike zone, flies and bounces in fair territory, and lands again in foul territory *before Third Base*.

Foul Grounders:

- (J) Ball is kicked within the strike zone, rolls into foul territory, then crosses into fair territory.
- (K) Ball is kicked within the strike zone, rolls from the strike zone directly into fair territory towards Third Base, crosses Home-Third baseline *before Third Base*.
- (L, M) Ball is kicked outside of the kicking box.

11. Outs

- **11.1.** A count of three (3) outs by a Team completes the Team's half of the inning.
- **11.2.** An “out” occurs when (a) kicking count is three (3) combined strike-fouls (subject to one courtesy foul); (b) any kicked ball (fair or foul) is caught by a Fielder; (c) a forced out by ball tag at the base to which a Runner is running prior to the Runner arriving at that base; (d) a Runner is touched by the ball at any time while not on base while ball is still in play (see [Rule 12.2.3](#)); (e) a Kicker touches the ball with their hand or arm; (f) a Runner is tagged by the ball anywhere other than while standing on the base they vacated when the Runner fails to tag-up as required when a ball is caught (see [Rule 7.9](#)); (g) a Runner is off base when the ball is kicked (see [Rule 7.6](#)); (h) a Runner is physically touched by a Team member or Base Coach during play (see [Rule 3.4](#)); (i) a Kicker does not kick in the proper kicking line up (see [Rule 3.3.5.1](#)); (j) a Runner passes another Runner (see [Rule 7.12](#)); (k) a Runner runs outside of the baseline (see [Rule 7.1](#) and [Rule 7.4](#)); (l) a Runner who misses a base but fails to tag-up, as called by a Referee upon the conclusion of the play; (m) while possessing the ball, the Fielding team touches the base vacated by a Runner who failed to properly tag up on a caught ball (see [Rule 7.9](#)); (n) a Runner is tagged by the ball while on a base they are forced to vacate by the Kicker becoming a Runner (see [Rule 7.7](#)); and/or (o) a Runner coming from Home Plate steps on First Base when required to use the Safety Base (see [Rule 7.2](#)).

12. Ball in Play

- **12.1.** Play ends when the pitcher has possession of the ball and returns to the Pitcher’s mound with the intent to end the play (e.g., not merely by passing through the mound while attempting to make a fielding play). The Pitcher’s

mound extends 5 feet (5') from the center of the pitching strip. Runners who are off base at this time and in forward motion at least halfway to the next base may advance to that next base. Runners who are off base at this time but either not in forward motion or not at least halfway to the next base must return to the base from which they were running.

- **12.2. INTERFERENCE:**

- **12.2.1. BY FIELDER:** When Runner is hindered by any Fielder within the baseline or standing on the base – not making an active play for the ball – the Runner shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.
- **12.2.2. BY RUNNER:** When Runner physically hinders Fielder attempting to make a play in a deliberate and unsportsmanlike manner, the interference causes the play to end, the Runner is out, and other Runners must go back unless forced forward.
- **12.2.3. BY RUNNER WHO TOUCHES BALL:** When any Runner (on or off base) intentionally touches a ball (see [Rule 11.2\(d\)](#)), the interference causes the play to end, the Runner to be out, and any other Runners shall return to the base from which they came, unless forced to advance.
- **12.2.4. BY NON-PERMANENT OBJECT:** When any non-Fielder or non-permanent object – except an Umpire, Referee or Runner – touches or is touched by a ball in play in fair territory, the interference causes the play to end and Runners shall proceed to the base to which they were headed.
- **12.2.5. BY PLAYER ON OPPOSITE FIELD:** When a Player from the game on the opposite playing field (a) touches the ball and the interference gives either Team an unfair advantage, OR (b) deliberately and intentionally hinders a fielder to prevent a play (not mere incidental contact) and the interference gives the Kicking Team an unfair advantage – so much so that play should cease due to fairness and sportsmanship — interference causes play to end. The Umpire has the ultimate discretion to determine whether interference occurred and the location of base-Runner(s) but for the interference.
- **12.2.6. INTERFERENCE BY NON-FIELDING PLAYERS:** When non-fielding players (such as supporters, spectators, bystanders, etc.) significantly hinder or prevent a Fielder from retrieving a ball in foul

territory – so much so that play should cease due to fairness and sportsmanship, this interference causes play to end. The Umpire has the ultimate discretion to determine the location of base-Runner(s) but for the interference.

- **12.3.** If a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

13. Injury and Substitutions

- **13.1.** The Captain is permitted to substitute/replace a fielding position during an inning for any reason. However, each fielding position (including pitcher and catcher) may only be substituted/replaced once per inning – unless injury forces another substitution. The clock continues to run while a substitution is occurring, but the umpire has absolute discretion to stop the clock and (if deemed necessary) add a reasonable amount of time back on the clock if the substitution or frequency of substitutions is unfairly delaying the game. Abuse of this rule as a time management strategy will be treated as unsportsmanlike conduct and will not be tolerated.
 - **13.1.1.** The substitution for pitcher can only be made when the count pitch count for a batter is at 0-0, unless due to an injury.
- **13.2.** In case of injury or illness, the Captain may request a timeout for the participant's removal and replacement. If the participant later returns to play, the participant must be inserted into the same kicking order position previously held.
- **13.3.** If a Player is ejected, injured, or becomes ill and cannot continue, the kicking order will continue in the same formation less the removed Player. Injured Players who do not kick cannot play in the game.
- **13.4.** If a Kicker is injured before reaching or being able to reach First Base, then the Kicker is deemed "out".
- **13.5.** A substitution for an injured Runner is only allowed if the injured Runner successfully made it to base.
- **13.6.** An individual Runner may be substituted no more than twice per game. After second substitution, the Player will be removed from the game and no longer allowed to participate.

14. Sportsmanship

- **14.1.** While games are often competitive, ensuring participant safety and providing a comfortable atmosphere is important to the League – on and off the field. Game atmosphere should try to always remain good-natured. Proper sportsmanlike behavior is subjective and should be viewed as how the reasonable person would interpret the behavior in a game situation. However, certain instances are inherently unacceptable.
- **14.2.** Public drunkenness; physical violence or threats of violence; excessive swearing, discriminatory comments, and/or name-calling; sexual harassment and/or inappropriate sexual touching; bullying of any kind; and/or any conditions creating an unsafe environment are not permitted. The Umpire has discretion to penalize violating Players (see [Rule 3.2.11](#)). Additional penalties may be assessed on a case-by-case basis at the discretion of the League.
- **14.3. On field penalties:** If an unsportsmanlike act occurs during the course of the game, tournament umpires and/or managers may give direct penalties during game play as appropriate in their reasonable discretion. Umpires may issue warnings at their discretion, and may take further action (e.g., disqualifying a player from a game) if inappropriate conduct continues.
- **14.4.** Alcohol is not permitted on the field unless expressly sanctioned by tournament leadership (e.g., in connection with an approved tournament beer garden or on-site happy hour) This includes, but is not limited to: beer, liquor, wine, champagne, or pre-mixed drinks. Additionally, participants are not permitted to bring Sponsor Bar cups onto the field. First offense will result in a Paper Forfeit. Additional penalties may be assessed.
- **14.5.** Bullying, taunting, and other unsportsmanlike behavior are not permitted. First offense will result in the possibility of penalties up to Player suspension or ejection, and (at the discretion of the umpire and tournament staff) Game Forfeit. Second offense will result in the possibility of penalties up to Player expulsion from the tournament and both Game Forfeit and Paper Forfeit assessed to the Team (at the discretion of the umpire and tournament staff).
- **14.6.** Captains are responsible for maintaining proper sportsmanlike behavior for their Team.
- **14.7.** In addition to the penalties enumerated above, the Tournament may apply additional penalties as it deems necessary and appropriate.

- **14.8.** This section applies to all Tournament games and extends to all Tournament-affiliated events, including (but not limited to) post-game events at Sponsor locations and awards ceremonies.

15. Tournament Rankings for Elimination Rounds

- **15.1.** In order to determine rankings for the elimination brackets the following system will be used (or as otherwise determined by tournament managers in advance of the tournament):
 - A win is two (2) points.
 - A tie is one (1) point.
 - A loss is zero (0) points.
- **15.2.** After points are accumulated, if there are any ties in the rankings, the following tiebreakers will be used in the order they are listed. (a) Team with more wins. (b) “Head-to-Head” play. (c) Teams with fewer points scored against (i.e., runs allowed). (d) If not resolved, then by leadership coin toss.
- **15.3.** Final standings from pool play will be transitioned into multiple brackets. The number of brackets and the number of teams in each bracket will be subject to tournament registration and disclosed to the captains prior to the tournament.