

City of Clearwater Parks & Recreation Adult Kickball Rules and Regulation

WELCOME

On behalf of the City of Clearwater, we would like to welcome you to the Clearwater Parks & Recreation Department's Adult Kickball program. We hope this program provides you and your teammates with opportunities to pursue your health, fitness, and competitive goals. We realize that individuals and teams have various levels of competitive desire and we trust that our program offers an outlet in which these desires can be fulfilled in a positive manner. We ask your assistants in helping us keep the program in proper perspective for the benefit of the players, spectators, and all league representatives. Participants should not let the competitive spirit and desires to win exceed the limits of common respect to all. Remember that sports activities are for FUN and recreation. Your suggestions and recommendations are always welcome so that we may continually work to improve your experience.

CONTACT INFORMATION

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MANAGEMENT AND AUTHORITY

The city of Clearwater complies with the Americans with Disabilities Act of 1990, Public Law 101-336 (ADA), which prohibits discrimination on the basis of disability. The ADA, as applied to cities, counties, and other local governmental entities, requires that no qualified individual with a disability shall, on the basis of a disability, be denied the benefits of local government services, programs, or activities.

All games will be governed by the rules of World Adult Kickball Association (WAKA), in conjunction with the following supplemental league rules. If the following league rules contradict rules in the WAKA Rules Book, city of Clearwater Parks & Recreation (CCPRD) rules will be used. Umpires will handle any situation not covered in these rules with their discretion during the game.

- A. The overall management and authority of the kickball program and all teams involved in each division shall be the responsibility of the CCPRD Athletics Office.
- B. All matters related to the kickball league are the direct responsibility of the Athletics Office and any concerns regarding this league should be communicated to the League Commissioner.
- C. The Athletics Office will make every effort to bracket teams to provide competitive leagues to the best of their ability. This may result in teams being placed in divisions that the Athletics Office deem competitive, (according to the previous team records), for that team regardless of what they registered for.
- D. Upon entering this league, each team and all players agree to abide by the rules and regulations stated in this document. Failure to abide by the decision of the Athletics Office could result in forfeiture of games or removal from the league without refund.
- E. The Athletics Office reserves the right to place a team in a different division than requested in order to balance the number of teams within a division or if there are not enough teams to create a competitive balance.
- F. The city of Clearwater will make every effort to reschedule games cancelled due to inclement weather or unsafe playing conditions based on field and schedule availability. No refunds or credits are provided.

On Field Staff

- A. One (1) on field “umpire” will manage the on-field play.
- B. The assigned “umpire” will be responsible to keep score/time.
- C. The score board will only be made available during playoffs with an assigned scorekeeper.

FIELD LOCATIONS

- A. All games will be played at Eddie C. Moore Softball Complex Fields 1-4 based on availability.

LEAGUE SEASONS, FEES, REGISTRATION PROCESS AND DATES

League participation is contingent upon fees being received by the registration deadline. Any team not paid before the registration deadline will not play. The city of Clearwater doesn't accept time, field or bye week requests.

REGISTRATION PROCEDURE

- A. Registration for all division is available online or at the athletics office based on availability.
- B. All fees must be paid at time of registration.
 - a. Credit card payments can be made online.
 - b. Organizational/company checks, money orders and cashier checks are accepted via mail.
 - c. Cash payments will not be accepted.
- C. A team comprised of more than 50% of the following will receive a 20% discount on registration fees if requested in advance of registration:
 - a. Active Military, Police or Fire
 - b. Current city employee participating as part of the health initiative offered through the city Human Resources Department
 - c. Military Veteran
 - d. city Resident
- D. Online registration is available during registration dates and can be accessed through the city of Clearwater Parks and Recreation Department website.
- E. All managers must review the rules and regulations and sign the Manager's Acknowledgement Form prior to the start of game play.

ROSTER INFORMATION

- A. Age requirements: All players must be at least 18 years old by the date of the first game. All players must show proof of age by providing a government issued identification card prior to playing the first game. Failure to do so will result in that player being deemed ineligible to participate.
- B. All players must have their picture ID at the ball field. Umpires and/or city staff reserve the right to request a player show proof of identification at any time. Failure to show proof of identification may result in removal from the game.
- C. Rosters can have between 8 and 20 players. Rosters will be frozen after the team's 2nd game played.
 - 1. All players must COMPLETELY and LEGIBLY sign their team's roster.
- D. The eligibility of a team's players is the manager's responsibility.
 - 1. Teams playing non-roster players will forfeit all games in which the non-roster players participated.
- E. Following approval to change teams a player must sit out one game before he/she is eligible to play for their new team.

FREE AGENT LIST

The city of Clearwater free agent list allows players without a team to indicate their interest in being picked up by existing team. The free agent list will be updated as they come in and provided to managers via email. As a manager, if you decide to add a player, please contact the League Commissioner so that

the player may be taken off the list. Free agents may only be added prior to a team's 2nd game of the season.

MANAGER'S MEETING

A Manager's Meeting for kickball will be held prior to the start of every season by the League Commissioner to review rules/regulations and provide the game schedule. The meeting date will be provided after the registration process is completed.

STARTING TIMES, TIME LIMITS, TIES, STANDINGS AND RESCHEDULES

- A. City league starting times are 6:15pm, 7:15pm, 8:15pm and 9:15pm unless noted on the game schedule. The 7:15p and 8:15pm time slots will be used first when scheduling games. Based on the number of teams registered additional time slots may be added.
- B. Regulation games last seven (7) innings or no more than 55 minutes.
 - a. In the event of a tie score at the end of the game, the game shall be marked as a tie.
 - b. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
 - c. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
 - d. No new inning may begin 50-minutes past the scheduled start time of a game. Any inning that has begun before the 50-minute mark may be completed in its entirety as long as it does not exceed 55 minutes. Any game still in progress at the 55-minute mark shall be called due to time and the final score will revert back to the previous completed inning.
- C. A flip scoreboard will be used to keep score. Each team is responsible for updating their scores throughout the game. The official score will be kept by the umpire.
- D. All schedules are determined by city staff. CCPRD reserves the right to make changes if needed. All game times are randomly selected. Any necessary schedule changes due to field availability, field conditions or rainouts will be communicated to league managers in advance.
- E. The updated scores and standings will be available 2 business days after the game.
- F. The scoreboard clock is the official timepiece. If the scoreboard clock is not operating, the umpire will keep the official time unless designated otherwise. Keeping track of the time is the shared responsibility of the umpire and team managers.

RAINOUT OR CANCELLATION

If a rain-out or cancellation of an originally scheduled game occurs, the Athletics Office will make every effort to reschedule. However, varying circumstances, including field maintenance or availability, may result in the inability to reschedule. CCPRD does not guarantee all games will be made up. CCPRD reserves the right to change any of the above dates due to weather, or other circumstances.

- A. Team managers may call (727)268-8577 (recorded message), after 5:00pm, for information on the evening games or check the rainout app.
- B. In an effort to allow more flexibility to reschedule rainouts, the city reserves the right to schedule makeup games on non-traditional game days, if needed, based on availability. Every effort will be made to notify teams of makeup dates at least 7 days in advance. If your team is unable to attend the makeup date, the team will forfeit. No credit or refunds will be granted.

FORFEITS

- A. Teams will not be refunded for any type of forfeits.

- B. The team manager must notify the Events & Athletics Office in advance if your team is unable to attend. This will be considered a forfeit loss.
- C. Any team forfeiting 3 games during the season, whether consecutive or not will be removed from the league without a refund.
- D. Not having enough players (8) at game time will constitute a forfeit, which will be strictly enforced. If a proceeding game runs over into the next scheduled time slot, teams will be allowed up to the final out of the previous game in order to field the required number of players. There is no grace period.

PARTICIPANT/SPECTATORS CONDUCT RULES

- A. Only managers or team captains shall converse with the umpires over rulings or decisions made concerning a particular play. The manager or team captain is defined as the person who attends the “pre-game” meeting with the umpires.
- B. Home teams will use the third base dugout. Only the players and manager will be allowed in the dugout.
- C. Ejection rule: the following will occur when a player is ejected during a game:
 - 1. Every subsequent at bat for an ejected player will be recorded as an out.
 - 2. The individual must leave the premises immediately.
 - 3. Ejected individuals are suspended from all league play for a period of one week. They may not attend any league play during this time.
 - 4. Subsequent offenses will be evaluated on a case-by-case basis.
- D. Any insulting or threatening language or profanity directed at another player, coach, umpire, city staff, scorekeeper or fan will not be tolerated. Violation of this policy will result in immediate suspension from current and/or future league play without refund and subject to Clearwater Police action. Length of suspension is subject to Events & Athletics Management team review.
- E. Physical violence of any kind against another player, coach, umpire, city staff scorekeeper or fan will not be tolerated. Violation of this policy will result in immediate suspension from the league without refund for no less than one calendar year. Clearwater Police action will be taken including prosecution to the fullest extent of the law. Length of suspension is subject to review and will be determined by the Events & Athletics Management team.
- F. Smoking or vaping is prohibited at any city of Clearwater Park or facility.
- G. Drinking of alcoholic beverages is prohibited in city parks before, during and after games as per City Ordinance Chapter 6.31. If there is any confirmed instance of alcohol consumption at any city of Clearwater parks and/or facilities, to include the parking lot, the team will forfeit the game just played or to be played and could also be suspended from league without refund.
- H. Adhere to park rules (spectators, players, manager, umpire)
- I. The city of Clearwater’s Lightning Procedure is the “30-30 Rule.” When you see lighting, if you can count 30 seconds or fewer before you hear thunder, the storm is within six miles and poses a hazard. Seek shelter immediately away from windows, doors or metal objects that can conduct electricity. Wait at least 30 minutes after the last lighting flash before leaving shelter. Don’t be fooled by sunshine or blue sky!

OVERVIEW OF KICKBALL

Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the goal is to score more runs than the opposing team. Here is a list of general rules/concepts central to gameplay, from team structure to other less discussed rules. Unless otherwise noted within these rules, the city of Clearwater Adult Kickball League will be governed by the WAKA (World Adult Kickball Association) game rules.

- 10 fielders.

- 7 innings (if time allows).
- 2 base coaches.
- "bouncies" are allowed but it must bounce at least twice before home-plate.
- Strike zone is 1 ft on all sides of the home-plate (and above)
- You can throw a runner out, **but no headshots or hitting below the knees**
- One base on an overthrow.
- Forced outs.

Once teams are assembled, one team takes the field and the other prepares to kick. Play begins when the pitcher rolls the ball to the kicker. Once the kicker kicks the ball, they run around the bases in order depending on how far they kick the ball - further kicks will afford the runner more time to traverse more bases.

If the ball lands in the foul zone, the kicker must try again, and the foul will count as a strike. If a fielding player catches the ball before it touches the ground, the kicker is automatically out. If a fielding player manages to get the ball and pass it to one of the players on the base the runner is going to before the runner gets there, the runner is out. If any fielding player manages to touch the runner with the ball while holding it in their hand, the runner is out. Does this include throwing the ball at a runner?

When a player makes it around all bases and returns to the home base, the kicking team scores a run. The kicking team should aim to score as many runs as possible in an inning without getting out. If three of the kicking team's players get out, the teams switch positions. Once both teams have had a turn in the field and at the plate, the inning ends. Whichever team has the most points at the end of 7 innings (or fewer, based on time allotment) wins the game.

EQUIPMENT

- While participating, players must properly wear athletic clothing.
- Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.
- The official kickball is the red WAKA Logo Kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch. The kickball will be provided by the city of Clearwater.
- Athletic shoes are required. Metal cleats are not allowed.
- All player attire is an extension of the player.
- There is no uniform rule for the Adult Co-Ed Kickball League season however duct tape will be made available on site so all players have unique numbers.

UMPIRES

Umpires have the final decision during the game. The umpire has full authority to take any action or remove any player or spectators from the playing area when, in his/her judgement, such action is necessary to maintain proper and safe playing conditions. Umpires have the authority from ½ hour before each game until ½ hour after the game is completed. City staff and the umpiring crew should work together on all disciplinary items including submitting reports of incidents to the League Commissioner and Athletics Supervisor.

- A. Prior to each game, the Umpire must conduct a meeting with the captains of each team to address any ground rules in effect, to ensure the exchange of team lineups, and to identify the designated captains who will be authorized to discuss calls with the umpire during the game.
- B. Umpires have judicial ruling over play and may:
 - 1. Call off a game due to darkness, rain or other cause at the Umpire discretion.
 - 2. 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. Ejected participants must leave the field area and may not return to the game.
 - 3. Call a timeout.
 - 4. Keep a record of the final game score.
 - 5. Cancel a game if lightning is seen or delay it until safe to continue.
- C. 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 a precedent for future rulings.

PLAYER ELIGIBILITY

- A. All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.
- B. Players must play in at least 3 regular season games to be eligible to participate in the team's playoff games.
- C. A claim of improper kicking order must be made to the Umpire who will make the final determination. Such a claim must contain two parts:
 - 1. That the written kicking order was exchanged;
 - 2. That the claim is 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 burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker. A player removed from the kicking order for ejection, injury, illness, or any reason does not constitute an improper kicking order.

TEAMS

- A. Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the home team, which kicks last each inning.

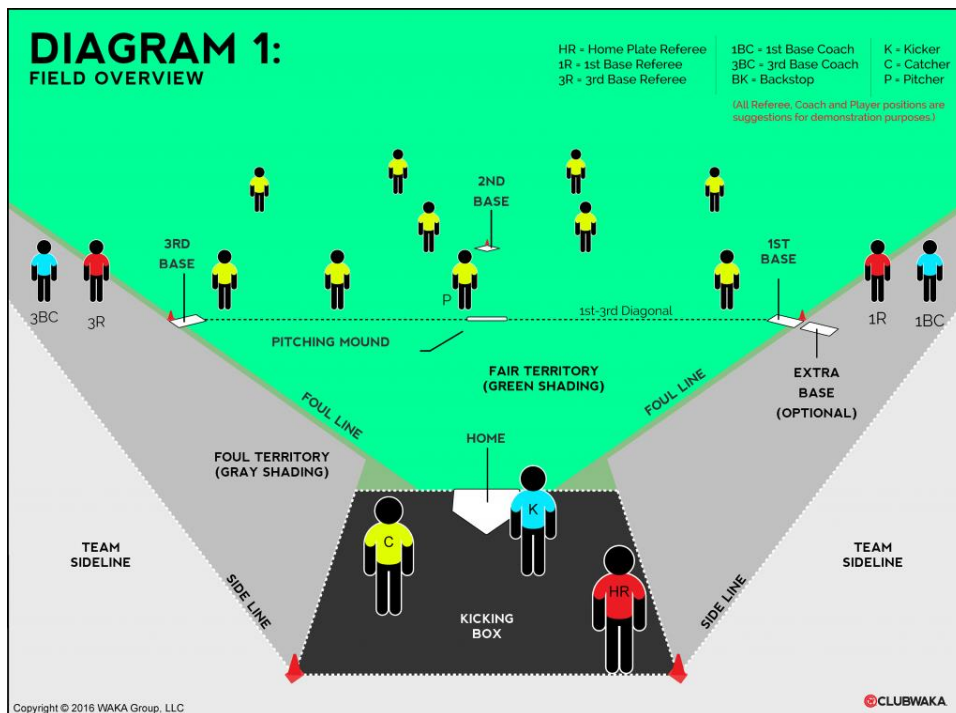
- B. While fielding, each team must field at least eight (8) and no more than ten (10) players. This must include one pitcher and one catcher at all times during the game.
- C. For a given game, each team shall have one Captain and one Co-Captain (collectively “the captains”) who are jointly responsible for the team. The captains may discuss calls with the Head Umpire, but must accept the Head Umpire’s final ruling. Other players besides the captains that dispute calls with the Umpires are subject to ejection from the game.
- D. The city of Clearwater Adult Kickball League is Co-ed. Teams must adhere to the requirements of number of men and women to qualify your team to participate in each game.
 - 1. Teams may start a game with a minimum of eight (8) players, however some restrictions do apply. A team may have more women than men to start a game, but may only have four men when starting a game with the eight-player minimum.
 - 2. If a team has nine players to start a game, they may start with five men and four women, but an automatic out will be recorded between the two men kicking back-to-back. The automatic out will not apply when women kick back-to-back in a nine-player scenario.
 - 3. In situations where a team begins a game with less than ten players, the additional players (up to the maximum of 12 if the team has not yet kicked around, up to 10 if they have) may be added to the lineup at any time, subject to the restrictions indicated in the first three sentences of this rule.
 - 4. Teams may have the following ratios of women to men on their teams.
 - i. 5 females/5 males
 - ii. 5 females/4 males
 - iii. 4 females/5 males
 - iv. 5 females/6 males
 - v. 6 females/4 males
 - vi. 7 females/5 males
 - vii. 7 females/4 males
 - viii. No other combinations

REGULATION GAMES

- A. Regulation games last seven (7) innings or no more than 55 minutes.
 - 1. In the event of a tie score at the end of the game, the game shall be marked as a tie.
 - 2. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
 - 3. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
 - 4. No new inning may begin 50-minutes past the scheduled start time of a game. Any inning that has begun before the 50-minute mark may be completed in its entirety as long as it does not exceed 55 minutes. Any game still in progress at the 55-minute mark shall be called due to time and the final score will revert back to the previous completed inning.
- B. A game that is called off by the Umpire after four (4) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.
- C. A game that is called off by the Umpire for any reason before four (4) full innings of play shall not be considered a regulation game and a new game may be rescheduled.

PITCHING, CATCHING, FIELDING

- A. Balls must be pitched by hand by the opposing team. Pitchers must pitch from the pitching mound (42' 5 1/8" from home plate) and cannot go in front of the pitching mound until the ball is kicked.
- B. Pitches that bounce more than one foot above the ground will be considered an illegal pitch, and thus deemed a ball. Four balls result in a walk.
- C. Proper Field Position must be maintained by all fielders (See Diagram 1 below) while a pitch is in progress and until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick. Proper field position is:



1. For Fielders: All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal;
 2. For Pitchers:
 1. The pitcher must start the act of pitching with at least one foot within the pitching mound;
 2. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball;
 3. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
 3. For Catchers:
 1. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
 2. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
 3. The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.
- D. Players may play any defensive position, providing that there are an equal or greater number of female fielders. EXCEPTION: the scenario where a team is playing with 9 players, and is being subjected to the offensive penalty.

KICKING

- A. All kicks must be made by foot or leg, below hip level. Any ball touched by the foot or leg below hip level is a kick.
- B. All kicks must occur:
1. At or behind home plate. The kicker may step on home plate to kick; however, no part of the planted foot may be in front of or cross the front edge of the home plate.
 2. Within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
- C. The kicker can be called out if they get 3 strikes or 3 foul balls.

RUNNING AND SCORING

- A. Runners must stay within the baseline. Any runner outside the baseline is out:
1. Runners may choose their path from one base to the next, and may follow a natural running arc.
 2. Runners are free to change course to avoid interference with a fielder making a play.
 3. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

- B. Obstruction. Fielders may be within the baseline when doing so is necessary to make an active play on the ball but must otherwise stay out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, 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.
- C. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
- D. No sliding is permitted in this league.
- E. Hitting a runner's neck or head with the ball is not allowed. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Umpire, the runner is out.
- F. A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
- G. All ties will go to the runner. Runners traveling from home plate may overrun first base and may only be tagged out if actively attempting to advance to second base.
- H. Base Running on Overthrows;
 - 1. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.
 - 2. On an overthrow into foul territory the umpire will call the play dead for the runner to advance one base. The runner cannot advance on an overthrow if the umpire has not called the play an overthrow.
 - 3. If any fielder attempts to make an out prior to returning the ball to the pitcher, runner may commence base running.
- I. Running past another runner is not allowed. The passing runner is out.
- J. A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is out before touching first base.
- K. At the end of a game the team with the most runs wins.

STRIKES

- A. A count of three (3) strikes is an out.
- B. A strike is.
 - 1. A pitch that is not kicked and is not called a ball, that enters any part of the strike zone.
 - 2. An attempted kick missed by the kicker inside or outside of the strike zone.
- C. Foul balls never count as strikes.

BALLS

- A. A count of four (4) balls advances the kicker to first base, with the exception of four-pitch walks.
- B. During a single plate appearance, if a kicker is walked on exactly four pitches, without being pitched any strikes or any resulting foul balls, the kicker will be awarded a walk of two bases. Base runners shall only advance as far as they are forced by the kicker proceeding through 1st base to 2nd base.

C. A ball is:

1. a pitch outside of the strike zone as judged by the Umpires where a kick is not attempted;
2. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
3. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker.
4. a pitched ball that is higher than one foot at the plate.

FAIRS AND FOULS

A. A count of three (3) fouls is an out. Foul balls never count as strikes.

B. A foul ball is:

1. A kicked ball first touching the ground in foul territory.
2. A kicked ball first touching a fielder or Umpire wholly in foul territory, while the ball is over foul territory.
3. A kicked ball landing in fair territory but touching the ground in foul territory on its own at any time before crossing 1st or 3rd base.
4. A kicked ball landing in fair territory, then entering foul territory before crossing 1st or 3rd base and touching a fielder or Umpire wholly in foul territory.
5. A ball put into play with any part of the kicker's body at or above the kicker's hip level.
6. A kicked ball touched more than once or stopped in the kicking box by the kicker.
7. A kicked ball first kicked outside of the kicking box.
8. A kicked ball first touching a permanent object, such as a batting cage or fence.
9. A kicked ball first touching a fielder in front of the kicker's box prior to the ball crossing into fair territory.
10. A kicked ball by a player that comes to a full stop prior to crossing the 1st-3rd diagonal line without first being touched by a defensive player.

C. A fair ball is:

1. A kicked ball landing and remaining in fair territory.
2. A kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base.
3. A kicked ball first touching a player or Umpire in fair territory.
4. A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory.
5. A kicked ball that touches a runner before touching the ground in foul territory.
6. A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.
7. A kicked ball by a male player that touches a defender prior to reaching the 1st-3rd diagonal line.

OUTS

- A. A count of three (3) outs by a team completes the team's half of the inning.
- B. An out is:
 - 1. A count of three (3) strikes or three (3) fouls.
 - 2. Any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground.
 - 3. A Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base.
 - 4. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
 - 5. A kicker or runner that interferes with the ball.
 - 6. A tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball.
 - 7. A runner off base when the ball is kicked.
 - 8. A runner physically assisted by a team member during play.
 - 9. Any kicker that does not kick in the proper kicking line up.
 - 10. A runner that passes another runner.
 - 11. A runner outside of the baseline.
 - 12. A runner who misses a base, as called by an Umpire upon the conclusion of the play.
 - 13. A runner who fails to properly tag up on a caught ball, as called by an Umpire upon the conclusion of the play.
 - 14. A runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner.
 - 15. A runner coming from home plate who steps on First Base when required to use the Extra Base.
 - 16. A player improperly occupying the sideline area after their team has been issued a warning.

BALL IN PLAY

- A. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
- B. Interference is:
 - 1. When any non-fielder or non-permanent object except an Umpire or a runner touch or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
 - 2. When any runner on or off base intentionally touches a ball, or hinders a fielder. This 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.
3. When any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came.
- C. During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

INJURY AND SUBSTITUTION

- A. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.
- B. If a player is ejected, injured, becomes ill and cannot continue, or leaves the game for any reason, the written kicking order will continue in the same formation, less the removed player. A player removed from the kicking order for injury or illness does not constitute an improper kicking order and there is no “automatic out” when the removed player’s spot in the order is reached.
- C. If a player is ejected from the game his/her place in the kicking order will remain an automatic out per league ejection rules.
- D. Injured players who do not kick shall not play in the game.
- E. Any player removed from the game for injury or illness must be noted on both teams written kicking orders and mentioned to the Umpire.
- F. The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.
- G. Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

PROTESTS

Notification of intent to protest must be made by the coach or captain immediately before the next pitch. All details concerning the protest must be written on the back of the scorecard at the time, (runners on base, out’s etc.), the game continues under the protest. The manager must file a written protest the next business day with the Athletics Office with a \$50.00 protest fee, which is refundable if the protest is upheld.