



Southside Adult  
Kickball Association

**OFFICIAL PLAYING RULES**



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## Rule I Definitions

- 1.01 Appeal: A request for review of an umpire's decision or a situation which warrants an umpire to make a post action call or decision.
- 1.02 Appeal Play: A play upon which an umpire cannot make a decision until an appeal is made by a fielder. Returning the ball to the proper base constitutes an appeal play.
- 1.03 Attempted Advance: When a runner moves with commitment toward the next base.
- 1.04 Ball: A pitch which does not legally enter the strike zone and is not kicked at by the kicker. See Rule 6.04
- 1.05 Base: One of four points which must be touched by a runner in order to score a run.
- 1.06 Base Coach: A member of the offensive team who is stationed within a coach's box to direct the kicker and runners.
- 1.07 Base Lane: A three foot wide lane, outside the foul line, for the kicker-runner running to first base.
- 1.08 Base on Balls: An award of first base granted to a kicker who, during her/his time at kick, receives four pitches outside the strike zone or is intentionally walked.
- 1.09 Base Path: An imaginary line three foot to either side of a runner's direct line between the bases.
- 1.10 Blocked Ball: A kicked or thrown ball that is touched by a person not engaged in the game, or which touches any object or ground which; is not part of the official equipment or playing area.
- 1.11 Bunt: The act of the kicker tapping the ball once with the initial striking leg between any part of the foot and knee without a complete kicking motion and follow through.
- 1.12 Catch: The act of a fielder in getting secure possession of a ball in flight and firmly holding it above ground without using any part of her/his uniform to assist them.
- 1.13 Catcher: The fielder who takes her/his position behind the kicker and kicker's circle.
- 1.14 Commitment: Any motion which, in the umpire's opinion, indicates the intention of the runner to advance to the next base or return to the last base held.
- 1.15 Dead Ball: The ball is not in play.
- 1.16 Defensive Team: The team in the field.
- 1.17 Double Hit Bunt: When in the act of bunting the ball, the ball hits the kicker's person two or more times. A foul ball is declared.
- 1.18 Double Hit Foul Ball: When in the act of kicking the ball, the ball is kicked with the initial attacking leg between any part of the foot and knee, inclusive of the same leg, and then hits the kicker's person elsewhere.
- 1.19 Double Play: A play by the defender in which two offensive players are legally put out as a result of continuous action.
- 1.20 Dugout: The seating area reserved for team members when they are not actively engaged on the playing field.

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- 1.21 Ejected Player: A player removed from the game by an umpire for behavior which violates the rules.
- 1.22 Fair Territory: The part of the playing field within and including the first and third base foul lines from the three foot line to the bottom of the extreme playing field fence and that is not on or past the three foot line and perpendicularly upward from the outside edge of said lines.
- 1.23 Fielder: Any defensive player officially in the game.
- 1.24 Fly Ball: Any ball kicked in the air by the kicker.
- 1.25 Force Out: Any out which is made on a runner after the runner loses the right to the base which she/he was occupying by reason of the kicker becoming a runner.
- 1.26 Forfeited Game: A game declared ended by the umpire-in-chief in favor of the non-offending team.
- 1.27 Foul Ball: A kicked ball which does not conform to the requirements of a fair ball.
- 1.28 Foul Territory: The part of the playing field outside the three foot line and first and third base lines, extending to the fence and perpendicularly upwards.
- 1.29 Foul Tip: When a kicked ball goes directly from the kicker's foot and is legally caught by the catcher and the bottom of the ball did not rise above the kicker's head on the third strike.
- 1.30 Ground Ball: Any kicked ball that touches the ground before touching a fielder.
- 1.31 Ground Rule Double: A fair kicked ball which touches ground and bounces over a fence.
- 1.32 Home Run: When a fair kicked ball goes over the outfield fence before touching the ground at a distance of 125 feet or more from home plate or the kicker runs and touches home plate before being put out and the defensive team commits no errors. Exception a home run kicked over the fence in the D-Division will result in an out and the ball is dead.
- 1.33 Illegal or Illegally: Contrary to these rules.
- 1.34 Infield: The section of the playing field including the bases and home plate normally covered by infielders.
- 1.35 Infielder: A defensive player who occupies a position to make plays in the infield.
- 1.36 In Jeopardy: A term indicating that the ball is in play and an offensive player may be put out.
- 1.37 Inning: The portion of the game within the teams alternate on offense and defense and which there are three outs for each team. Each team's time at kick is a half-inning. An inning begins as soon as the last out of the previous inning is made.
- 1.38 Interference:
- A. Offensive Interference is an act by the team at kick which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.
- B. Defensive interference is an act by a fielder which hinders or prevents a kicker from kicking a pitched ball, including verbal harassment, or a player who crosses the nine foot line before a pitched ball has reached home plate or the foul lines, or is kicked by the kicker.
- C. Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

On any offensive or spectator interference the ball is dead immediately. On any defensive interference the ball remains live.

- 1.39 Kicker-Runner: A term that identifies the offensive player who has kicked but has not been put out or the play on which she/he became a runner has not ended.
- 1.40 Kicker's Circle: The marked area behind and including home plate.
- 1.41 Kicking: The act of the kicker aggressively kicking her/his foot at a pitched ball.
- 1.42 Kicking Order: The official listing of offensive players in the order in which they must take their turn at kick.
- 1.43 Legal or Legally: In accordance with these rules.
- 1.44 Legal Hit: When a runner or kicker-runner who is not touching a base is hit below the waist by any portion of the ball thrown by a fielder. The thrown ball may hit the ground prior to hitting the runner. However, if it touches a base or any other fielder, player, spectator, coach, or umpire prior to hitting the runner, it is NOT a legal hit.
- 1.45 Legal Kick: When the ball is kicked with the initial attacking leg between any part of the foot and knee, inclusive of the same leg. The ball may strike the kicker's attacking leg two or more times below the knee and shall be considered a legal kick.
- 1.46 Legal Tag: When a runner or kicker-runner who is not touching a base is touched by the ball while it is securely held in the fielder's hands without using the ground for assistance. When a runner or kicker-runner is tagged, whether above or below the waist, she/he shall be called out. The hands holding the ball are considered part of the ball.
- 1.47 Live Ball: A ball which is in play.
- 1.48 Nine Foot Line: A chalk line drawn nine feet in front of the pitcher's box.
- 1.49 No Pitch: A term used by the umpire to indicate a null pitch. The ball is dead. See Rule. 6.05
- 1.50 Obstruction: Is the act of a fielder who, (1) while no in possession of the ball or (2) not fielding a kicked ball, or (3) not about to receive a thrown ball impedes the progress of any runner who is legally running bases.
- 1.51 Offensive Team: The team at kick.
- 1.52 Out: One of three retirements of an offensive team during its time at kick.
- 1.53 Outfield: The section of the playing field beyond the bases and most distant from home plate.
- 1.54 Outfielder: A defensive player who occupies a position in the outfield.
- 1.55 Overrun: The act of an offensive player when she/he runs beyond a base she/he has reached.
- 1.56 Over-Slide: The act of an offensive player when her/his slide to a base is with such momentum that she/he loses contact with the base.
- 1.57 Overthrow: A live ball thrown from one defensive player to another which goes past the intended defensive receiver. A pitched ball which goes beyond the catcher, or any dead ball, is not considered an overthrow.

- 1.58 Pitch: A ball delivered to the kicker by the pitcher.
- 1.59 Pitcher: The fielder designated to deliver the pitch to a kicker.
- 1.60 Pitcher's Box: The area within which the pitcher must stand while pitching.
- 1.61 Play Ball: The term used by the umpire to indicate that play shall begin or be resumed.
- 1.62 Protest: An official action whereby a coach requests that a call or decision by the umpire be reviewed by the Rules Director or Rules Committee.
- 1.63 Quick Return Pitch: A pitch made by the pitcher with obvious attempt to catch the kicker off balance.
- 1.64 Runner: An offensive player who has completed her/his turn at kick and has not been put out.
- 1.65 Strike Zone: Any part of home plate and the area encompassed by imaginary lines drawn at right angles to the edges of home plate, extending upward to an imaginary line parallel to the plate and at a height equal to the bottom of the kicker's knee.
- 1.66 Time: A term used by an umpire for the temporary suspension of play.
- 1.67 Unsportsman-Like Conduct: The use of language, actions, or gestures not in keeping with the ideas, concepts, ethics, and principles of the Southside Adult Kickball Association.

## **Rule II Uniforms**

- 2.01 The shoe shall be considered official if it is of athletic design, contains a nonmetal protective toe, and does not contain metal or sharp cleats or any other studs which, in the umpire's judgment could cause injury.
- 2.02 Every team shall adopt a uniform shirt for its players of similar color and design. Shirts shall have a number of at least 4 inches high on the back.
  - A. All team members must have uniform shirts by the third game of the season.

EFFECT: The offending team will forfeit the said game. In the event that both teams fail to have uniform shirts, this will result in a double forfeit.

EXCEPTION: New players will be given three games from the time that they register to acquire a uniform shirt.
- 2.03 Jewelry is allowed if the design is of no danger to the players in the judgment of the umpire-in-chief.
- 2.04 Sunglasses and eyeglasses are allowed if their design is of no danger to players in the judgment of the umpire-in-chief.
- 2.05 Foot, knee and ankle braces are allowed if:
  - A. no hard or unyielding material is worn or attached to the front of the foot, ankle, shin, or knee.
  - B. exposed metal, buckles, or plastic edges are covered to protect all players from scrapes or lacerations.
- 2.06 Cloth sweatbands may be worn with the exception of the pitcher's throwing arm, unless the pitcher needs

to cover an injury.

EFFECT (2.01, 2.03-2.06): A time out shall be charged to the offending player's team and the player must immediately comply with these rules. Failure to comply will result in ejection. All previous plays shall be legal.

- 2.07 At no time during a game shall a player use or apply to her/his hands, arms, clothing, or any material or substance with sticky or adhesive qualities. Powdered resin may be used to dry the hands.

## **Rule III Player Eligibility , the Team & Duration of Title**

- 3.01 The age requirement for Southside Adult Kickball Association is that the player must be at least 18 years of age as of August 3<sup>rd</sup> of the year that they are to play.
- 3.02 Players may not play if they are pregnant.
- 3.03 A player must be officially registered by completing and signing the Southside Adult Kickball Association registration form. Late registrants will be certified to play by the Player agent prior to being eligible to play.
- 3.04 Players may not transfer from one team to another after the season begins. Only special cases may be considered by written request to the Southside Adult Kickball Association Board of Directors.
- 3.05 A player must have played in at least one-half of the team's scheduled games within their division to be eligible to play during playoffs.

EFFECT (3.01-3.05): Player shall be removed for the team and may result in forfeiture of all games in which said player participated.

## **Rule IV The Playing Field**

- 4.01 The playing field is the area within which the ball may be legally played and fielded. The standard field shall have a clear and unobstructed area within a radius of 125 feet from home plate between the foul lines.
- 4.02 Ground or special rules establishing the limits of the playing field may be granted by the board. Any obstruction on fair ground less than 125 feet from home plate shall be clearly marked.
- 4.03 *There shall be one official playing field for all divisions and shall be the same dimensions as provided for by the LMKII rule book for SR/TA divisions.*

## **Rule V The Game**

- 5.01 The official kickball shall be the same as adopted by LMKII unless otherwise approved of by the Southside Adult Kickball Association Board. It shall be inflated to a pressure determined by Southside Adult Kickball Association. The interior of the ball may contain air only. An approved ball must be used in all league and tournament games.

- 5.02 The home team shall be last or second to kick and shall occupy the third base dugout.
- 5.03 The fitness of the ground for all games shall be decided by the *Rules Director or his/her designate*.
- 5.04 There will be a one hour limit per game. If an inning has started prior to the expiration of the time limit, it will be completed. An inning begins as soon as the last out of the previous inning is made.
- EXCEPTION: There is no time limit in tournament play.
- NOTE: An official's time out for an injured player, prolonged conference, or protest shall not count as part of the time limit.
- 5.05 The winner of the game will be the team that scores the most runs in a regulation game. The score of a regulation game shall be the score at the end of the last completed inning unless the home team scores the winning run in an uncompleted inning.
- 5.06 A regulation game shall consist of six innings unless the score is tied.
- A. A game that is tied after six complete innings shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning, or (3) the time limit expires after a complete inning.
- 5.07 A regulation tied game will be declared if the score is equal when the game is called: (1) after four or more completed innings, or (2) if the home team scores one or more runs in it's half of the fourth inning to a tie the score. A regulation tie game shall be one-half win and one-half loss for each team on their standings.
- 5.08 A regulation game shall consist of six complete innings unless shortened due to the following:
- A. The home team needs none of it's half of the sixth inning or only a fraction of it.
- B. The umpire-in-chief calls the game after only four or more complete innings have been played or if the home team has scored more runs after three and one-half or more innings.
- C. Time has expired.*
- The umpire-in-chief is empowered to call a game at any time due to time limit expiration, darkness, rain, panic, or other reasons which put players or spectators in peril. If a game is called (except time limit or during tournament play) before it has become a regulation game, the game will be replayed from the beginning. If a non-regulation game is called due to time limit or during tournament play, the game shall be suspended and replayed from the point the game was halted by the umpire.
- The completion of a suspended game is continuous of the original game. The lineup and kicking order of both teams shall be exactly the same, if possible. (a) If a player who was playing in the original game is absent, or injured, a substitute may replace her/him. The substitution shall be treated as though the absent, sick, or injured player had been injured at the point of the suspension. (b) If a player was absent, sick; or injured before the original game began, she/he may be allowed to participate in the continuation game as a substitute. All rules governing substitutions still apply as if the original suspended game had never been suspended.
- C. When the visiting team has a lead of fifteen runs or more after four complete innings or the home team has a lead of fifteen runs or more after three and one-half innings, the umpire shall call the game.

### **How to Lose Quickly**

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- 5.09 A forfeited game shall be declared by the umpire-in-chief, in favor of the team not at fault, in the following instances:
- A. If a team fails to appear on the playing field or refuses to turn in a lineup by **scheduled** game time. All games shall be played as scheduled no exceptions.
- NOTE: If at least nine players are present, the game shall begin.
- B. If, after the game has begun, one side refuses to play.
  - C. If, after play has been suspended by an umpire, one team fails to resume play within *one* minute.
  - D. If, after a warning by the umpire, any one of the rules of the game is willingly violated.
  - E. If, after a warning by the umpire, a team employs tactics designed to delay or hasten the game.
  - F. If the order for removal of a player or coach is not obeyed within one minute.
  - G. If, because of the ejection of players from the game by the umpire, there are less than nine official players on either team.
  - H. If a team is unable or refuses to place nine players on the field.
- NOTE: If a spectator is ordered to leave the grounds and refuses, the umpire-in-chief may suspend the game or declare a forfeit.

### The Lineup

- 5.10 Two copies of a complete team lineup must be turned in prior to scheduled game time. *One shall be given to the opposing coach, one to the scorekeeper.*
- EFFECT: The game shall not begin and will be declared a forfeit if a team fails to comply.
- 5.11 A team lineup must contain the following:
1. First, last names and numbers of each starting player in their respective kicking order.
  2. First and last names and numbers of each substitute player.
- EFFECT: If a harmless mistake has been entered in the lineup or official scorebook, whenever the error is discovered, the error shall be changed to correctly identify the player. All previous plays are legal.

### Substitutes

- 5.12 A substitute must take the place of a player whose name is in the team's kicking order.
- 5.13 A substitute player shall be officially in the game when her/his name and number have been announced to the umpire-in-chief. The umpire-in-chief shall notify the official scorekeeper and a coach of the opposing team of such substitutions.
- A. A substitute player may not replace an ejected player.
- 5.14 *Deleted.*
- 5.15 No courtesy runners are allowed at any time.

## Player & Coach Positions

- 5.16 Each team shall have exactly ten players entered in the game at all times consisting of: pitcher, catcher, first baseman, second baseman, third baseman, left shortstop, right shortstop, left fielder, center fielder, and right fielder.

EXCEPTION: If, at the scheduled game time, there are only nine players the game shall begin. If the tenth player arrives she/he must immediately be put into the game, regardless of the inning, and placed in the tenth position of the kicking order. This is an official's time out.

- 5.17 Players of the team may be stationed anywhere in fair territory beyond the nine foot line.

EFFECT: If a defensive player, except the catcher, is stationed completely in foul territory from the time the pitcher releases a pitch until the ball is kicked, such player is ineligible to participate in any play made as a result of the pitch. If the ineligible player touches a fair kicked ball or a live thrown ball, this shall be considered defensive interference.

NOTE: If a defensive player has one foot touching fair territory, she/he is considered to be in fair territory.

EXCEPTION: The catcher must be stationed in foul territory *outside the kickers circle and behind the kicker.*

NOTE: The catcher's position shall not be vacant. If, at the time of the pitch; the catcher's position is vacant, defensive interference will be called.

- 5.18 The catcher must remain outside the kicker's circle and out of the kicker's line of vision until the pitched ball is received or the kicker will be awarded first base.

- 5.19 No player shall take a position on the home plate side of the nine foot line. Players may not cross this line until the pitched ball has reached home plate, *is a declared ball / strike from a kickable pitch*, or is kicked by the kicker, whichever occurs first.

EFFECT: Violation of this rule is considered defensive interference and the kicker may be awarded first base unless doing so would penalize the offensive team. The umpire must explain the options available to the offensive team. Allowing a play to stand or leaving the kicker at kick is considered options. If the coach chooses to leave the kicker at kick, the pitch will be *declared a ball.*

EXAMPLE: Team A is at kick. Team B's left shortstop violates Rule 5.19 and the kicker kicks a home run. It would obviously penalize the non-offending team to give the kicker only first base rather than a home run; therefore, the home run would stand.

- 5.20 Only three coaches, one scorekeeper, and the players currently on the team are allowed in the dugout. Siblings and mascots may be allowed with the umpire-in-chief's approval. A time out may be charged.

- 5.21 The offensive team is entitled to station two base coaches on the field during its term at kick, one near first base and one near third base. Both coaches must remain within the coach's box at all times unless forced to vacate to allow a play to develop.

EFFECT: The offending base coach, after a warning by the umpire, shall be removed from the game.

Some coaches put one foot outside the coach's box or stand astride or otherwise is slightly outside the coaching box lines. This coach shall not be considered outside the box unless the opposing coach complains, and then, the umpire shall strictly enforce this rule and require all coaches (on both teams) to remain in the coach's box. A coach may be allowed to leave the coach's box when there is a play at

his/her base to signal the runner to slide, advance, or return to the base. However, a coach must not interfere with the play in any manner.

5.22 Coaches may enter fair territory:

A. After the last out of a half inning and prior to the umpire starting the next half inning.

B. During a charged time out by either team.

C. To assist an injured player after the ball has been declared dead.

EFFECT: Violations may result in a charged time out to the offending team or if the ball is alive, defensive interference or offensive interference may be called.

### **How A Team Scores**

5.23 One run shall be scored each time a kicker becomes a runner and legally advances and touches first, second, third bases, and home plate before the third out of an inning.

5.24 A run shall NOT be scored by a runner who advances to home plate in which the third out of an inning is made as a result of:

A. the kicker-runner being put out before touching first base.

B. any runner being forced out.

If a runner leaves her/his base before a fly ball is first touched by a fielder and the defense appeals the base she/he left illegally, this shall not be considered a force out.

C. a proceeding runner being put out on an appeal play.

If a runner misses a base and the defense properly appeals, such runner shall be considered out the instant she/he missed the base.

### **Time Outs**

5.25 A team is allowed one time out per half inning without penalty. During a timeout, coaches and players on both teams may confer without penalty. Once the umpire has called "Play Ball", a time out may be charged if a team's conference delays resumption of play.

EFFECT: The second and subsequent time outs constitute removal of the pitcher from the pitcher's position. She/He may not return to pitch for the remainder of the game. The effect of "removal of the pitcher" will not be enforced for a "time out" for the removal of disallowed jewelry, necklaces, etc., or any uniform or equipment adjustments. The removal of the pitcher is intended to be applied to the deliberate act or request for a second time out by the coach of said team.

### **Offensive, Defensive, & Spectator Interference**

5.26 The umpire will call offensive interference when:

A. the kicker interferes with the catcher's ability to make a play. Such kicker is out. Ball is dead. Runners must return to the last legally held base at the time of the interference.

Keep in mind the catcher must give the runner an opportunity to run to first base and the kicker must yield to the catcher if she/he is attempting to field a ball. A collision may justify a call, if the kicker interferes with the catcher, the kicker is out and the ball is dead. All runners must return to the last base

that was, in the judgment of the umpire, legally touched at the time of the interference.

B. in running to first base, while the ball is being fielded to first base, the kicker-runner runs outside the base line and in the umpire's judgment, in so doing, interferes with the throw to first base, providing she/he is not avoiding a fielder attempting to field a kicked ball. Such kicker-runner is out. The ball is dead. All other runners must return to the last base legally held at the time of the interference.

C. the kicker intentionally deflects, in any manner, the course of a foul ball to prevent it from becoming a fair ball or an out. Such kicker is out. Ball is dead. Runners must return to the last base held at the time of pitch.

D. any kicker or runner who had just been put out hinders or impedes any following play being made on another runner. Such other runner is out. Ball is dead.

NOTE: If a kicker or a runner continues to advance after being put out, she/he shall not, by that act alone, be considered as confusing, hindering, or impeding the fielders.

E. any member of the offensive team interferes with a fielder fielding a foul fly ball. The ball is dead and the kicker is out. Runners-must return to the last base held at the time of the pitch.

F. a runner is standing on a base and intentionally interferes with a kicked fair fly ball to a fielder with an opportunity to catch the fly ball. Both the runner and kicker shall be called out.

G. a runner interferes with a defensive player's ability to field a kicked ball or intentionally interferes with a thrown ball. Such runner is out. The ball is dead. If the interference, in the judgment of the umpire, prevented a double play, both runners will be called out.

NOTE: When making this determination, the umpire shall consider the proximity of the interference to the position of the fielders and succeeding runner.

H. a runner is struck by a fair ball while off base and before touching an infielder or passing through an infielder with an obvious opportunity to field the ball. Such runner is out and the ball is dead. No other runners may advance unless forced to do so.

EXAMPLE: Bea is on first and Dee on third. Amy kicks a fair ground ball down the third base line and hits Dee while off base before touching or passing through an infielder. Dee is out for interference. Ball is dead. However, if the umpire feels the interference did not prevent Amy (kicker) or Bea (runner on first) from being put out, Amy shall be awarded first base and Bea shall be awarded second base.

EXCEPTION: If a ball goes through, or by, an infielder and touches the runner after having been touched or deflected by a fielder, the umpire shall not declare the runner out for being touched by a fair kicked ball. In making such decision the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a ball on which the infielder missed the play, then the runner shall be called out for interference.

I. an offensive coach or player not engaged in the game touches, holds, pushes, or in any way physically assists (whether intentional or not) a runner to return to a base, leave a base, or avoid being put out. The ball is dead and the runner is out.

EXAMPLE: A coach does not initiate the contact but the runner grabs the coach to avoid falling and by doing so returns to the base to avoid being put out. Such runner is out.

J. an offensive coach interferes with a thrown ball.

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1. A coach must vacate the coach's box to allow a play to be made. If a coach fails to leave the coach's box and interferes with a thrown ball to first or third base, such runner shall be declared out for the interference of her/his coach. The ball is dead.

EXCEPTION: If a thrown ball accidentally touches a base coach and does not result in interference or a thrown ball accidentally touches an umpire, the ball is live and in play.

K. with a runner on or approaching third base, the base coach leaves his/her box acts in any manner to draw a throw by a fielder. Such runner shall be called out for the interference of her/his coach.

L. any member or members of an offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder, or add to the difficulty of the fielders. Such runner shall be declared out for the interference of her/his teammate(s). Members of a team include any person authorized to sit on that team's bench.

EXCEPTION: After a home run which first touches the ground at a distance of 125 feet or more from home plate (i.e. over the fence), members from both teams may stand or gather around home plate. All members of the team should stand in foul territory until all runners and kicker have touched home plate. The umpire's view must not be obstructed.

M. an offensive coach enters in fair territory and interferes with a play.

NOTE: On any offensive interference call, the ball is dead immediately.

5.27 The umpire will call defensive interference when:

A. any fielder interferes with the kicker's ability to kick a pitched ball. This can include verbal harassment which is considered excessive by the umpire.

B. any fielder crosses the nine foot line before a pitch reaches or passes home plate.

C. the catcher touches the kicker before she/he has received the pitched ball.

D. the catcher crosses the kicker's circle or the kicker's line of vision before the kickable pitch is received by the kicker.

E. if, at the time of the pitch, the catcher's position is vacant.

EFFECT: (A-E): If a play follows the interference, the umpire shall allow the play to continue. After the play has ended, the umpire shall give the coach the option of declining the interference penalty and allowing the play to stand. If the coach accepts the interference penalty, all runners shall be awarded one base beyond the last held at the time of the interference. If the ball was foul, it is a foul ball and shall not constitute interference.

5.28 When there is spectator interference with any live ball, the ball shall be dead at that instant and the umpire shall impose such penalties as in his/her opinion will nullify the act of interference.

### **Putting the Ball in Play/ Live Ball-Dead Ball**

5.29 At the scheduled game time, the home team shall take their defensive positions, the first kicker of the visiting team shall approach the kicker's circle, and the umpire shall call "Play Ball" and the game shall begin.

5.30 After the umpire calls "Play Ball", the ball is live and in play and remains so. until for legal cause, or at the umpire's call of "Time", the ball becomes dead. While the ball is dead, no player may be put out, no bases run, and no runs scored, except that runners may advance one or more bases as the result of acts

which occurred while the ball was live (such as, blocked ball, interference, or a home run)

5.31 The ball becomes dead and not in play when:

A a ball is illegally kicked

B. a kicker makes no attempt to kick at a pitch and the pitch hits any part of her/his person

C. a foul fly ball is not caught. The umpire shall not put the ball in play until all runners have returned to their bases.

D. the offensive team causes interference.

E. a blocked ball is declared.

F. a pitched ball, not kicked by the kicker, is touched by the catcher.

G. a no pitch is declared

5.32 The ball becomes dead when an umpire calls "Time." The umpire shall call time when:

A. in his/her judgment conditions justify such actions

B. light failure makes it impossible for the umpires to follow the play. This shall not be considered a charged time out.

C. an incident incapacitates a player, coach, or umpire after the play had ended. This shall not be considered a charged time out.

1. Whenever a player suffers a laceration or open wound where bleeding occurs, the player's wound must be contained under an appropriate bandage or she/he must be removed from the game. In addition, if any clothing becomes saturated with blood that could be transferred to another person, the clothing must be replaced. This shall not be considered a charged time out.

D. a coach requests "Time" for a conference after a play has ended. This shall be a considered a charged time out.

E. a kicker requests "Time" and the umpire feels the pitcher is unnecessarily delaying the pitch and she/he has not started her/his delivery This shall not be considered a charged time out.

F. an umpire orders a player or any other person removed from the game or playing field. This shall not be considered a time out.

NOTE: No umpires shall call "Time" while a play is in progress.

5.33 After the ball is dead, the umpire-in-chief should call for the next pitch as soon as the pitcher takes her position in the pitcher's box with the ball in her possession, but not before the kicker has been given at least one second to get set in the kicker's circle.

5.34 The ball is alive at all times whenever the ball is not declared dead as provided in Rules 5.34 and 5.36

5.39 All games must observe the Corpus Christi Women's Kickball Association Rules and Regulations without exception.

## Rule VI Pitching Regulations

- 6.01 The pitcher shall take a set position (motionless, including ball, hands, feet, and general body) in the pitcher's box and maintain it at least one second and not more than twenty seconds before starting her delivery. She must deliver the ball with one hand, releasing the ball below her waist toward home plate. The top of the ball must be released below the waist.

EFFECT: Any violation of the pitching regulations shall result in a ball being called unless it penalizes the kicking team. For a twenty second violation, the umpire-in-chief may call a ball OR, if the pitcher continues to violate the rule, the umpire may call a ball or if the pitcher continues to violate the rule, the umpire may charge the defensive team with a time out.

- 6.02 During her/his windup, the pitcher must remain in the pitcher's box until the ball leaves her/his hand. Failure to do so will result in a ball being called unless it penalizes the kicking team.

EXAMPLE: Kicker kicks a home run. The home run stands. If the kicker makes an out, the out is changed to a ball.

- 6.03 A strike is called by the umpire:

A. when a legally delivered pitch first touches the ground at least once in fair territory and any part of the ball enters any part of the strike zone, at a height such that the top of the ball is no higher than the bottom of the kicker's knee. The ball must clear the kicker's circle.

NOTE: Once the ball has passed the kicker, the catcher may reach into the circle and pick up the ball.

B. when a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg; a strike shall be called and the ball is dead. If it is the third strike, the kicker is out.

C. for each foul tip, except on the third strike. On the third strike it will be an out.

EFFECT (A-C): The ball is dead and runners must return to their bases without liability to be put out.

NOTE: If a kicker has made no attempt to kick at a pitch, and a legally pitched strike hits her/his leg, a strike shall be called and the ball is dead. If it is the third strike, the kicker is out.

- 6.04 A ball is called by the umpire:

A. for each pitched ball which does not enter the strike zone and is not struck at by the kicker.

B. when a pitched ball bounces over home plate at a height such that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.

C. for each pitched ball which does not first touch in fair territory and is not struck at by the kicker.

D. for each illegally pitched ball unless it penalizes the kicker.

E. for each pitched ball which does not clear the kicker's circle.

- 6.05 A no pitch shall be declared when:

A. the pitcher pitches during a suspension of play.

B. the ball slips from the pitcher's hand during her/his back swing.

C. the pitcher pitches a quick return pitch.

D. pitcher pitches before the umpire calls for the pitch.

6.06 Only at the beginning of each game or when a pitcher relieves another, will three warm up pitches be allowed.

EXCEPTION: After a long delay or an injury to the pitcher, the umpire may allow three more warm up pitches.

6.07 If the pitcher wishes to walk a kicker intentionally, she/he may do so by notifying the umpire-in-chief.

## Rule VII Kicking

7.01 The kicker shall take her/his position in the kicker's circle within fifteen seconds after the umpire had called "Kicker Up".

EFFECT: Violation may result in the kicker being called out.

7.02 The kicker shall not leave position in the kicker's circle after the pitcher comes to a set position, or starts her/his windup.

EFFECT: If the pitcher pitches, the umpire shall call a ball or strike, as the case may be. The kicker leaves the kicker's circle at the risk of having a strike delivered and called, unless she/he requests "Time" from the umpire and it is granted. This is NOT considered a charged time out. The kicker is not at liberty to step in and out of the kicker's circle at will. Umpires may grant a kicker's request for "Time" once she/he is in the kicker's circle, but the umpire should eliminate kickers stepping out of the kicker's circle without good reason. Umpires shall not call "Time" at the request of the kicker or any member of her/his team once the pitcher has started her/his windup. If a pitcher has started to deliver the pitch and stops because of a kicker stepping out of the circle, the umpire shall call a no pitch.

7.03 Each player of the team at kick shall become a kicker in the order in which her/his name appears in the official scorebook.

A. The kicking order of each team must be delivered to the official scorekeeper at five minutes prior to scheduled game time.

EFFECT: Violation of this rule WILL result in the offending team forfeiting.

B. The kicking order must be followed throughout the game unless a player is substituted for another player. The substitute must take the place in the kicking order of the removed player.

C. The first kicker in each inning shall be the kicker whose name follows that of the last player who completed a turn at kick in the preceding inning.

EFFECT (B&C): Kicking out of order is an appeal

1. If the error is discovered while the incorrect kicker is at kick, the correct kicker shall take her/his place and assume any balls or strikes.

2. If the error is discovered after the incorrect kicker has completed her/his turn at kick and before there has been a pitch to another kicker, the player who should have kicked is out. Any runs are cancelled and runners must return to the bases occupied when the incorrect kicker took her/his position in the kicker's circle.

3. If the error is discovered after the first pitch to the next kicker, all action while the incorrect kicker was at kick stands. The next kicker in order shall be the one whose name follows the incorrect kicker. No one is called out for failure to kick. Players who have not kicked, lose their turn at kick until reached again in the regular order.

D. When the third out of an inning is made before the kicker has completed her/his turn at kick, she/he shall be the first kicker in the next inning and the ball and strike count shall be cancelled.

7.04 The kicker has legally completed her/his turn at kick when she/he is put out or becomes a runner.

7.05 The kicker is out when:

A. a third strike is called

B. she/he kicks or kicks at a pitch and is touching the kicker's circle or outside the circle with any part of her/his body.

C. she/he kicks at and misses the ball and, in the umpire's opinion, her/his momentum causes her/his to touch on or outside of the kicker's circle with any part of her/his body.

D. a foul tip is legally caught on the third strike

E. she/he attempts to bunt on the third strike and the ball goes foul

F. she/he fails to take her/his position in the kicker's circle within fifteen seconds of the umpire calling "Kicker Up".

G. she/he intentionally deflects the course of a foul ball to prevent it from becoming fair

H. she/he interferes with the catcher's ability to make a play.

I. she kicks a home run over the fence and is in the D Division.

EFFECT (A-I): The ball is dead. All runners must return to their bases held at the time of the pitch.

7.06 The kicker becomes a runner and is entitled to first base without liability to be put out (provided she/he advances to and touches first base) when:

A. four balls have been called by the umpire.

B. a fielder interferes, in any way, with the kicker's ability to kick at a pitch.

7.07 The kicker becomes a runner when she/he kicks a fair ball and advances to first base in jeopardy.

7.08 A legally kicked ball is fair when:

A. it settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line the instant it is touched, not the position of the fielder.

B. it is on or over fair territory when bounding past the infield.

C. it first touches the white portion of first, second, or third base.

D. it first touches on fair territory beyond first or third base

EFFECT: (A-D): The ball is in play and runners may advance with liability to be put out.

E. while over fair territory, the ball clears the outfield fence at a distance of over 125 feet from home plate. This shall be considered a home run. All runners must run all bases and cross home plate without liability to be put out.

F. a fair kicked ball touches the ground and bounces over a fence. This shall be considered a ground rule double. All runners must advance two bases from the time of the pitch without liability to be put out.

7.09 The kicker-runner is out when:

A. she/he interferes with the catcher's ability to make a play

B. she/he touches her/his own kicked ball, while she/he is in fair territory, before it touches a fielder.

NOTE: If she/he intentionally contacts a fair ball while running in foul territory to first base, it shall be a foul ball.

C. she/he is declared out for interference while running to first base. See Rule 5.26B

EFFECT (A-C): The ball is dead and runners must return to the last bases held at the time of the interference.

D. a kicked fly ball, fair or foul, is legally caught by a fielder before it touches the ground or any object

EFFECT (D): The ball is live. Any runners may advance in jeopardy provided they have held their bases when the fly ball was first touched by a fielder.

E. when running to first base, she/he is legally tagged or legally hit with the ball before she/he reaches first base.

F. she/he overruns first base and makes a commitment toward second base and is tagged or hit before returning to first base.

NOTE: When she/he overruns first base and returns directly to the base in fair or foul territory and makes no commitment towards second base, she/he shall not be called out.

NOTE: She does not have to return of first base before advancing to second base.

G. after kicking a fair ground ball, the ball is firmly held, above the ground, by a fielder touching first base with any part of her/his person or the ball, before the kicker-runner touches first base.

H. a kicked ball is caught by the catcher. The kicked fly ball must be (as some point) completely above the head of the kicker prior to being caught.

EFFECT (E-H): The ball is live. Runners may advance in jeopardy.

## **Rule VIII Running the Bases**

8.01 The runner must touch the bases in legal order, that being: first, second, third, and home plate.

A. When a runner must return while the ball is in play, she/he must touch the bases in reverse legal order and is in jeopardy. See D & E below.

B. When a runner acquires the right to a base by touching it before being put out, she/he is entitled to hold the base until she/he has legally touched the next base in order or is forced to vacate the base for a succeeding runner.

C. Two runners may not occupy the same base simultaneously.

EFFECT (B & C): The runner who first legally held the base shall be entitled to it unless she/he, is forced to vacate for a succeeding runner in which case the first runner must vacate the base in jeopardy. The runner not entitled to the base is in jeopardy regardless of whether she/he is touching the base or not.

D. Once a runner has touched home plate, she/he may not return to touch a base.

NOTE: This is an appeal by the defensive team.

E. Once a runner has entered the dugout, she/he may not return to home plate or any base.

NOTE: This is an appeal play.

EXCEPTION\*: The base runner is not out for vacating a base or the base path and entering the dugout when ordered to do so by an umpire for an injury, uniform repair, weather delay, etc. or when a call on the field has been reversed by appeal.

8.02 Runners are entitled to advance in jeopardy when:

A. a caught fly ball is first touched

B. a ball is overthrown into fair or foul territory and is not blocked

C. a fair ball is legally kicked and is not blocked

D. a fair kicked ball or a live thrown ball strikes an umpire

E. a fair ball strikes a runner while touching a base, providing she/he does not intentionally interferes with the ball or fielder.

F. a fair ball strikes a runner while off base after having touched a fielder or passed through an infielder with an obvious opportunity to field the ball and no other infielder had a chance to play the ball

8.03 A runner who has legally started to advance to another base cannot be stopped by the pitcher receiving the ball in the pitcher's box. The runner must be stopped by fielders.

8.04 The runner may leave the base when a pitched ball has reached home plate; but must return to that base immediately after each pitch not kicked fair by the kicker. She/he is not in jeopardy.

A. when a runner fails to keep contact with her/his base until the pitched ball reaches home plate, she/he will be called out and no pitch is declared. The ball is dead and no runners may advance.

EXCEPTION: When the runner is not given sufficient time to return to a base before the next pitch, she/he is not considered to be off base. She/he is not required to return to the base. The base shall be considered as having moved to the position said runner was when the pitch was released. Umpires should always ensure all runners have returned to their bases before calling for the next pitch.

8.05 A runner is entitled to advance (provided she/he advances to and touches the base) without liability to be put out when:

A. forced to vacate a base because the kicker was awarded base on balls

B. a fielder contacts or catches a fair kicked ball or live thrown ball using any part of her/his uniform detached from its proper place on her/his person to assist her/him.

EFFECT: This shall be considered defensive interference.

C. a live ball becomes a blocked ball

EFFECT: When a thrown ball goes over, through, or under any fence surrounding the playing field, or hits any object not engaged in the game, or into the player's benches, whether rebounding back out or not, or remains lodged in any fence, each and every runner shall be entitled to two bases. When a first throw is made by an infielder, the runners are awarded two bases from the time of pitch. When a throw is made by an outfielder, or is the result of any second or succeeding play or attempted play, the runners are awarded two bases from the last base held at the time the last throw was made.

8.06 When obstruction occurs, the umpire shall call or signal "Obstruction"

A. If the obstructed runner is put out prior to reaching the base she/he would have reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction shall be awarded the base or bases she/he would have reached, in the umpire's judgment, had there not been obstructed. An obstructed runner shall never be called out between the two bases where she/he was obstructed. This runner shall either be advanced or returned to the last base touched. Should an act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.

B. If the obstructed runner is put out after passing the base she/he would have reached had there not been obstruction, the obstructed runner will be called out. The ball remains live.

C. When a runner is obstructed by a fielder, the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases she/he would have reached, in the umpire's judgment, had there been no obstruction.

NOTE: The catcher, without the ball in her/his possession, has no right to block the pathway of the runner attempting to score. The base path belongs to the runner and neither the catcher nor any other fielder should be there unless she/he is fielding a kicked ball, receiving a thrown ball, or already has the ball in her/his hands.

8.07 The runners advance is limited when a fair kicked ball touches the ground and bounces over, under, or through a fence.

EFFECT: This is a ground rule double. All runners are awarded two bases from the time of the pitch.

EXCEPTION: If a fielder intentionally deflects a live ball over or under a fence, the umpire-in-chief is empowered to award as many bases as the situation warrants.

8.08 A runner must return to her/his base when:

A. a foul ball is illegally caught

B. a kicker or runner is called out for interference. The other runners must return to the last base reached at the time of the interference.

C. an illegally kicked ball is declared by the umpire.

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EFFECT (A-C): The ball is dead. The runners must return to their bases without liability to be put out.

D. the fielders stop a runner's forward motion to the next base, she/he must return to the last held base unless, after stopping, an overthrow occurs or a play is made on her/his or another runner. The runner will be in jeopardy.

NOTE: If an umpire feels a runner is making a travesty of an attempted advance, that runner must return to her/his base even if the defense makes a play on her/him. The umpire may call "Time" and return the runner to the base and give the offending runner a warning for unsportsman-like conduct.

E. a runner has ended her/his advancement to the next base, there shall be no advance made during a proper or improper appeal play. The runner will be in jeopardy

8.09 The runner is out when:

A. in running to any base, she/he runs outside the base path, in regular or reverse order, to avoid being tagged or hit by a fielder.

B. she/he is legally tagged, while not in contact with the base. It is sufficient for the fielder to tag her/his with the hand in which the ball is held

C. she/he is legally hit with a thrown ball, below the waist, while off a base.

D. on a force out, a fielder has possession of the ball and is touching the base to which the runner is forced to advance, before she/he reached that base.

E. she/he fails to return to touch a base after suspension of play

F. she/he physically passes a preceding runner before that runner has been put out

EFFECT: (A-F): The runner is out. The ball is live and other runners may advance in jeopardy

G. she/he leaves her/his base to advance before a caught fly ball has been first touched by a fielder, provided the ball is returned to and legally held on that base or a fielder legally hits or tags the runner before she/he returns to her/his base.

EFFECT: When a fielder returns the ball to the proper base with two outs, whether in a live ball situation or as an appeal play, the runner is out but not considered to be forced out. All runs scored prior shall count.

EXAMPLE: Bea is on first base and Dee is on third base. There is one out. Amy kicks a fly ball which is legally caught for the second out. Dee legally tags third base and advances home. However, Bea leaves first base before the fly ball was first touched. After Dee has crossed home plate, the defensive team appeals first base and is granted the third out of the inning. However, because Dee scored before the third out of the inning, the runs shall count.

H. she/he fails to touch the intervening base or bases in regular or reverse order and the ball is legally held on that base.

EFFECT: When a fielder returns the ball to the proper base, whether in a live ball situation or as an appeal play, the runner is out and the out is considered to have taken place at the instant the runner missed the base.

EXAMPLE: Bea is on first base. There are two outs. Amy kicks a home run over the fence. Bea legally

runs all bases and crosses home plate. However, Amy fails to touch second base (at this instant Bea has not reached home plate) and proceeds on to cross home plate. After Amy has crossed home plate, the defensive team properly appeals second base and is granted the third out of the inning. Bea's run does not count because the third out is considered to have taken place the instant Amy missed second base and no runs shall count after the third out of an inning is made.

NOTE (G-H)\*: These are appeal plays.

I. she/he interferes with a fielder attempting to field a kicked ball, or intentionally interferes with a thrown ball.

J. she/he is struck with a fair kicked ball while off a base, before it touches a fielder or passes through an infielder with an obvious opportunity to field the ball.

K. she/he intentionally kicks or interferes with a live ball

L. a coach physically assists her/his to avoid being put out

M. any member or members of the offensive team initiates any action which confuses the defense or hinders their ability to execute a play or an umpire's ability to see a play. A coach must vacate the coach's box to allow a play to develop.

N. she/he leaves her/his base before a pitched ball reaches home plate.

EFFECT (I-N): The ball is dead and other runners must return to the last held base at the time of the interference

8.10 The runner is not out when:

A. she/he runs outside the base path to avoid a fielder who does not have possession of the ball.

B. she/he runs outside the base path to avoid interfering with a fielder fielding a kicked ball.

C. she/he is touched with a ball not securely held by a fielder.

D. she/he is struck with a kicked ball while touching a base unless she/he intentionally interferes with the ball or a fielder making the play.

E. she/he is struck by a fair kicked ball while off a base after the ball has touched a fielder or passed through an infielder which had an opportunity to field the ball and no other infielder had an opportunity to make a play on the ball.

F. she/he is struck with a thrown ball below the waist while off a base, after the ball has touched another fielder, base, umpire, or coach.

G. the defensive team fails to request or make an appeal play and a pitch is made

H. she/he slides into a base and dislodges it from its proper position

EFFECT: A runner having reached such a base safely shall have the right to return to that base without liability to be put out when the base is replaced. The runner forfeits this exemption if she/he attempts to advance beyond the dislodged base before it is replaced. Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, she/he touches or occupies the point marked by where the dislodged base was.

I. more than one fielder attempts to field a ball and the runner comes in contact with the one, who in the umpire's judgment, was not in a position to field the ball.

## **Rule IX Conduct**

9.01 A player, coach, or spectator may be ejected from a game or the premises by any umpire or Board Member and cannot return to that game under any circumstances. They must immediately leave the premises and are automatically suspended from the next game. Other punishment may be issued by the Board of Directors. Conduct leading to ejection includes, but is not limited to the following circumstances:

A. Use of foul or abusive language

B. Indecent gestures

C. Using alcohol, illegal drug. Tobacco is not allowed on the playing fields.

D. Making a play with the intent to injure another player.

EFFECT: If a defensive player commits the infraction while putting a runner out, the runner will not be called out and will be awarded the base. If an offensive player commits the infraction she is out, the ball is dead, and the other runners must return to the last held base at the time of the infraction.

E. Making disparaging or insulting remarks to or about opposing players, officials, or spectators.

NOTE: If a player is ejected from a game, that player's team may continue to play with nine players.

9.02 If before, during, or after a game, there is an intent or a threat of intent to injure or harm a player, coach, umpire, or any person, the league shall prescribe a minimum penalty of a one game suspension to the offending person(s).

## **Rule X Coaches**

10.01 All teams registered with Corpus Christi Women's Kickball Association must have a named head coach or manager before registering with Corpus Christi Women's Kickball Association. A coach or manager will be held responsible for the entry fee being paid on time and having the team ready to play on time including the lineup being turned in five minutes prior to scheduled game time. A coach or manager will be held responsible for their team members during games.

10.02 Coaches or managers will be responsible for registration form being completed in their entirety, and being turned in on time. They are responsible for letting the President know if they sign up a new player or if one drops. If the President does not have a player's form they will be considered an illegal player.

10.03 Coaches or managers who knowingly allow an unregistered player to participate in any game will be suspended by the Board of Directors and any games in which illegal players participated will be forfeited.

## **Rule XI Protesting Games**

11.01 When a coach claims that an umpire's decision is in violation of these rules, she/he may file a protest with a \$25.00 deposit.

A. no protest shall ever be considered on judgment decision by the umpire.

B. Protest that arise during the game must be announced by the coach of the protesting team to the umpire-in-chief immediately and before a pitch is made to the kicker. The official scorekeeper shall briefly enter the following information in the official scorebook:

1. the exact point of the game the protest occurred.
2. the umpire's and coach's names (of both team), the count on the kicker, the number of outs, the runners positions, and any conditions the umpire feels necessary.
3. the exact time of the protest.

C. when a protest is upheld (ruled in favor of the protesting team), the game shall be replayed from the exact point of the protest with the decisions corrected and the deposit refunded.

D. the protest must be submitted with a \$25.00 deposit, to a board member within thirty-six hours from the time the protest was announced to the umpire-in-chief.

E. the league protest committee must settle each protest within seven days of the Board's receipt. All coaches, umpires, and scorekeepers involved in the game under protest must be given the opportunity to attend the protest hearing.

## **Rule XII COED Rules and Regulations**

- 12.01 Coed is played in complete compliance of the Southside Adult Kickball Association rules and regulations with the following additions:
- 12.02 There must be at least five registered men and five registered women per team. Players must be able to meet the age requirements of the Southside Adult Kickball Association Rules and Regulations. Players must be able to present a picture ID, if asked to do so at any time during the season.
- 12.03 *The playing positions must consist of two men and two women occupying the left short 1<sup>st</sup> 2<sup>nd</sup> and 3<sup>d</sup> base positions, two men and two women occupying the right short and all three outfield positions, one man and one women occupying the pitcher and catcher positions.*
- 12.04 The lineup must be alternating male and female kickers. A team may play with only nine players *but five must be female*. The tenth kicking position must be vacant and will be counted as an out.
- 12.05 If a man is walked whether intentional or not, the women following him in the kicking lineup will have the option of walking as well.
- 12.06 Home runs will be unlimited for women, men are allowed only two per game total.
- 12.07 Male players may not throw the ball at any player.

## **Rule XIII Scorekeepers**

- 13.01 The official scorekeeper is an official in the game and shall not discuss the game with spectators at anytime during a game.

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- 13.02 The official scorekeeper shall not show favoritism or encouragement for any team during the game.
- 13.03 The official scorekeeper shall not communicate with either team's coaches during the game unless permission is granted by the umpire.

EFFECT: Violations could result in forfeiture.

- 13.04 The official scorekeeper shall keep the official record of the game by recording in the official score book the following:
- A. The date and official start time of the game.
  - B. Designate the visiting team and home team by team names.
  - C. The names of the umpires and the official scorekeeper.
  - D. Each team's lineup (first initials are acceptable).
  - E. The number of balls and strikes on each kicker.
  - F. The number of time outs called by each team in each half inning.
  - G. The inning all substitutes enter the game, announced or unannounced.
  - H. The number of runs scored by each team in each inning and the final score.
  - I. Each out made by the defense and which offensive player was put out.

- 13.05 The official scorekeeper shall not call attention to the fact that a player is kicking out of turn.

- 13.06 If there is a discrepancy with the score or if the teams change sides before three outs in any inning, the official scorekeeper shall immediately inform the umpire of the mistake.

NOTE: Any time there is a discrepancy between the official scorekeeper and the umpires, the umpires' decision shall rule. At the time of any discrepancy, both team's coaches, the umpires and official scorekeeper are encouraged to openly discuss the situation. If there is a discrepancy with the score, once the official record is amended or approved, a notation shall be made and any protests must be officially entered before the game continues.