STONEWALL SPORTS

Indianapolis, IN | Est. 2020

# OFFICIAL RULES OF KICKBALL

REVISED 02/17/26

*The following are the official rules and guidelines for the Stonewall Sports Indianapolis (the "League") – a division of Stonewall Sports, founded in Washington, D.C. The described rules govern all sanctioned League games and events, and must be followed by (though not limited to) registered players, participants, supporters, and sponsors. Unless reconfigured for use in these official rules by the League, the League will defer to all rules pre-established by WAKA (license provided below), with all amendments as deemed appropriate.*

**Please send questions, comments, issues and/or hypotheticals to**
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**KICKBALL: Official Rules of the Game**

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## 1. PLAYING FIELD & SET-UP

1.1. The League is responsible for determining a suitable playing field for all games and sponsored events. The League and/or its designated Umpires & Referees will prepare the playing field in accordance with the following set-up guidelines below.

1.2. Like baseball, the playing infield is diamond-shaped with equal angles (90° angle) and sides measuring sixty feet (60') - approx. twenty (20) paces - with a base located at each corner. When measuring the distance between Home Plate and/or each Base, place measuring tape at the back corner of Home Plate and/or each Base and then measure from that point, placing the base at the appropriate 60' location.

1.3. Pitching Strip is placed in the center of the playing infield along the First (1st) Base and Third (3rd) Base diagonal – the exact measurement should be forty-two feet and five inches (42'5") or approx. fourteen (14) paces from Home Plate.

1.4. Cones may be placed at the outside corner of each base but cannot touch the base.

1.5. Cones are placed on the foul lines in a straight line extending ten to thirty feet (10'- 30') beyond First (1st) Base and Third (3rd) Base. Cones may be placed near Home Plate to help determine the kicking box.

1.6. **KICKING BOX**: This area is a rectangular space where the front of the box aligns with the front of Home Plate and the back of the box aligns with the sideline cones behind Home Plate (**see Diagram 3**) – the lines extending forward from the sideline cones perpendicular to the front of Home Plate make up the sides of kicking box. The area directly forward of the kicking box is fair territory.

**1.6.1.** **STRIKE ZONE**: This area is a three-dimensional irregular pentagon based on the shape of Home Plate. Aligned with the front of Home Plate, strike zone is one foot (1') in height and extends one foot (1') to either side of Home Plate (see Diagram 1.9 and Rule 8.2). It is not permissible to physically mark the boundaries of the strike zone by cones or other raised objects as these objects could potentially interfere with play – drawn/painted lines are permitted. **See Diagram 1.**

1.7. After notifying the Umpire of any improper field set-up, the field layout shall be corrected before the beginning of the next play.

1.8. A safety base must be placed next to First (1st) Base in foul territory (**see Diagram 3**) and must be used for all regulation games in accordance with Rule 7.2. **See Diagram 2.**

1.9. All participants must respect and obey all rules and regulations pertaining to the field used for games. In addition, park permits may have stipulations that participants must abide by to play at those facilities. Participants breaking any field rules may be ejected from the game and may be considered by League Leadership for possible disciplinary action.

**NOTE: For all field dimensions in Rules 1.1 – 1.6, please see Diagram 3 on the next page.**

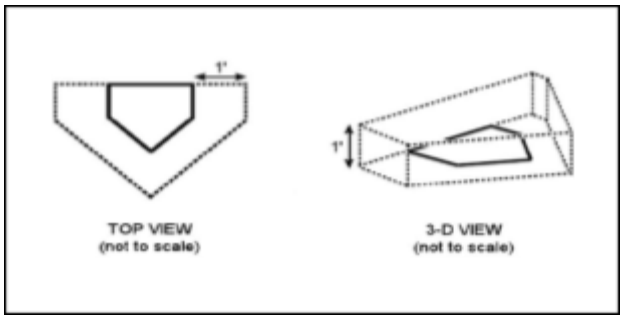



*Diagram 1: Strike Zone*

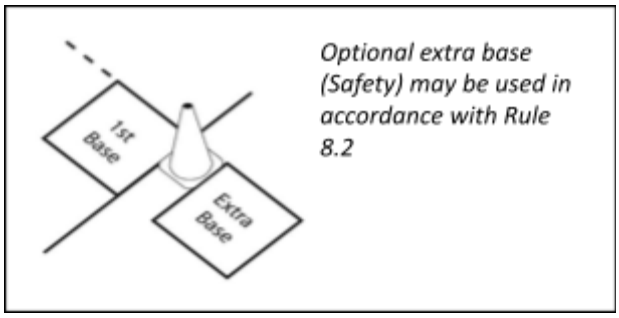



*Diagram 2: Safety Base*

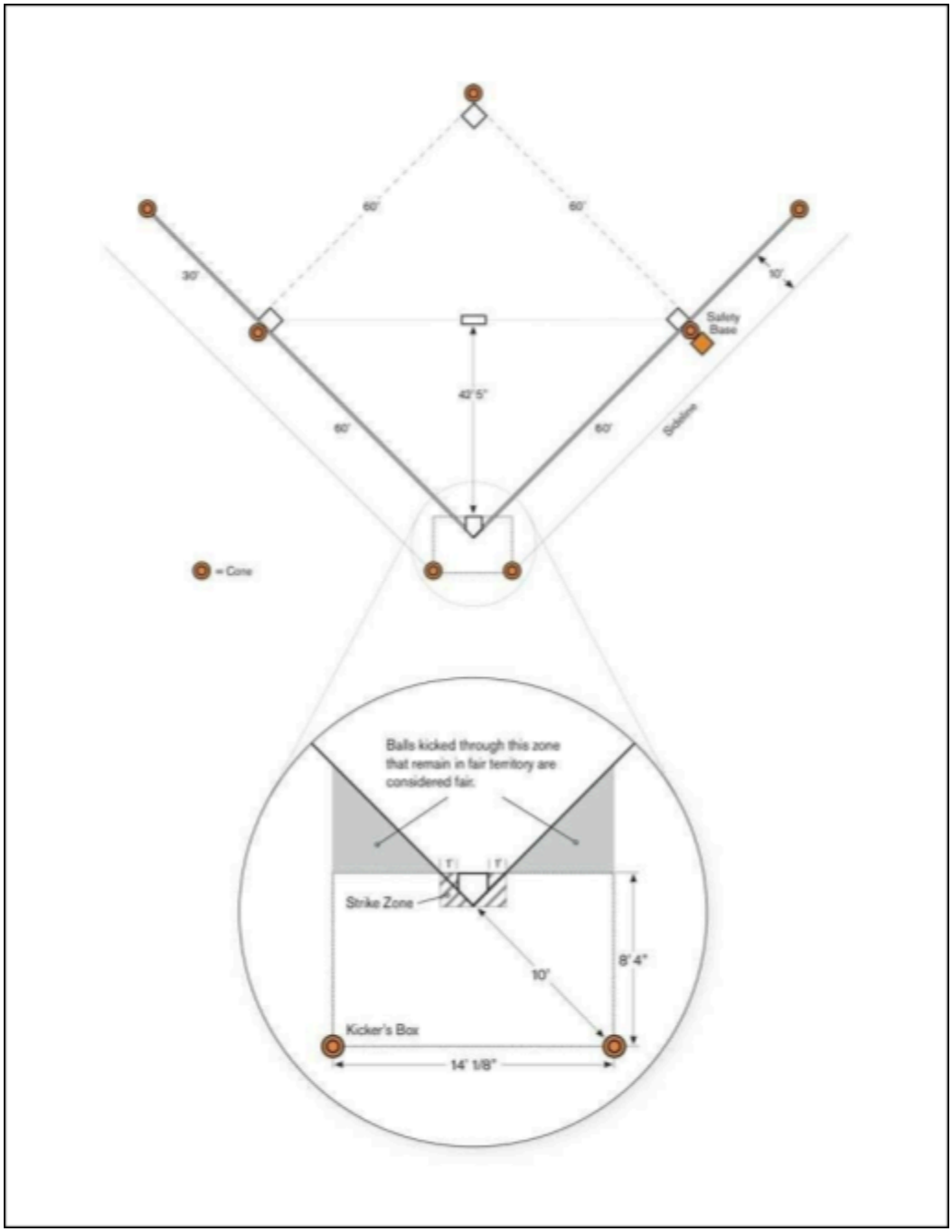



*Diagram 3: Kickball Field Dimensions (Cones optional)*

## 2. EQUIPMENT

2.1. **PLAYER UNIFORMS**: While participating, players must wear the official league T-shirt designated for the current year.

2.1.1. No other shirts are permitted unless for special events sanctioned by the League. Players are permitted to alter or decorate their shirts.

2.1.2. No alterations or decorations may infringe on the League's or Sponsors' logos.

2.1.3. The uniform is considered an extension of the Player.

2.1.4. Players may wear additional layers of clothing due to weather conditions, either over or under the current season's t-shirt.

2.1.5. The current season's t-shirt does not need to be visible, but Players must wear the t-shirt in accordance with 2.1 and may be requested to verify use by the League and/or Umpire.

2.2. **SHOES**: Without any exceptions, Players are required to wear athletic shoes when playing.

2.2.1. It is recommended that Players wear cleats.

2.2.2. No metal cleats are permitted.

2.2.3. Shoes must be closed toe to be permissible for play.

2.3. **PERFORMANCE ENHANCING EQUIPMENT:** Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage (such as gloves) when playing.

2.3.1. Any equipment deemed by the Umpire as performance enhancing must be removed or the Player will be removed from the game.

2.4. **OFFICIAL KICKBALL**: The official kickball will be provided by the League.

2.4.1. The ball is a ten-inch (10") diameter rubber ball that should be pressurized to approximately 1.25 psi (but not greater than 1.5 psi.)

## 3. GAME PARTICIPANTS:

3.1. **PLAYERS**:

3.1.1. To be considered a Player, all participants must be:

3.1.1.a. Twenty-one (21) years of age or older by the date of the first game.

3.1.1.b. Adequately and currently health insured against all injury that may arise from kickball play.

3.1.1.c. Properly registered through the approved registration process.

3.1.1.d. Properly dressed in accordance with Rule 2.1.

3.1.1.e. Sign the League liability waiver. Participants can only play on one (1) team per season within the local city League. However, participants may be registered with and play in other city kickball leagues within Stonewall Kickball. A singular participant cannot register more than once per season.

3.2. **OFFICIALS:** Each game must be officiated by one (1) Umpire (and two (2) Line Judges, at the discretion of the umpire). These officials will be designated and furnished for games as scheduled and provided by the League.

3.2.1. **UMPIRES**: The Umpire is located at Home Plate or along the side of the diamond, governs game play, and issues all final rulings (including but not limited to those described below), and has final authority on equipment issues. Line Judges assist the Umpire.

3.2.1.a. Umpires have jurisdiction over all game play and may:

3.2.1.a.1. Call a timeout.

3.2.1.a.2. Call off any game still in play after 45 minutes.

3.2.1.a.3. Pause and/or cancel the game if lightning is seen in proximity to the field.

3.2.1.a.4. Call off a game due to darkness, rain or other causes at the Umpire's discretion.

3.2.1.a.5. Penalize a Player, Captain, Spectator or other person involved with the game, including game ejection, for any reason. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game, and excessive verbal abuse (see Rule 15.1 and the code of conduct).

3.2.1.b. Umpires have jurisdiction over play and must cancel the game if lightning is seen in proximity to the field and/or (b) call off a game due to darkness, rain or other cause at the Umpire's discretion.

3.2.1.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 precedent for future rulings.

3.2.1.d. Umpires may seek the advice of the League Head Umpire, League Commissioner, Director of Leagues, and/or Technical Director who will review the situation and advise on all applicable rules. If necessary, the League Leadership will consider all protests and provide advice on unsettled or unclear matters; however, decisions cannot be overturned on appeal and will only be prospective towards future games.

3.2.2. **LINE JUDGES**: Each Team may be asked to provide one (1) knowledgeable and capable Line Judge to assist officiating games when assigned by the League. Line Judges will be positioned at First (1st) and Third (3rd) Bases.

3.2.2.a. Line Judges decide whether Runner is safe or out, if encroachment infractions occur, and whether a kick is fair or foul.

3.2.2.b. Line Judges are required to always pay attention to the game.

3.2.2.c. Failure to provide line judges will result in a warning on the first offense.

3.2.2.d. On all subsequent offenses, a Paper Forfeit is assessed against the offending Team.

3.2.3. **FIELD SET UP & TAKE DOWN**: The teams who play the first games of the day are responsible for setting up the playing fields as described in Section 1. Likewise, the teams who play the last games are responsible for taking down the playing fields after the final game. Equipment can be picked up and dropped off at the designated location as specified by the League.

## 4. TEAMS

4.1. **NUMBER OF PLAYERS NEEDED TO PLAY**:

4.1.1. Each Team must field at least eight (8) Players, but no more than eleven (11) Players, at a scheduled game.

4.1.2. A Team may substitute up to two (2) players to achieve the maximum number of eleven (11) players.

4.1.3. If a Team cannot meet the minimum requirement, then that Team receives a Game Forfeit for that day's game. Non-competitive play (also called a scrimmage) may continue with consent from the opposing Team.

4.2. The fielding Team must assign and field one (1) pitcher and one (1) catcher in an inning during the game.

4.3. Only the Captain(s), or their Co-Captains in their absence, may dispute calls with the Umpire, but must accept Umpire's final ruling.

4.4. **PARTICIPATING PLAYERS:**

4.4.1. A "participating player" is any Player who is present and dressed to play (which means but is not limited to: wearing the official uniform described in Rule 2.1, athletic shorts, tights or pants, and shoes or cleats).

4.4.2. All participating Players must kick in the written kicking order but are not required to field. If a Player cannot kick for whatever reason, then that Player is not permitted to field because the Player did not meet the minimum requirement of kicking.

4.4.3. A player can be present for a game but is not required to play. This player should not be included on the team's kicking order. No player can be BENCHED or told not to play.

4.5. **EXCHANGE OF KICKING ORDER:** Team Captains must provide a copy of their Team's written kicking order to the opposing Team prior to the start of game, unless both teams consensually agree to not exchange.

4.5.1. If either Team wants to exchange written kicking orders, then both Teams must exchange their Team's written kicking orders. Failure or refusal to provide a written kicking order results in a Game Forfeit of that game. If both Teams consensually agree to not exchange their respective kicking orders, then neither Team can make a claim for improper kicking order (see Rule 4.5.2).

4.5.2. **IMPROPER KICKING ORDER CLAIMS:** A claim of improper kicking order must be made to the Umpire, who will make the final determination. The claim must be made on the field no sooner than the first pitch thrown to the accused "wrong" Kicker and no later than the first pitch thrown to the subsequent Kicker. The burden of proof rests with the accusing Team. Any resulting play is nullified by a finding of improper kicking order and an out will be recorded for the "wrong" Kicker.

4.5.3. **ADDING PLAYERS TO KICKING ORDER:** Players not present when the game starts are to be removed from the original kicking order. If a Player arrives after the game starts, regardless of inning, that Player must be added to the end of Team's kicking order. However, a Player may not be added to the kicking roster after the Team has been once through the kicking order. The late-arriving Player may still play defensively in the field.

4.6. **BASE COACHES:** Two members of the Team at kick may each coach at First (1st) Base and Third (3rd) Base. Base Coaches may switch with other Team members to remain in proper kicking order. However, Base Coaches may not physically assist Runners while the ball is in play, nor can they interfere with game play as doing so results in an out.

## 5. REGULATION GAMES

5.1. **REGULATION GAMES LENGTH:**

5.1.1. To be considered a regulation game, the game must last at least three (3) full innings or forty (40) minutes, whichever occurs first.

5.1.2. Official regulation games may last a maximum of five (5) innings or forty-five (45) minutes.

5.1.3. A new inning is not permitted to start if the game has already been played for forty (40) minutes or more. Game clock officially starts when the first pitch of the game is thrown.

5.1.4. If a game is called according to Rule 3.2.1.a.3-4 after being considered a regulation game as defined in Rule 5.1.1, then the game score at the end of the last fully completed inning shall determine the winner.

5.1.5. If a game is called according to Rule 3.2.1.a.3-4 before being considered a regulation game as defined in Rule 5.1.1, then a new game OR a continuation of the last suspended game may be rescheduled at the discretion of the League.

5.2. **ADDITIONAL INNING SCRIMMAGE:** If an official regulation game has lasted the maximum five (5) innings but less than forty (40) minutes of play has occurred, Teams may play additional partial or full innings until the maximum time of forty-five (45) minutes has elapsed, but only if both Teams agree. Any additional partial or full innings will be considered a scrimmage, as such runs scored during the additional partial or full innings will not count. Additional partial or full innings will not affect what would be considered a “tie game”.

5.3. **MAXIMUM RUN RULE:** Teams may score a maximum of 6 runs per inning. Once 6 runs have been scored the half inning will be considered complete.

5.3.1. For any game prior to the tournament quarterfinals, if at any point a team has kicked at least three (3) times and trails by ten (10) or more runs the game will automatically end with the then-current score as the final.

5.4. **RESCHEDULED GAMES:** Rescheduled games will be played at the time and place determined by League Leadership. If a Team fails to play at the designated time and place, then the Team will receive a Game Forfeit.

5.5. **SLAUGHTER RULE:** If a game meets the definition of a Regulation Game in Rule 5.1.1 AND the run difference is greater than or equal to ten (10) runs, then the Umpire WILL end the game.

5.5.1. **NOTE:** One enacted, Teams may continue non-competitive play (scrimmage) in accordance with Rule 5.2.

5.6. **WINNING/LOSING:** The Team with the most runs at the end of a Regulation Game wins. If the Home team is winning after the top of the final inning, then the game ends without the bottom of the inning being played.

5.6.1. If a regulation game is ended by the Umpire for whatever reason (including Rules 5.1.2 and 5.1.3) before the inning is completed, the recorded score will be the score at the end of the last completed inning.

5.7. **TIES:** If there is a tie score at the end of a regular season game, then the game shall be marked as a tie.

5.7.1. **TOURNAMENTS:** A game may not end in a tie and additional innings will be played.

5.7.1.a. The time requirements of rule 5.1.1 will not apply in these situations.

5.8. **FORFEITS:** The League has predetermined scenarios that will result in a Forfeit being assessed against a Team under the rules. Forfeits cannot be waived. There are two types of forfeits with distinctly different consequences:

5.8.1. **GAME FORFEITS:** Count as both a 5-0 Loss and Forfeit against the offending Team and a 5-0 Win for the other Team.

5.8.2. **PAPER FORFEITS (ADMINISTRATIVE PENALTY):** When assessed, this does not count as a Loss but does count as a Forfeit and ten (10) runs will be applied against the offending Team towards their total Runs Allowed for the season. Paper Forfeits DO NOT affect the game played or to be played by the offending Team on the date of the offending incident.

5.9. Teams will have a five (5) minute grace period for any game delay. Failure to abide by this rule results in a Game Forfeit.

5.10. **NON-REGISTERED PERSONS**: A Team playing a non-registered person, an improperly registered person (see 3.1), or a person not registered on that Team who was not brought in as a substitute for the game in question, will receive both a Game Forfeit and Paper Forfeit.

5.10.1. If such an infraction is claimed during the game, the Team accused of the infraction bears the burden of proof. The Team must present acceptable identification (ex: government-issued photo ID or Team roster).

5.10.2. If such an infraction is claimed after a game, the infraction must be announced to the League Head Umpire and League Commissioner before the end of the Team's next scheduled game or one (1) week after the game, whichever comes first. The burden of proof rests with the claimant Team.

5.11. **RANKINGS/STANDINGS:** Calculated using approved protocol established by the League (see section 16).

## 6. PITCHING, CATCHING, AND FIELDING

6.1. **PITCHING:** Balls must be pitched by hand. There are no restrictions or limitations on pitching style in the Competitive division ONLY. Pitching in Recreational and Social divisions must be accordance with the spirit of the respective division, focusing on accuracy over speed.

6.1.1. Pitching styles that are considered "competitive" by the umpire within these divisions will be called a "Ball."

6.2. **POSITIONING & ENCROACHMENT:** Proper field position must be maintained by all defensive Players while a pitch is in progress and until the pitched ball is kicked. Failure to be properly positioned will result in an encroachment infraction.

6.3. **TYPES OF ENCROACHMENT:**

6.3.1. **FIELDER ENCROACHMENT:** Except for the Catcher, all Fielders must start play AND remain in fair territory behind the First/Third (1st/3rd) Base diagonal – outside of the "Neutral Zone" (**see Diagram 4**) – until the ball is kicked. After the ball is kicked, all Fielders may enter the Neutral Zone.

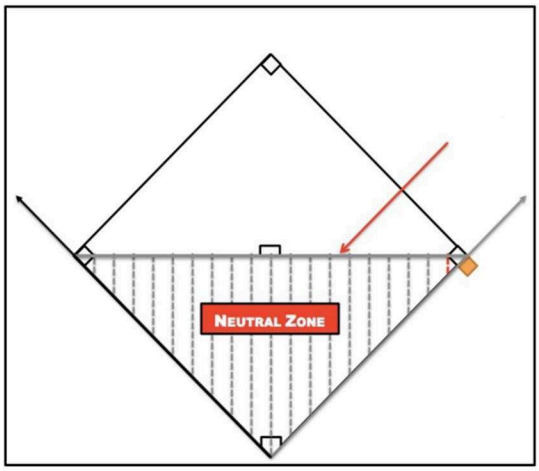


*Diagram 4: Pitcher and Fielder Encroachment*

6.3.2. **PITCHER ENCROACHMENT**: Pitchers must pitch the ball from behind the front edge of the pitching strip AND remain completely behind that front edge of the pitching strip after releasing the ball – outside of the "Neutral Zone" (**see Diagram 4**) – until the ball is kicked. No part of Pitcher's foot may be in front of or across the front edge of the pitching strip until the ball is kicked. After the ball is kicked, Pitcher may enter the Neutral Zone.

6.3.3. **CATCHER ENCROACHMENT**: The Catcher must line up behind or parallel to the Kicker when play starts. The Catcher may not cross Home Plate to field the ball nor be positioned forward of the Kicker at any point before the ball is kicked. In addition, the Catcher is not permitted to come into contact with the Kicker nor position so closely to the Kicker as to restrict kicking motion.

6.4. **ENCROACHMENT PENALTIES:** The penalty for the Team's first encroachment infraction, regardless of the type of encroachment, will be a warning to the entire Team.

6.4.1. **KICK REDO:** If the violating Team benefitted from the first encroachment, then the last kick will result in a re-kick as if the last play did not occur.

6.4.2. **SUBSEQUENT ENCROACHMENT:** The penalty for the Team's second and each subsequent encroachment infraction will be the Kicker automatically being awarded First (1st) Base regardless of the outcome of the kick.

6.4.3. **ENFORCEMENT OF RULE 6.4.2:** In situations with a runner already occupying First (1st) Base will result in that runner, and any runners beyond First (1st) Base, being advanced to the next base. A runner who advances from Third (3rd) Base to Home Plate in this scenario scores a run. ALL runners being advanced in this scenario are automatically considered safe at the next base.

6.5. **INTENTIONAL DROPS:** Fielders are permitted to intentionally let kicked balls drop in order to attempt a double play. There is no infield fly rule nor any countermeasures against fielders who find it to their tactical advantage to let a ball drop rather than catch it.

## 7. KICKING

7.1. Each Kicker must:

7.1.1. Make all kicks by the foot or leg below the knee. Any ball touched by the foot or leg below the knee is considered a kick, including kicks made to pitches that would otherwise be considered a Ball.

7.1.2. Evade a pitched ball that they do not wish to kick. However, the Umpire may call a pitch a Ball if the Umpire judges it to be a deliberate and an unsportsmanlike throw at the Kicker.

7.2. **KICK POSITION:** All kicks must occur at or behind Home Plate within the Kicking Box.

7.2.1. The Kicker may step on Home Plate to kick.

7.2.2. The planted foot may be in front of or cross the front edge of Home Plate.

7.2.3. The kicker must have at least a portion of the planted foot within the kicking box during the kick.

7.3. Bunting is permitted.

7.4. **INTENTIONAL FOULS:** Intentional fouls are NOT permitted. If it is ruled an intentional foul kick by the Umpire, it will be counted as a strike AND a foul.

7.4.1. **DEFINITION:** An intentional foul is when a Kicker deliberately kicks the ball into foul territory in an effort to avoid a pitched ball that would otherwise be called a strike in accordance with Rule 9.2 in order to advance the foul count.

## 8. RUNNING AND SCORING

8.1. Runners traveling from Home Plate may overrun First (1st) Base and may only be tagged out if actively and intentionally attempting to advance to Second (2nd) Base.

8.1.1. An idle left turn where the Runner returns directly to First (1st) Base does not constitute an active attempt to advance. It must be a deliberate move towards advancing to Second (2nd) Base.

8.2. **SAFETY BASE:** The Safety Base must be used when the Kicker is traveling to First (1st) Base from Home Plate.

8.2.1. The Safety Base is ONLY available for Runners traveling from Home Plate. No additional base may be used at any other base.

8.2.2. Fielders trying to make an out on First (1st) Base must touch the base in fair territory (the First (1st) Base). Runners hindered by a fielder touching the Safety Base will be Safe.

8.2.3. When a play is attempted at First (1st) Base, the Runner must touch the Safety Base and not First (1st) Base.

8.2.3.a. If the Runner touches First (1st) Base prior to being called “Safe” at the Safety Base, then the Runner shall be called “Out”, unless an exception below applies.

8.2.3.b. **SAFETY BASE EXCEPTIONS:** With the umpire's discretion:

8.2.3.b.1. The Runner is permitted to use the First (1st) Base if avoiding collision with a Fielder in foul territory. In this event, the Fielder in foul territory is permitted to tag the Safety Base.

8.2.3.b.2. The Runner may use First (1st) Base if attempting to advance to Second (2nd) Base or if there is no Fielder on First (1st) Base. A runner using or touching First (1st) Base in any other circumstance is "Out".

8.2.3.c. Once a Runner has reached First (1st) Base safely, the Runner must start the next play on First (1st) Base. Any Runner standing on or touching the Safety Base at the beginning of the next play will be "Out".

8.2.4. Kickers may slide into First (1st) Base, but the Kicker must only touch the "Safety Base" in accordance with Rule 8.2.

8.3. Runners must stay within the baseline. Any Runner that runs outside the baseline is "Out" unless the Runner is merely following a natural running arc or changing course to avoid interference with a Fielder making a play. Runners may move no more than four feet (4') outside the baseline when attempting to avoid a ball tag.

8.4. Fielders must stay out of the baseline. Fielders trying to make an out at a base may have their foot on base but must lean out of the baseline. Runners hindered by any Fielder within the baseline or standing on the base who are 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.

8.5. Runners are not permitted to lead off base nor steal bases. Runners may advance once the ball is kicked. A Runner who is off base when the ball is kicked is considered out.

8.6. **FORCED SITUATION:** A force is a situation when a Base Runner is compelled (or forced) to vacate their then-occupied base and try to advance to the next base because the Kicker became a Runner.

8.6.1. For our kickball purposes, a Kicker becomes a Runner at the moment a kicked ball is not caught and touches the ground within fair territory.

8.6.2. Runners cannot remain on the base in a force situation as described above. Runners who become out while running from one base to the next do not negate the previous force situation.

8.6.3. A Runner at First (1st) Base is always forced to attempt to advance to Second (2nd) Base when the Kicker becomes a Runner as described above. Runners at Second (2nd) or Third (3rd) Bases are forced only when all bases preceding their then-occupied base are also occupied by other Base Runners and the Kicker becomes a Runner as described above.

8.7. **HEAD/NECK:** Hitting a Runner's neck or head with the ball is not allowed, except when the Runner is sliding. If this occurs, then the Runner is Safe and advances to the base they were running toward when the ball hits the Runner. However, if the Runner intentionally uses the head or neck to block the ball or is hit when ducking to miss the ball, the Runner is Out.

8.8. **TAGGING UP:** To tag up is a requirement for a Base Runner to retouch or remain on their starting base until, or after, the ball is kicked and either (1) lands or is first touched within fair territory, or (2) is caught in flight within foul territory.

8.8.1. Base Runners must tag up when a fly ball is caught in flight by a Fielder.

8.8.2. Runners are free to attempt to advance at their own risk after a legal tag up, even if the ball was caught in foul territory. A Runner failing to tag up as required is Out.

8.9. All ties go to the runner.

8.10. **OVERTHROWS:** An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a Player or base. Overthrows are not a "RIGHT" for the runner to advance. Runners are **permitted** to advance in the event of an overthrow and do so at their own risk.

8.10.1. The Kicker may advance only one base beyond the base the Kicker is running toward when the ball travels into foul territory. Other Runner(s) may also advance only one (1) base beyond the base they were running toward.

8.10.2. If a fielder fetching the overthrow ball attempts an out (putting the ball back in play), all runners may commence running bases as usual.

8.10.3. In the event the ball is touched in foul territory (regardless of the situation), a dead ball occurs and the play ends.

8.10.4. **EXCEPTION:** Overthrows at home plate are considered LIVE balls and all runners can proceed.

8.11. Running past another Runner is not allowed. The passing Runner is out.

8.12. A run counts when a Runner touches Home Plate before the third (3rd) out is made.

8.12.1. **EXCEPTION:** No run can score when the third (3rd) out is made during a force play situation (Rule 8.6), or when the Kicker is put out before touching First (1st) Base.

8.13. When a base is displaced during play, any Runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.

## 9. STRIKES

9.1. A count of three (3) strikes is an out. Foul balls are not considered to be strikes (see Rule 11.1).

9.2. A Strike is:

9.2.1. A pitch that is not kicked and is not called a ball in accordance with Rule 10.2 and,

9.2.2. Where any part of the pitched ball enters the strike zone as described herein.

9.2.2.a. Any part of the pitched ball means even the slightest amount of the ball entering the strike zone as defined in Rule 1.6.1. Additionally, a strike is an attempted kick missed by the Kicker inside or outside of the strike zone.

## 10. BALLS

10.1. A count of four (4) balls advances the Kicker to First Base.

10.2. **DEFINITION**: A “ball” is:

10.2.1. A pitch outside the strike zone as judged by the Umpire when a kick is not attempted.

10.2.2. A pitched ball that does not touch the ground at least twice or roll before reaching Home Plate.

10.2.3. A pitched ball that exceeds one foot (1’) in height from the bottom of the ball as it enters the kicking box.

10.2.4. A pitched ball that exceeds one foot (1’) in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker; and/or,

10.2.5. A pitched ball that exceeds one foot (1’) in height from the bottom of the ball as it crosses Home Plate.

10.2.6. A pitched ball that exceeds knee height after pitched and before it crosses home plate.

10.2.7. Pitching styles that are considered “competitive” by the umpire within the Recreational and Social divisions.

## 11. FAIR AND FOUL BALLS

11.1. A count of four (4) fouls is an out.

11.2. A Foul Ball is:

(a) a kicked ball that lands within foul territory (**see Diagram 5 at G & H**);

(b) a kicked ball that is touched in foul territory;

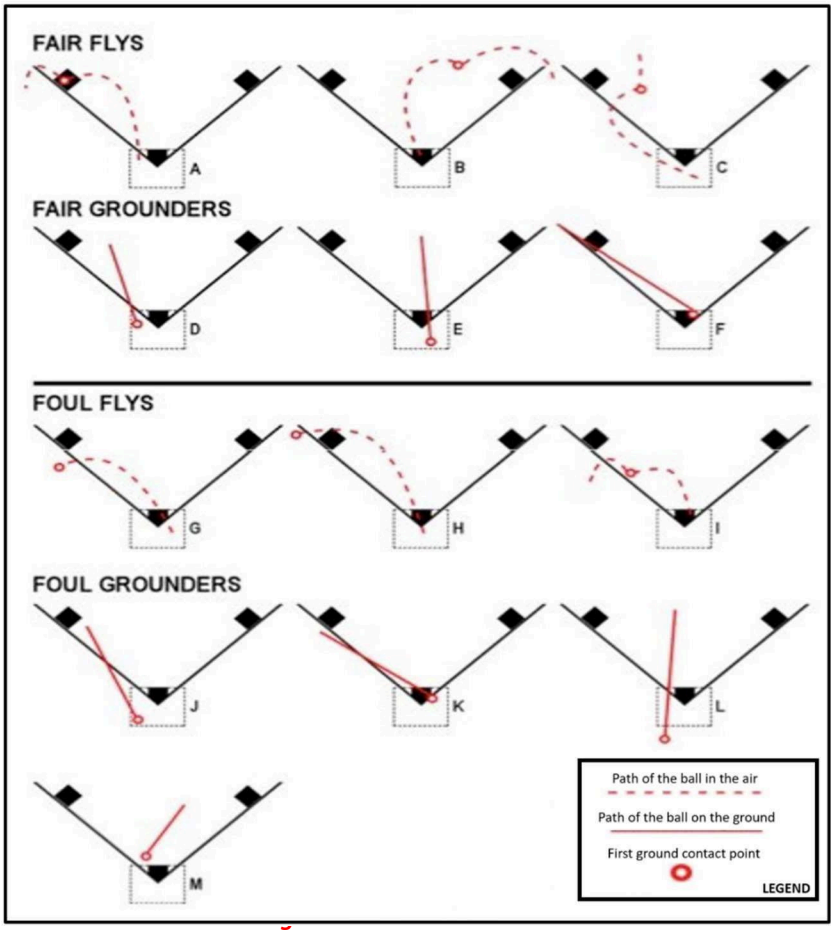
(c) a kicked ball that lands in fair territory, but touching foul territory on its own at any time before reaching First (1st) Base or Third (3rd) Base (**see Diagram 5 at I, J & K**);

(d) a kicked ball whose direction is altered by contact with any object (not a Fielder) other than the ground in foul territory;

(e) a kick made on or above the knee (See 6.1);

(f) a kicked ball touched more than once or stopped in the kicking box by the Kicker;

(g) a kicked ball outside of the kicking box (**see Diagram 5 at L**); and




(h) a kicked ball that is kicked in front of Home Plate (**see Diagram 5 at M**).

11.3. A Fair Ball is:

(a) kicked ball landing and remaining in fair territory (**see Diagram 5 at C, D & E**);

(b) a kicked ball landing in fair territory then traveling into foul territory once beyond the First or Third base (**see Diagram 5 at A, B & F**);

(c) a kicked ball that lands in fair territory but is knocked into foul territory by a Fielder; and

(d) a kicked ball traveling in the air in foul territory that has not come in contact with the ground but is touched by a player whose feet remain in contact with the ground in fair territory.

11.3.1. Foul lines are considered fair territory.

## 12. OUTS

12.1. A count of three (3) outs by a Team completes the Team's half of the inning.

12.2. An “out” occurs when:

12.2.1. The Kicking count is three (3) strikes or four (4) fouls.

12.2.2. Any kicked ball (fair or foul) is caught by a Fielder.

12.2.3. A forced out by ball tag at the base to which a Runner is running prior to the Runner arriving at that base.

12.2.4. A Runner is touched by the ball at any time while not on base while the ball is still in play.

12.2.5. A Kicker touches the ball with their hand or arm.

12.2.6. A Runner is tagged by the ball on base when the Runner fails to tag up as required when a ball is caught (see Rule 8.8).

12.2.7. A Runner is off base when the ball is kicked (see Rule 8.5).

12.2.8. A Runner is physically assisted by one of their team members or a Base Coach during play.

12.2.9. A Kicker does not kick in the proper kicking line up (see Rule 4.5).

12.2.10. A Runner passes another Runner (see Rule 8.11).

12.2.11. A Runner runs outside of the baseline (see Rule 8.3).

12.2.12. A Runner who misses a base but fails to tag up, as called by a Line Judge upon the conclusion of the play.

12.2.13. A Runner who fails to properly tag up on a caught ball (see Rule 8.8);

12.2.14. A Runner tagged by the ball while on a base they are forced to vacate by the Kicker becoming a Runner (see Rule 8.6).

12.2.15. A Runner coming from Home Plate who steps on First ($1^{st}$) Base when required to use the Extra Base (see Rule 8.2); and/or,

12.2.16. A Runner fails to tag up and leaves their base prematurely and then is forced out at said base.

## 13. BALL IN PLAY

13.1. Play ends when the pitcher has possession of the ball and returns to the Pitcher's circle.

13.1.1. **PITCHER'S CIRCLE:** The Pitcher's circle extends twelve feet (12') from the center of the pitching strip.

13.1.2. When the pitcher receives the ball and is within the pitcher's circle, the umpire will call "TIME" and all playing ceases.

13.1.2.a. Any runner not 50% of the way to the next base must return to the prior base. They can "safely" return to the base without being tagged out.

13.1.2.b. Any runner more than 50% of the way to the next base can proceed to the next base but the pitcher still has the option to attempt an out on the runner progressing to the next base.

13.1.2.b.1. If the Pitcher attempts an out under this situation, ALL play resumes and all runners can attempt to proceed.

13.2. **INTERFERENCE DEFINITIONS**

13.2.1. **BY FIELDER:** When a Runner is hindered by any Fielder within the baseline or standing on the base and who is not making an active play for the ball, the Runner shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.

13.2.2. **BY RUNNER:** When a Runner physically hinders Fielder attempting to make a play in a deliberate and unsportsmanlike manner, the interference causes the play to end, the Runner is out, and other Runners must go back unless forced forward.

13.2.3. **BY RUNNER WHO TOUCHES BALL:** When any Runner (on or off base) intentionally touches a ball, the interference causes the play to end, the Runner to be out, and any other Runners shall return to the base from which they came, unless forced to advance.

13.2.4. **BY NON-PERMANENT OBJECT:** When any non-Fielder or non-permanent object, or by an Umpire or Line Judge, or is touched by a ball in play in fair territory, the interference causes the play to end, and Runners shall proceed to the base to which they were headed.

13.2.5. **BY PLAYER ON OPPOSITE FIELD:** When a Player from the game on the opposite playing field either: (1) touches the ball and the interference gives either Team an unfair advantage OR (2) deliberately and intentionally hinders a fielder to prevent a play (not mere incidental contact), play should cease due to fairness and sportsmanship. This interference causes play to end. The Umpire has the ultimate discretion to determine whether interference occurred and the location of baserunner(s) but for the interference. However, the Umpire may not advance the Runner(s) greater than to the base they were headed.

13.2.6. **INTERFERENCE BY NON-FIELDING PLAYERS:** When non-fielding players (such as supporters, spectators, bystanders, etc.) hinder or prevent a Fielder from retrieving a ball in foul territory this interference causes play to end. The Umpire has the ultimate discretion to determine the location of base Runner(s) but for the interference. However, the Umpire may not advance the Runner(s) greater than to the base they were headed.

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

## 14. INJURIES AND SUBSTITUTIONS

14.1. **FIELDING SUBSTITUTIONS:** The Captain (and/or Co-Captain) is permitted to substitute/replace a fielding position during an inning for any reason. However, the fielding position (including pitcher and catcher) may only be substituted/replaced once per inning unless injury or ejection forced another substitution. The clock continues to run while a substitution is occurring, but the umpire has absolute discretion to stop the clock and, if deemed necessary, add a reasonable amount of time back on the clock if the substitution or frequency of substitutions is unfairly delaying the game.

14.1.1. Abuse of this rule as a time management strategy will be treated as unsportsmanlike conduct and will not be tolerated. Violations of this rule may result in a Game Forfeit.

14.2. In case of injury or illness, the Captain (and/or Co-Captain) may request a timeout for the participant's removal and replacement. If the participant later returns to play, the participant must be inserted into the same kicking order position previously held.

14.3. If a Player is ejected, injured, or becomes ill and cannot continue, the kicking order will continue in the same formation less the removed Player. Injured Players who do not kick cannot play in the game.

14.4. If a Kicker is injured before reaching or being able to reach First (1$^{st}$) Base, then the Kicker is deemed "out".

14.5. **RUNNER SUBSTITUTIONS:** A substitution for an injured Runner is only allowed if the injured Runner successfully made it to base.

14.5.1. An individual Runner may be substituted no more than twice per game. After second substitution, the Player will be removed from the game and no longer allowed to participate.

14.6. **GHOST RUNNERS:** Ghost runners are not allowed in Stonewall Kickball because the rules require that a Team field a minimum of eight (8) players at a scheduled game.

## 15. LEAGUE CODE OF CONDUCT

15.1. All players must read and comply with the league code of conduct. This can be found on the league's resources page at https://stonewallindianapolis.leagueapps.com/pages/resources.

## 16. PROTOCOL USED FOR CALCULATING WEEKLY RANKINGS AND PLAYOFF BRACKET

16.1. **WEEKLY RANKINGS:** During the regular season, Teams will be ranked within their assigned division. The League's protocol used for calculating weekly rankings is as follows:

16.1.1. Standing Point Differential: sum of points awarded after each game based on games outcome (Win = 1.0; Tie = 0.5; Loss or Game Forfeit = 0.0).

16.1.2. If two or more teams are tied (same Standings Point Differential), then tie is broken in this order:

16.1.2.a. Team with the most wins.

16.1.2.b. If not resolved, then by "head--to--head" play.

16.1.2.c. If not resolved, then by the team with less points scored against ("runs allowed").

16.1.2.d. If not resolved, then by the team with greater run differential ("runs scored" minus "runs allowed" = run differential).

16.1.2.e. If still not resolved, then by Leadership coin toss.

16.2. **PLAYOFF BRACKET:** For playoffs, Teams will be ranked on the playoff bracket within the League as a whole – with no preference given towards a division. The League's protocol used for calculating the playoff bracket ranking is as follows:

16.2.1. Win Percentage (%): Standings Point Differential ÷ Total Games Played

16.2.2. If two or more teams are tied (same Win Percentage), then tie is broken in this order…

16.2.2.a. Team with the most wins.

16.2.2.b. If not resolved, then by "head-to-head" play.

16.2.2.c. If not resolved, then by the team with less points scored against ("runs allowed").

16.2.2.d. If not resolved, then by the team with greater run differential ("runs scored" minus "runs allowed" = run differential).

16.2.2.e. If still not resolved, then by Leadership coin toss.

# VERSION CONTROL

| Date | # | Change | Author |
|---|---|---|---|
| **Fall 2024 Rule Changes/Edits**<br>**Note: Significant rule changes are highlighted in yellow and (*). All other changes are minor clarifications or corrections.** | | | |
| 08/29/24 | 5.1.5 | Made clarification “new game **OR** continuation of current game” in rule. | J King |
| 09/09/24 | 5.3 | * Addition of a maximum run rule of 6 runs per inning per team. Note: after captain’s meeting, a fixed maximum number of runs of 6 per team REGARDLESS of lead or trailing was set. | J King |
| 08/29/24 | 5.5 | Slaughter Rule change to umpire **WILL** end game as opposed to having the option to end the game. | J King |
| 08/29/24 | 7.4 | * Intentional fouls are not allowed. | J King |
| 09/09/24 | 1.4<br>1.5 | Made correction that cones **MAY BE** used in these locations but not required. | V Burton |
| 09/09/24 | 1.9 | Updated graphics to the newest WAKA graphics. No changes to dimensions, just different/clearer images. | V Burton |
| 09/09/24 | 3.2<br>3.2.2 | Line judges are at the discretion of the umpire. This has always been the case, just clearly defining in the rules. | V Burton |
| 09/09/24 | 11.2 | Made slight format changes to the layout. No change to content. | V Burton |
| 02/17/26 | 2.1.6<br>2.1.7<br>3.2.<br>3.2.1<br>6.1<br><br>10.2.7 | Official T-shirts must now be worn properly on the body during games.<br><br>Altered placement of parentheses<br>Added language for flexibility of umpire placement.<br>“Competitive” pitches in non-competitive divisions will be considered balls, at the discretion of the umpire.<br>Language around “competitive” pitches added to Ball definition | Z Witczak |