



RULE BOOK



The following are the official kickball rules and guidelines for Stonewall Sports Washington DC (the “Chapter”), a Chapter of Stonewall Sports, Inc., both founded in Washington D.C. The described rules govern all sanctioned Chapter kickball games and must be followed by, but not limited to, registered members.

Summary of Changes for Fall 2026:

When applicable, rules that have been added for Fall 2026 are underlined. If the rule replaced a previous rule, the previous rule has been removed to avoid confusion. In the event that a rule was removed entirely and not replaced, the rule is noted with a ~~striketrough~~.

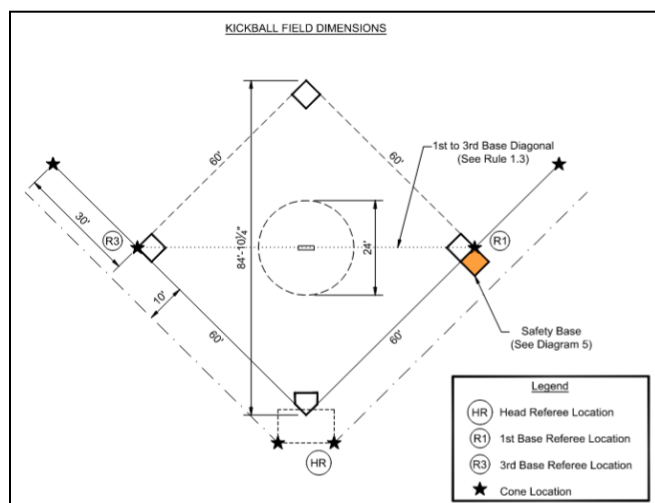
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1. Playing + Field Setup

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

1.2 Like baseball, 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.

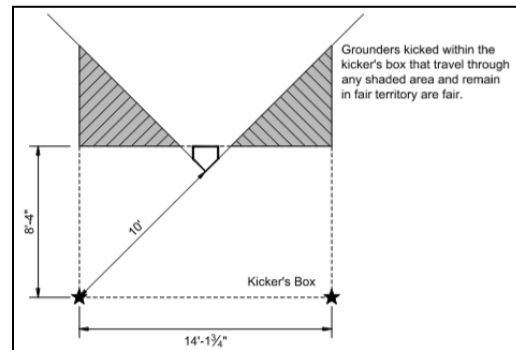


1.3 A Pitching Strip is placed in the center of the playing infield along the First (1st) Base and Third (3rd) Base diagonal. The exact measurement should be forty-two feet and five inches (42'5") or approx. fourteen (14) paces from Home Plate.

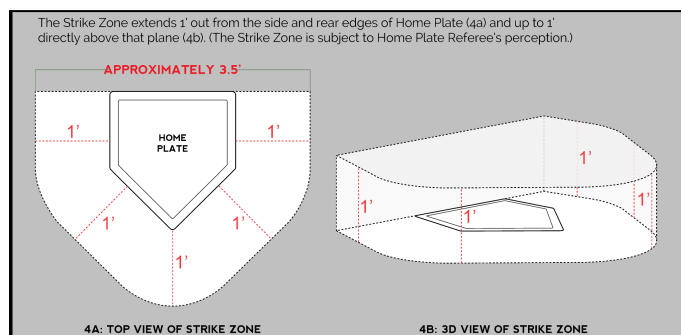
1.4 Cones are placed at the outside corner of each base, but cannot touch the base.

1.5 Cones are placed on the foul lines in a straight line extending 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.

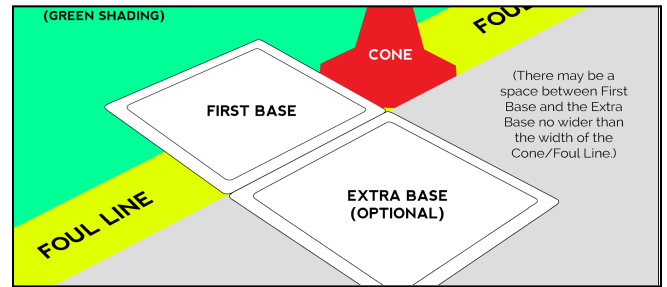
1.6 **KICKING BOX:** This area is a rectangular space where the front of the box aligns with the front of Home Plate and the back of the box aligns with the sideline cones behind Home Plate (see adjacent Diagram). The lines extending forward from the sideline cones perpendicular to the front of Home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



1.7 **STRIKE ZONE:** This area is a three-dimensional irregular pentagon based on the shape of Home Plate. Aligned with the front of Home Plate, the strike zone is one foot (1') in height and extends one foot (1') to either side of Home Plate (see Diagram and Rule 8.2). It is not permissible to physically mark the boundaries of the strike zone by cones. The strike zone can be marked out with a mat which will be placed around and/or under home plate with the strike zone marked on it. Drawn/painted lines are permitted in accordance with Rule 8.2.



- 1.8 After notifying the Umpire of any improper field setup, the field layout shall be corrected before the beginning of the next play.
- 1.9 A “safety base” must be placed next to First (1st) Base in foul territory (see Diagrams), and must be used for all regulation games in accordance with Rule 7.2.
- 1.10 All participants must respect and obey all rules and regulations pertaining to the field used for games. In addition, park permits may have stipulations that participants must abide by to play at those facilities. Participants breaking any field rules may be ejected from the game and may be considered by Chapter Leadership for possible disciplinary action.



2. Equipment

- 2.1 **OFFICIAL ATTIRE:** While participating, Players must wear the official Chapter t-shirt designated for the current season or a coordinated alternate jersey. Players wearing an alternate team jersey must still bring the official Chapter t-shirt designated for the current season to the field, and show it as proof of registration when requested by the Umpire. Failure to produce the Chapter t-shirt for the current season when requested by the Umpire will render that Player ineligible to play in the game. Players are permitted to alter or decorate their shirts; however, no alterations or decorations may infringe on the Chapter's or Sponsors' logos. Repeated violations of this requirement may result in a Paper Forfeit. The uniform is considered an extension of the Player when worn or attached to their person.
 - 2.1.1 Players may wear additional layers of clothing due to colder weather conditions, either over or under the official attire. The official attire does not need to be visible, but Players must wear official attire in accordance with 2.1 and may be requested to verify by the Chapter and/or Umpire. Conversely, Players are allowed to be shirtless when warmer weather conditions occur when fielding; however, if shirtless, Players must wear or affix their official attire to their person in such a way that is visible in accordance with 2.1 when kicking/running. A reminder that the uniform is considered an extension of the Player.
- 2.2 **SHOES:** Without any exceptions, Players are required to wear athletic shoes when playing. It is recommended that Players wear cleats; however, metal cleats are not allowed.
- 2.3 **PERFORMANCE ENHANCING EQUIPMENT:** Players may wear protective equipment provided that it does not offer the wearer an unfair performance advantage (such as gloves) when playing. Any equipment deemed by the Umpire as “performance enhancing” must be removed or the Player will be removed from play.
- 2.4 **OFFICIAL KICKBALL:** The official kickball will be provided by the Chapter. It should be pressurized to approximately 1.25 psi (but not greater than 1.5 psi.) Do not over or under inflate the ball. In the event that a Chapter kickball is inaccessible, a suitable alternate kickball may be used if approved by the Umpire and the Captains on each of the competing Teams.

3. Participants

- 3.1 **PLAYER ELIGIBILITY:** In order to be considered a Player, all participants must be (a) twenty-one (21) years of age or older by the date of first game; (b) adequately and currently insured against all injury that may arise from kickball play; (c) properly registered through the approved registration process; and (d) sign the Chapter liability waiver. Participants can only play on one (1) kickball Team per season within the local city Chapter. However, participants may be registered with and play in other city kickball leagues within Stonewall Kickball. A singular participant cannot register as a Player more than once per season.
- 3.2 **OFFICIALS:** Each game must be officiated by one (1) Umpire and at least two (2) Referees. These officials will be designated and furnished for games as scheduled and provided by the Chapter.
- 3.2.1 **UMPIRES:** The Umpire is located at Home Plate, governs game play, and issues all final rulings (including but not limited to those described below), and has final authority on equipment issues. Referees assist the Umpire.
- 3.2.1.1 Umpires have jurisdiction over play and may (a) call a timeout; (b) call off any game as authorized elsewhere in these rules; and/or (c) penalize a Player, including game ejection, for any reason – this includes but is not limited to unsportsmanlike conduct, fighting, delay of game, and excessive verbal abuse (see 15.3).
- 3.2.1.2 Umpires have jurisdiction over play and (a) must pause the game if lightning is seen in close proximity and call off the game if each Captain and/or Co-Captain agrees, and/or (b) may call off a game due to darkness, rain, or other reasons at the Umpire's discretion, and (c) should use the SSDC Weather Policy as guidance.
- 3.2.1.3 Umpires may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as precedent for future rulings.
- 3.2.1.4 Umpires may seek the advice of the Chapter Head Umpire who will review the situation and advise on all applicable rules. If necessary, the Chapter Leadership will consider calling protests and provide advice on unsettled or unclear matters; however, decisions cannot be overturned on appeal and will only provide perspective for future games.
- 3.2.2 **REFEREES:** Each Team is required to provide two (2) knowledgeable and capable Referees to assist officiating games when assigned by the Chapter. Referees will be positioned at First (1st) and Third (3rd) Bases. An optional Second (2nd) Base Referee is encouraged but not required. Referees assist the Umpire with determining whether Runner is “safe” or “out” and if encroachment infractions occur, among other calls. Referees are required to pay attention to the game at all times. Failure to provide two knowledgeable, capable, and attentive Referees and/or failure to provide Referees within 5 minutes of the scheduled start time will result in a Paper Forfeit assessed against the offending Team.
- 3.2.3 **FIELD SETUP + TAKE-DOWN:** The Umpires scheduled and Referees assigned for the last games are responsible for taking down the playing fields after the final game. Equipment can be picked up and dropped off at designated locations as specified by the Chapter.

3.3 TEAMS:

3.3.1 **PLAYERS NEEDED TO PLAY:** Each Team must field at least eight (8) Players – but no more than 11 Players – in a scheduled game. If a Team cannot meet the minimum requirement after a game is considered a regulation game, e.g., injury, the score at the end of the last full inning played will be the score recorded for the game. If a Team cannot meet the minimum requirement at any time before a game is considered a regulation game, then that Team receives a Game Forfeit for that day's game. Non-competitive play may continue with consent from the opposing Team.

3.3.2 The fielding Team must assign and field one (1) Pitcher and one (1) Catcher in an inning during the game.

3.3.3 **PARTICIPATING PLAYERS:** All participating Players must kick in the written kicking order but are not required to field. If a Player cannot kick for whatever reason, then that Player is not permitted to field because the Player did not meet the minimum requirement of kicking. A “participating Player” is any Player who is present and dressed to play (which means, but is not limited to: wearing official attire; athletic shorts, tights, or pants; and shoes or cleats) unless that Player is injured or has a legitimate medical condition. The Umpire has discretion to determine whether the Player has a legitimate medical condition.

3.3.4 **EXCHANGE OF KICKING ORDER:** If requested by either team, Captains shall provide a copy of their Team's written kicking order to each other and to the Home plate umpire. This request must be made prior to the start of the game. Failure or refusal to provide a written kicking order when requested prior to the start of the game results in “Game Forfeit” of that day's game.

3.3.4.1. **IMPROPER KICKING ORDER CLAIMS:** A claim of improper kicking order must be made to the Umpire, who will make the final determination. The claim must be made on the field no sooner than the first pitch thrown to the accused "wrong" Kicker and no later than the first pitch thrown to the subsequent Kicker. The Umpire will check the records to see if there was a kick out of order. Any resulting play is nullified by a finding of improper kicking order and an out will be recorded for the player who was supposed to be kicking. The next kicker is the player who follows the proper kicker who was called “out”.

3.3.5 **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 the inning, that Player must be added to the end of the Team's kicking order. However, a Player may not be added to the kicking roster after the Team has been once through the kicking order. The late-arriving Player may still play defensively in the field (exception to Rule 3.3.3).

3.4. **BASE COACHES:** Two members of the kicking Team may coach 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 or have incidental contact with (see definition in 3.4.2) Runners while the ball is in play, nor can they intentionally physically interfere with Fielders. Doing so results in an out (see 11.2(h)).

3.4.1 Base Coaches may assist Players who are Deaf or hard of hearing, but such physical contact must be for communication purposes only and must not unduly assist the Player during a given play.

3.4.2 Incidental contact with a base coach during an active play (such as running into a base coach while rounding a base or the base coach otherwise unintentionally contacting a Runner) is not permissible, and will result in an out.

4. Regulation Games

- 4.1 **REGULATION GAMES:** To be considered a regulation game, the game must last at least three (3) full innings or forty-five (45) minutes, whichever occurs first. Official regulation games may last a maximum of five (5) innings but a new inning is not permitted to start if the game has already been played for forty-five (45) minutes or more. The game clock officially starts when the first pitch of the game is thrown.
 - 4.1.1 If a game is called according to Rule 3.2.1.2 after being considered a regulation game, then the game score at the end of the last full inning shall determine the winner.
 - 4.1.2 If a game is called according to Rule 3.2.1.2 before being considered a regulation game, then a new game may be rescheduled at the discretion of the Chapter.
 - 4.1.3 In a situation where the clock runs out during the bottom half of the inning and the home Team is already winning, the game shall end immediately.
 - 4.1.4 For purposes of defining when a new inning begins, the inning begins immediately after the third out occurs, or the maximum number of runs is scored, in the bottom of the previous inning.
- 4.2 **RESCHEDULED GAMES:** Rescheduled games will be played at the time and place determined by the Chapter. If a Team fails to play at the designated time and place, then the Team will receive a Game Forfeit.
- 4.3 **TIME MANAGEMENT RULE:** If a game has been played for forty-five (45) minutes OR completed three (3) innings (whichever comes first), AND the “run differential” is equal to or greater than ten (10) runs, then the Captain of the Team with fewer runs MAY request that the Umpire end the game. If this request is made, the Umpire MUST end the game and the score at the end of the last full inning played will be the score reported. If the Captain of the Team with fewer runs does not make this request, the Umpire will continue the game.
 - 4.3.1 **RUN DIFFERENTIAL PER INNING:** Teams can score a maximum of six (6) runs per inning. If a Team scores 6 runs in one inning before 3 outs, the game will move on to the next half-inning.
 - 4.3.1.1 This does not apply to the losing Team during the last inning if the losing Team is behind by 6 or more runs. The losing Team may score an uncapped number of runs, up to a tie.
- 4.4 **WINNING/LOSING:** The Team with the most runs at the end of the game wins. If the Team winning after the top of the final inning is set to kick in the bottom of the inning, then the inning and game end without the bottom of the inning being played. If the Team kicking in the bottom of the last inning is losing, they will have runs counted up to the run needed to take the lead. No additional runs after that will be counted and the inning and game end. If a regulation game is ended by the Umpire for whatever reason (including Rule 4.3) before the inning is completed, the recorded score will be the score at the end of the last completed inning.

- 4.5. **TIES:** If there is a tie score at the end of a regular season game, then the game shall be marked as a tie. During playoffs, if the game ends in a tie, then additional innings will be played. Before the start of each half inning, the Player on the kicking Team who last kicked will be placed on Second (2nd) base and each Kicker will receive one (1) pitch per at-bat, with a full count. A strike or foul ball will be recorded as an out, a ball will result in a walk, and a kicked ball will be played live. The game will continue in this manner until there is a winner at the conclusion of a full inning.
- 4.6. **FORFEITS:** The Chapter has predetermined and enumerated 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:
- 4.6.1 **GAME FORFEITS:** When assessed, game forfeits count as both a “30-0 Loss” and “Forfeit” against the offending Team and a “30-0 Win” for the non-offending Team and counts towards the overall record.
- 4.6.2 **PAPER FORFEITS (ADMINISTRATIVE PENALTY):** When assessed, paper forfeits do 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.
- 4.7 Teams will have a five (5) minute grace period for any game delay. Failure to abide by this rule results in a Game Forfeit.
- 4.8 **NON-REGISTERED PLAYERS:** A Team playing a non-registered Player, an improperly registered person (see 3.1), or a Player not registered on that Team will receive a Game Forfeit.
- 4.8.1 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).
- 4.8.2 If such an infraction is claimed after a game, the infraction must be announced to the Chapter Head Umpire, Conference Lead, and 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.

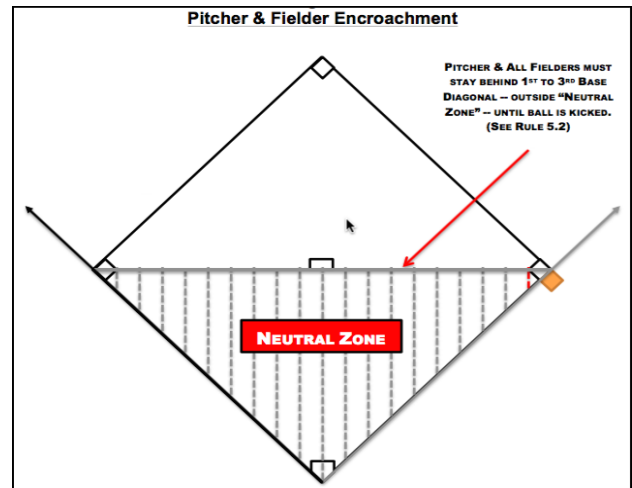
5. Pitching, Catching + Fielding

- 5.1 **PITCHING:** Balls must be pitched by hand. The Pitcher must pitch the ball: (a) with both feet behind the front edge of the pitching strip, and (b) within 5 feet of the center of the pitching strip (ie, within the pitching semi-circle). Failure to pitch from within this area will result in the pitch being called “ball”, unless the Kicker attempts to kick the ball.
- 5.2 **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 if a ball is kicked. Encroachment is only enforced on pitches that result in an active play.

5.2.1 TYPES OF ENCROACHMENT:

5.2.1.1 **FIELDER ENCROACHMENT:** Except for the Catcher, all Fielders must start play AND remain in fair territory behind the First/Third (1st/3rd) Base diagonal, outside of the “Neutral Zone” (see Diagram), until either a) the ball is kicked or b) the ball passes the kicker and is not kicked. After the ball is kicked or passes the Kicker, all Fielders may enter the Neutral Zone and foul territory.

5.2.1.2 **PITCHER ENCROACHMENT:** The Pitcher must pitch the ball from behind the front edge of the pitching strip AND have both feet completely behind that front edge of the pitching strip after releasing the ball, outside of the “Neutral Zone” (see Diagram), until the ball is kicked. No part of the Pitcher's body may contact the ground in the Neutral Zone until either a) the ball is kicked or b) the ball passes the kicker and is not kicked. After the ball is kicked or passes the kicker, the Pitcher may enter the Neutral Zone.



5.2.1.3 CATCHER ENCROACHMENT:

The Catcher must line up behind the Kicker when play starts, except as outlined in Rule 5.2.1.3.1. Behind the Kicker is defined as behind a line that is: a) parallel with the 1st to 3rd Base diagonal, and b) intersecting the Kicker's body. The Catcher may not cross Home Plate to field the ball nor be positioned forward of the Kicker at any point before either: a) the ball is kicked, or b) the ball passes the kicker and is not 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.

5.2.1.3.1 If the Kicker is behind the kicker's box the Catcher may stand as far forward as the back edge of the kicker's box. The Catcher must remain behind this line until the Kicker enters the kicker's box and the Kicker is in front of them. All other requirements in Rule 5.2.1.3 continue to apply.

5.2.2 **ENCROACHMENT PENALTIES:** The penalty for the defensive Team's encroachment – regardless of the type, number of encroachments, or effect on the play – will result in an AUTOMATIC “ball” awarded to the kicker and a re-kick. However, if the offensive Team prefers to have the result of the play stand instead of the call of “ball” awarded to the kicker, then the Captain of the offensive Team must immediately tell the home plate Umpire that they would like to decline the encroachment call and keep the play as is. The umpire must respect the captain's decision.

5.2.2.1 There are no encroachment “warnings”. Encroachment can be called on any pitch. Encroachment should only be called once the play has concluded.

- 5.3. Fielders are permitted to intentionally let kicked balls drop in order to attempt a double play. There is no “infield fly” rule nor any countermeasures against Fielders who find it to their tactical advantage to let a ball drop rather than catch it.

6. Kicking

- 6.1 A Kick is defined as any contact made with a pitched ball from the waist down. All kicks must occur at or behind Home Plate within the Kicking Box. The Kicker must have the non-kicking foot within the kicking box during the kick; however, no part of the non-kicking foot may be in front of or cross the front edge of Home Plate (see 10.2(h)).
- 6.2 Bunting is permitted.
- 6.3 Intentional fouls are permitted.
- 6.4 The Kicker’s at-bat does not begin until they enter the kicking box prior to the first pitch or otherwise indicate to the Umpire and Pitcher that they are ready. The Kicker may then exit the kicking box if they choose to do so, but any pitch that occurs after the Kicker’s at-bat begins will be considered a valid pitch and play proceeds as normal.
- 6.4.1 Kickers are allowed to confer with their Captain(s) or a designated Player in between successive pitches, but the Kicker must be facing away from the Pitcher during such interactions. While facing away from the Pitcher, any pitches thrown will not count.
- 6.4.2 Kickers are allowed at most one conference per at bat, lasting no more than 15 seconds. Failure to abide by this rule will result in a yellow card for the Kicker.
- 6.5 The kicking Team shall provide a “backstop” to retrieve the ball and assist in the return of the ball to the Pitcher. Repeated failures to provide a backstop in such a way that delays the game may be penalized under rule 15.10.

7. Running + Scoring

- 7.1 Runners traveling from Home Plate may overrun First (1st) Base, but should remain in foul territory when overrunning. They may only be tagged out if attempting to advance to Second (2nd) Base by turning into fair territory. An idle left turn where the Runner returns directly to First Base does not constitute an active attempt to advance, and the runner is allowed a two (2) foot buffer zone from the foul line for an idle turn into fair territory before returning directly to First (1st) Base.
- 7.2 **SAFETY BASE:** The “safety base” must be used when the Kicker is traveling to First (1st) Base from Home Plate, except as set forth in Rule 7.2.3.1.
- 7.2.1 Safety Base is ONLY available for Runners traveling from Home Plate (see 7.5). No additional base may be used at any other base.

7.2.2 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 or blocking access to the Safety Base will be “Safe” at First (1st) Base, but may continue running the bases at their own risk.

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

7.2.3.1 The Runner may use First (1st) Base if actively turning and attempting to advance to Second (2nd) Base ~~or if there is no Fielder on First (1st) Base or if they are attempting to avoid a collision with a fielder (e.g., a Fielder at First trying to catch an errant throw).~~ A runner using or touching First (1st) Base in any other circumstance is “Out”.

7.2.4 Once a Runner has reached First (1st) Base safely at the end of the play, the Runner must start the next play on the white First (1st) Base (not the Safety Base). Any Runner standing on or touching the Safety Base at the beginning of the next play will be “Out”.

7.2.5 Once a runner turns to advance to Second, they must use the white base if returning to First (1st) Base to be considered on-base. Any such runner not using the white base may be tagged out by the ball.

7.3 A Runner travelling from Home Plate to First (1st) Base MAY NOT slide into First Base nor the Safety Base. Intentionally sliding into either Base from Home Plate will result in an out. Runners may slide into First Base when returning to the base from rounding or attempting a run to second.

7.4 Runners must stay within the baseline. Any Runner that runs outside the baseline is “Out” unless the Runner is merely following a natural running arc or changing course to avoid interference with a Fielder making a play (see 11.2(k)). Runners may move no more than four feet (4') outside the baseline when attempting to avoid a ball tag.

7.5 **ACTIVE PLAY:** A Fielder is making an "active play" — whether at a base or in open field — only when, in possession of the ball or in clear preparation to catch or throw it, they make a reasonable attempt to record an out (by tagging a base, tagging a Runner, or fielding a live ball). A Fielder who does not meet this standard may not block, impede, screen, or obstruct a Runner's path or access to a base. The Umpire has sole discretion to determine whether a play was active, with player safety as the top priority.

7.5.1 Runners hindered by any Fielder within the baseline or standing on the base who is not making an active play for the ball shall be “Safe” at the base to which they were running (see 12.2.1). Runners may choose to advance beyond this base at their own risk.

7.6 Runners are not permitted to lead off base nor steal bases. Runners may advance once the ball is kicked. A Runner who is off base when the ball is kicked is “Out” (see 11.2(g)).

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

7.7.1 Runners cannot remain on the base in a force situation as described above (see 11.2(n)). Runners who become out while running from one base to the next do not negate the previous force situation.

7.7.2 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 base are also occupied by other Base Runners and the Kicker becomes a Runner as described above.

7.8 Hitting a Runner's neck or head with the ball is not allowed unless they are sliding, ducking, or attempting to intentionally hit the ball with their head. Should the Runner simply be running and not sliding and is struck in the neck or head, the Runner will be deemed "Safe" and may advance to the base they were running toward when the ball hit them. Runners deemed safe in this way may choose to advance further at their own risk. Should a sliding Player be hit in the head or neck not on base, they will be deemed "out".

7.8.1 A ball that hits a Runner in the head or neck is still a live ball.

7.9 **TAGGING UP:** Tagging up is required in instances where a kicked ball is caught in the air before landing on the ground. Tagging up is defined as a Base Runner remaining on or retouching their starting base simultaneously to or following the moment when a kicked ball either (1) lands on the ground, or (2) makes contact with any part of a Fielder's body. Runners are free to attempt to advance at their own risk after a legal tag up, even if the ball was caught in foul territory. A Runner failing to tag up as required is out (see 11.2(f) & 11.2(m)). A Runner does not have to tag up if there are two outs at the start of the play.

7.9.1 Runners who leave their starting base as soon as the Kicker makes contact with the ball do not have to tag up if the ball is not caught, but must tag up if the ball is caught (even if the ball is bobbled in the air before the catch is eventually made).

7.10 All ties go to the Runner.

7.11 **OVERTHROWS:** An overthrow is any attempted throw to a base or at a Runner that misses its target and goes into foul territory. By default, an overthrown ball remains live and Runners may advance as far as they choose on an overthrow, but may be tagged out.

7.11.1 **EXCEPTION:** When an overthrown ball becomes a dead ball by rule 12.2.7 (i.e. hits the track) or by rule 12.2.6 (i.e. hits a base ref or spectator), all runners are awarded the base they are on or headed towards, plus an additional base, and they may not advance further.

7.11.1.1 If multiple runners are awarded the same base, the trailing runner(s) return to the previous base.

7.11.1.2 A runner stationary off-base is considered headed towards the next base.

7.12 Running past another Runner is not allowed; the passing Runner is out (see 11.2(j)).

7.12.1 This includes two Runners occupying the same base at the same time. If the leading runner is forced to vacate the base (as defined in 7.7), they are out; otherwise, the trailing runner is out.

- 7.13 A run counts when a Runner touches Home Plate before the third (3rd) out is made, UNLESS the third (3rd) out is made on a Runner in a force play situation, in which case no runs in the active play are scored. “Out” includes any and all methods for a Player to be deemed out, in accordance with rule 11.2. Runs in this scenario also do not count when the Kicker is the third out before reaching First (1st) base safely. If the third out is made on a Runner who is not forced or who has satisfied their force, runs scored prior to that instant are counted.
- 7.13.1 For the sake of scoring, a Runner needing to tag up is considered to be a force play. In particular, if the Runner fails to tag up correctly and is called out by an Umpire for any reason, that Runner is considered a force out and rule 7.13 applies.
- 7.14 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.

8. Strikes

- 8.1 A count of three (3) strikes is an out.
- 8.2 A “strike” is a pitch that is not kicked and is not called a ball in accordance with Rule 9.2 and where any part of the pitched ball enters the strike zone as described herein (see 1.7). Furthermore, “any part of the pitched ball” means even the slightest amount of the ball entering the strike zone as defined in Rule 1.7. Additionally, a strike is an attempted kick missed by the Kicker inside or outside of the strike zone.

9. Balls

- 9.1 A count of four (4) balls advances the Kicker to First Base. Additional Runners advance bases only if forced by a preceding Runner.
- 9.2 A “ball” is (a) a pitch outside the strike zone as judged by the Umpire when a kick is not attempted (see 1.7); (b) a pitched ball that does not touch the ground at least twice or roll before reaching Home Plate; or (c) a pitched ball that is released outside of the pitching semi-circle and a kick is not attempted (see 5.1).
- 9.3 ~~An intentional walk, and/or~~ Four (4) consecutive balls at the beginning of a count, such that the count is (4-0-0), will result in a double base walk where the Kicker will automatically advance to second base. Additional Runners shall only advance as far as they are forced by preceding Runners.

10. Fair + Foul Balls

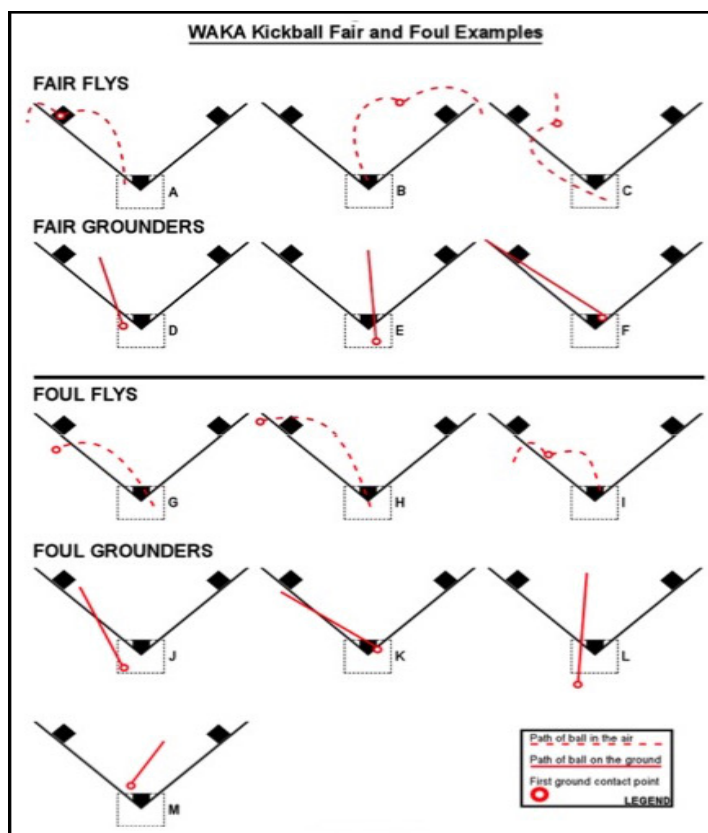
- 10.1 A count of three (3) fouls is an out.
- 10.2 A “foul ball” is (a) a kicked ball that lands within foul territory (see Diagram at G & H); (b) a kicked ball that first contacts a Fielder while the ball is in foul territory; (c) a kicked ball that lands in fair territory, but exits fair territory on its own at any time before reaching First (1st) Base or Third (3rd) Base (see Diagram 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 waist (See 6.1); (f) a kicked ball touched more than once or stopped in the kicking box by the Kicker; (g) a ball kicked while outside of the kicking box (see Diagram at L); (h) a kicked ball that is kicked in front of Home Plate (see Diagram at M); and (i) a ball that is touched by the hand/arm innocently attempting to assist the Catcher in retrieving the ball.
- 10.3. A “fair ball” is (a) a kicked ball landing and remaining in fair territory (see Diagram at C, D & E); (b) a kicked ball landing in fair territory then traveling into foul territory once beyond First or Third base (see Diagram 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 that first contacts a Fielder while the ball is in fair territory.
- 10.3.1 A ball that is kicked and hits a Runner who is standing on a base shall be considered a fair ball, provided the Runner on base does not intentionally interfere with the play. If the Runner intentionally interferes with the play, rule 12.2.3 applies.

10.4 Foul lines are considered fair territory.

10.5 Foul territory is a three dimensional space, meaning if the ball is contacted in the air while in foul territory (before touching the ground), the ball shall be deemed foul in accordance with rule 10.2. The ball must be 100% in foul territory for it to be considered foul.

11. Outs

- 11.1 A count of three (3) outs by a Team completes the Team's half of the inning.
- 11.2 An “out” occurs when (a) kicking count is three (3) strikes or three (3) fouls; (b) any kicked ball (fair or foul) is caught by a Fielder before touching the ground; (c) a forced out by ball tag occurs at the base to which a Runner is running prior to the Runner arriving at that base; (d) a Runner is touched by the ball at any time while not on base while ball is still in play (see 12.2.3); (e) a Kicker intentionally touches the ball with hand/arm to deflect the ball as a



foul or to attempt to hit it into fair territory; (f) a Runner is tagged by the ball on base when the Runner fails to tag-up as required when a ball is caught (see 7.9); (g) a Runner is off base when the ball is kicked (see 7.6); (h) a Runner is physically assisted by a Team member or Base Coach during play (see 3.4); (i) a Kicker does not kick in the proper kicking line up (see 3.3.4); (j) a Runner passes another Runner (see 7.12); (k) a Runner runs outside of the baseline (see 7.4); (l) a Runner fails to tag and skips over a base, as called by a Referee upon the conclusion of the play; (m) a Runner fails to properly tag up on a caught ball (see 7.9); (n) a Runner is tagged by the ball while on a base they are forced to vacate by the Kicker becoming a Runner (see 7.7); and/or (o) a Runner coming from Home Plate steps on First (1st) Base when required to use the Safety Base (see 7.2).

12. Ball In Play

12.1 Play ends when the Pitcher has possession of the ball and returns to the pitcher's mound. The pitcher's mound extends twelve feet (12') from the center of the pitching strip. Play resumes if the Pitcher makes an active play from the pitcher's mound prior to the next pitch being thrown. Runners who are off-base and in forward motion when play ends may advance only as far as the base to which they are heading. Runners who are off base at this time but not in forward motion must return to the base from which they were running.

12.1.1 "Active play" as referenced in rule 12.1 includes, but is not limited to, the Pitcher exiting the 12-foot radius of the pitcher's mound, throwing the ball at a Runner, or throwing the ball to a base. Looking at a Runner, faking a throw at a Runner or base, or moving within the 12-foot pitcher's mound does not constitute reactivation of a play.

12.2 INTERFERENCE:

12.2.1 **BY FIELDER:** When a Runner is hindered by any Fielder within the baseline or standing on the base that 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 at their own risk while the ball is still in play.

12.2.2 **BY RUNNER:** When a Runner physically hinders a Fielder attempting to make a play in a deliberate and unsportsmanlike conduct, the interference causes the play to end, the Runner is out, and other Runners must go back to the base they began the play at unless forced forward by the Kicker becoming a Runner and remaining safe at First Base.

12.2.3 **BY RUNNER WHO TOUCHES BALL:** When any Runner (on or off base) intentionally touches a ball (see 11.2(d)), the interference causes the play to end, the Runner to be out, and any other Runners shall return to the base from which they began the play at, unless forced to advance by the Kicker becoming a Runner and remaining safe at First Base.

12.2.4 **BY NON-PERMANENT OBJECT:** When any non-permanent object, except a Runner, touches or is touched by a ball in play in fair territory, the interference causes the play to end and Runners shall proceed to the base to which they were headed, unless forced to advance.

12.2.5 **BY PLAYER ON ANOTHER FIELD:** When a Player from a game on another nearby playing field (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) and the interference

gives the Kicking Team an unfair advantage, so much so that play should cease due to fairness and sporting conduct, this interference causes play to end. The Umpire has the discretion to determine if interference occurred. If interference is called, the Umpire will place all Runners at whichever base to which they were heading, regardless of whether the Runner was forced. Runners are not allowed to advance further.

12.2.6 **INTERFERENCE BY NON-FIELDING PLAYERS/OBJECTS:** When non-fielding Players (such as Umpires, Referees, supporters, spectators, bystanders, etc.) significantly hinder or prevent a Fielder from retrieving a ball in foul territory so much so that play should cease due to fairness and sporting conduct, this interference causes play to end. If the ball was overthrown into foul territory, Rule 7.11.1 applies and all runners are awarded the base they are on or headed towards, plus an additional base, and they may not advance further. Otherwise, the Umpire has the ultimate discretion to determine the location of base-Runner(s) but for the interference.

12.2.7 **INTERFERENCE BY SAFETY HAZARD:** For games played at Shaw Dog Park, Stead Park, or any other location where there is a running track or similar change in surface, a ball that hits the track or other stationary object (such as concrete blocks, a bench, bike racks, etc) causes the play to end (it is a dead ball).

12.2.7.1 When a ball becomes dead by rule 12.2.7, all Runners are awarded one additional base beyond the base they are actively on or heading towards, and may advance no further.

12.2.7.1.1 If multiple runners are awarded the same base, the trailing runner(s) return to the previous base. A runner stationary off-base is considered headed towards the next base.

12.3 If a ball is unintentionally popped or deflated significantly during an active play, that play shall be replayed with a properly inflated ball.

13. Injuries + Substitutions

13.1 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 forces another substitution. The clock continues to run while a substitution is occurring, but the Umpire has absolute discretion to stop the clock and (if deemed necessary) add a reasonable amount of time back on the clock if the substitution or frequency of substitutions is unfairly delaying the game. Abuse of this rule as a time management strategy will be treated as unsportsmanlike conduct and will not be tolerated.

13.1.1 Pitchers may not be substituted in the middle of an at-bat, except in cases of injury, illness, or ejection. The Kicker's ball-strike-foul count will be carried over to the new Pitcher.

13.2 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.

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

- 13.4 If a Kicker is injured before reaching or being able to reach First (1st) Base, then the Kicker is deemed “out”.
- 13.5 A substitution for an injured Runner is only allowed if the injured Runner successfully made it to base. The substituted Runner must be the Player who was the most recent out.
- 13.6 An individual Runner may be substituted no more than twice per game. After the second substitution, the Player will be removed from the game and no longer allowed to participate.

14. Ghost Runners

- 14.1 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, so ghost runners are not needed. A “ghost runner” (or invisible runner) is a device used in baseball-style games, including kickball, when a Team has fewer than four players. The rule is called into action when a live runner on base is next in line to bat. A ghost runner takes the place of the person up to kick and advances the bases as if the Kicker was still on base.

15. Sporting Conduct

- 15.1 Though games are often competitive, ensuring participant safety and providing a comfortable LGBTQIA+ atmosphere is of the utmost importance to Stonewall Kickball Washington DC. Proper sporting conduct is subjective and should be viewed as how a reasonable person would interpret the behavior in a game. However, certain instances are inherently unacceptable, and the Board will exercise zero tolerance when handling these situations.
- 15.2 **“IF YOU PAY, THEN YOU PLAY” RULE:** Teams are not allowed to discourage any member of their Team from not playing, for ANY reason, except when the Player is injured or has a legitimate medical condition that inhibits ability to play (see 3.3.3). The Chapter will investigate any allegations, but the burden of proof rests with the alleging party. If determined that a Team willfully and intentionally discouraged a member of their Team from playing, the resulting penalty will be both a Paper Forfeit and Game Forfeit for game when alleged violation occurred AND one-game suspension of involved violating Players. Violators are subject to additional penalties at the discretion of Chapter Leadership.
- 15.3 Public drunkenness; physical violence or threats of violence; excessive swearing, discriminatory comments, and/or name-calling; sexual harassment and/or inappropriate sexual touching; and/or any conditions creating an unsafe environment are not permitted. The Umpire has discretion to penalize violating Players (see 3.2.1.1). Additional penalties may be assessed on a case-by-case basis at the discretion of the Chapter.
- 15.4 Alcohol and other DPR/NPS prohibited substances (such as marijuana) are not permitted on the field. This includes, but is not limited to, beer, liquor, wine, champagne, and pre-mixed drinks. Additionally, participants are not permitted to bring Sponsor Bar cups onto the field. First offense will result in a Paper Forfeit. Additional penalties may be assessed.

- 15.5 Bullying is never permitted. First offense will result in Player suspension or participant ejection and Game Forfeit. Second offense will result in Player expulsion from the Chapter and both Game Forfeit and Paper Forfeit assessed to the Team.
- 15.6 Captains are responsible for maintaining proper sporting conduct for their Team.
- 15.7 In addition to the penalties enumerated above, the Chapter may apply additional penalties as it deems necessary and appropriate.
- 15.8 This section applies to all Chapter games and extends to all Chapter-affiliated events, including (but not limited to) post-game events at Sponsor locations.
- 15.9 Team huddles between half-innings may last a maximum of one (1) minute. Teams with Deaf or Hard of Hearing Players are exempt from this rule, but the game clock should continue to run during huddles for all games. If a Team takes longer than one minute during their huddle, the Umpire may issue a yellow card for delay of game to the offending Captain.
- 15.10 If the Umpire suspects that any Player on either Team is intentionally slowing game play down in an effort to expire the game clock, that Player may be sanctioned with a yellow card for delay of game.

16. Challenges

- 16.1 Only a Team Captain, or their designee as identified prior to the start of the game, may dispute calls for rule infractions with the Umpire. All Players must accept the Umpire's final ruling.
- 16.2 Only two (2) challenges may be made by a Captain per game.
 - 16.2.1 The challenge must be made to the Umpire before the first pitch of the next play has begun.
 - 16.2.2 The clock will only stop for up to one minute and the final decision must be made within that amount of time.
 - 16.2.3 The Umpire may consult the other Referees, the rulebook, and the opposing Captain for questions or clarification.
 - 16.2.4 The Umpire may make the final decision AT ANY TIME and does not need to consult with any particular individual or documentation.
 - 16.2.5 Any Player disrupting this process will be subject to a yellow or red card. (See Section 17)
 - 16.2.6 No video or audio recordings, posts, or other media sources may be used or presented as evidence in a challenge.
 - 16.2.7 If the Umpire "overrules" (i.e. rejects) the challenge, play will continue as is.
 - 16.2.8 If the Umpire "sustains" (i.e. accepts) the challenge, the Umpire must provide a remedy that is most reasonable or call a "do-over" of the play.

- 16.3 Once a Captain has used up their challenges, the Captain may only ask the Umpire for quick questions of rule clarification, for time elapsed, or to make a substitution. A Captain need not issue a challenge to question a misinterpretation or disagreement regarding the rules.
- 16.4 Any attempt of a non-Captain/designee to challenge a play or heckling of the Umpire will result in a yellow card or red card (see Section 17).

17. Carding + Ejections

- 17.1 Any registered member not upholding the standards of sporting conduct as outlined in these rules (see Section 15) will be subject to a yellow or red card.
- 17.2 **Yellow Cards:** Can be given as a direct punishment and serve as an official warning for unsportsmanlike conduct, including delay of game and for violations of the drug and alcohol policy as referenced in rule 15.4.
- 17.2.2 If the same Player is given two yellow cards in one game, the second yellow card becomes a red card.
- 17.2.3 Yellow cards are also cumulative; Players who have already received two yellow cards in prior games will be ejected (See Section 18) from the game upon their third yellow card. Depending on the nature of the actions, Players may not be allowed to play in the following week's game.
- 17.3 **Red Cards:** Can be given as a direct punishment or are given to a Player who has already received a yellow card earlier in the game.
- 17.3.1 Players receiving a red card are immediately ejected from the game and will be asked to leave the field. They are also not permitted to play the following scheduled game. The registered Player, Team Captain(s), Head Umpire, and Chapter Commissioner will meet to discuss the violation and appropriate course of action. Depending on the nature of the violation, the Player may not be allowed to play in the playoffs.
- 17.3.2 Red Cards are cumulative and any Player receiving two (2) red cards during the regular season will be expelled from playoff weekend. Depending on the nature of violations, the Player may be subject to temporary suspension or permanent expulsion from the Chapter as a whole.
- 17.4 Should a Player receive a yellow or red card, the issuing party shall submit that Player's name, team name, and infraction to the Head Umpire and the Leagues Manager within 24 hours of the incident.
- 17.5 Players who are ejected from a game or sitting out from the game due to a red card penalty must immediately leave the park until they are allowed to play again.
- 17.5.1 Any Team that has a Player fail to adhere to this rule will automatically be issued a Game Forfeit.

18. Reporting Scores + Weekly Rankings

- 18.1 Upon completion of the game, the Umpire must submit final scores and additional game information (e.g., cards issues, injuries) to the Leagues Manager and Head Umpire through the current season's Google Form.
- 18.2 During the regular season, Teams will be ranked within their assigned conference. The Chapter's protocol used for calculating weekly rankings is as follows:
- 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).
 - If two or more Teams are tied (same Standings Point Differential), then the tie is broken in this order:
 - Team with fewer administrative forfeits.
 - If not resolved, then by team with more wins.
 - If not resolved, then by "head-to-head" play (see 18.2.1).
 - If not resolved, then by the Team with greater run differential ("run scored" minus "runs allowed" = run differential.)
 - If not resolved, then by the Team with less points scored against ("runs allowed").
 - If still not resolved, then by Leadership coin toss.
- 18.2.1 Head-to-head play takes a group of tied teams and compares their W/T/L records in games played exclusively with one another to determine a ranking. This requires that the tied teams have played one another at least once, and if not, this tiebreaker shall be skipped. If two teams have played multiple games against each other within a season, the most recent result shall be used for this calculation.