



BELOW THE BELT SPORTS

KICKBALL - OFFICIAL RULES OF THE GAME

The following are the official rules and guidelines for the Below the Belt Sports, Inc. (the “Organization”). The described rules govern all sanctioned Organization 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 Organization, the Organization will defer to all rules pre-established by WAKA (license provided below), with all amendments as deemed appropriate.

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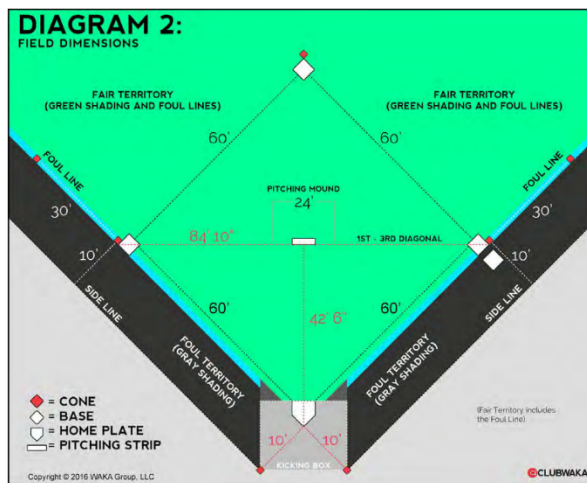
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1. PLAYING FIELD & SETUP:

- 1.1. The Organization is responsible for determining a suitable playing field for all games and sponsored events. The Organization and/or its designees will prepare the playing field in accordance with the following setup guidelines below (see Diagram 2 Field Dimensions).



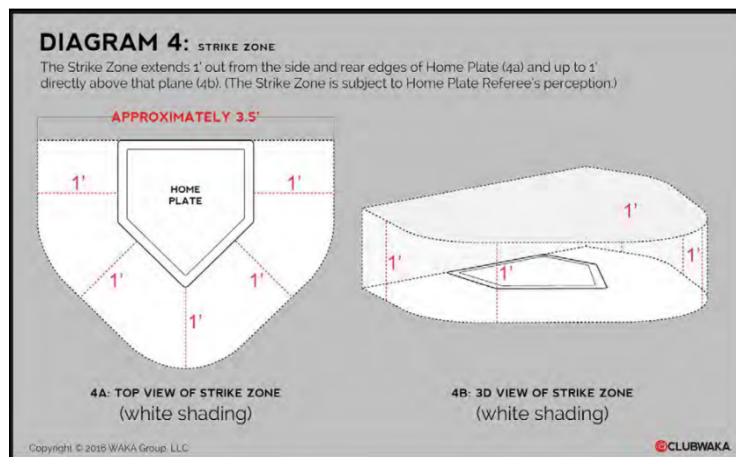
- 1.2. Like baseball, the playing infield is diamond-shaped with equal angles (90° angle) and sides measuring sixty feet (60'), approx. twenty (20) paces, with a base located at each corner. When measuring the distance between Home Plate and/or each Base, place measuring tape at back corner of Home Plate 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 playing infield along the First (1st) Base and Third (3rd) Base diagonal; the exact measurement should be forty-two feet and six inches (42'6") or approximately 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 kicking box.

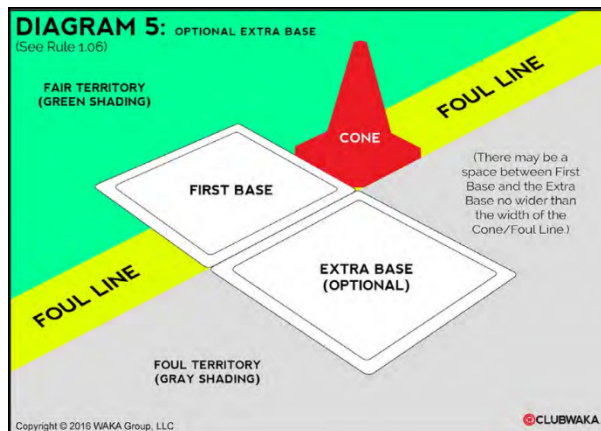
- 1.6. **KICKING BOX:** This area is a rectangular space where the front of the box aligns with the front of Home Plate and the back of the box aligns with the sideline cones behind Home Plate (see adjacent Diagram); the lines extending forward from the sideline cones perpendicular to the front of Home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



- 1.7. **STRIKE ZONE:** This area is a three-dimensional irregular pentagon based on the shape of Home Plate. Aligned with the front of Home Plate, strike zone is one foot (1') in height and extends one foot (1') to either side of Home Plate (see Diagram 4 and Rule 8.2).

- 1.8. After notifying the Umpire of any improper field setup, the field layout shall be corrected before the beginning of next play.

- 1.9. A “safety base” must be placed next to First (1st) Base in foul territory (see Diagram 5) 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 Organization Leadership for possible disciplinary action.



2. EQUIPMENT:

- 2.1. **OFFICIAL ATTIRE:** While participating, players must affix the official Organization t-shirt designated for the current season to their body. Exceptions to the rule include Organization committee shirts, boards shirts, or any other official designation of the Organization. Players are permitted to alter or decorate their shirts; however, no alterations or decorations may infringe on the Organization’s or Sponsors’ logos. Players in violation of this rule will begin every kicking attempt with one (1) foul. The uniform is considered an extension of the Player.
 - 2.1.1. Players may wear additional layers of clothing due to colder weather conditions either over or under the current season’s t-shirt. 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 by the Organization and/or Umpire. Conversely, Players are allowed to be shirtless when warmer weather conditions occur when fielding; however, Players must wear or affix their t-shirt to their person in such a way that is visible in accordance with 2.1. Remember when doing so the uniform is considered an extension of the Player.
 - 2.1.2. Players without their current season shirt affixed to their person will be assessed one (1) strike and one (1) foul **every** “at bat”
- 2.2. **SHOES:** Without exceptions, Players are required to wear athletic shoes when playing. It is recommended that Players wear cleats; however, metal cleats are not allowed.
- 2.3. **PERFORMANCE ENHANCING EQUIPMENT:** Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage (such as gloves) when playing. Any equipment deemed by the Umpire as “performance enhancing” must be removed or the Player will be removed from play.
- 2.4. **OFFICIAL KICKBALL:** The official kickball will be provided by the Organization. It is a 10” diameter rubber ball that should be pressurized to approximately 1.25 psi but not greater than 1.5 psi. Do not over or under inflate the ball.

3. PARTICIPANTS:

- 3.1. **PLAYER ELIGIBILITY:** To be considered a Player, all participants must be:
- twenty-one (21) years of age or older by the date of first game;
 - adequately and currently health-insured against all injury that may arise from kickball play;
 - properly registered through the approved registration process;
 - sign the Organization liability waiver;
 - of any gender identity, sexual orientation, or ability. Below the Belt Sports is committed to creating an inclusive environment for all participants.
 - Participants can only play on one (1) team per season within the local city Organization.
- 3.2. **OFFICIALS:** Each game must be officiated by one (1) Umpire and at least two (2) Base Referees. These officials will be designated and furnished for games as scheduled and provided by the Organization.
- 3.2.1. **UMPIRES:** The Umpire is located at Home Plate, governs game play, issues all final rulings (including but not limited to those described below), and has final authority on equipment issues. Base Umpires assist the Umpire.
- 3.2.1.1. Umpires have jurisdiction over play and may (a) call a time out; (b) call off any game still in play after 50 minutes; 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.
- 3.2.1.2. Umpires have jurisdiction over play and must (a) cancel the game if lightning is seen in proximity, and/or (b) call off a game due to darkness, rain, or other cause at the Umpire's and Organization Leadership's discretion.
- 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 Organization Head Referee who will review the situation and advise on all applicable rules. If necessary, the Organization Leadership will consider call protests and provide advice on unsettled or unclear matters; however, decisions cannot be overturned on appeal and will only be prospective towards future games.
- 3.2.2. **BASE REFEREES:** Each Team is required to provide two (2) knowledgeable and capable Base Referees to assist officiating games when assigned by Organization. Base Referees will be positioned at First (1st) and Third (3rd) Bases; an optional Second (2nd) Base Referee is encouraged but not required. Base Referees are required to always pay attention to the game. Failure to provide Base Referees will result in a Paper Forfeit assessed against offending Team and referral to Organization Leadership for additional possible sanctions.
- 3.2.3. **FIELD SET-UP & TAKE-DOWN:** The Umpires and first Teams scheduled for the first games of the day are responsible for setting up the playing fields as described in Section 1. Likewise, the Umpires and Teams scheduled for the last games are responsible for taking down the playing fields after final game. Equipment can be picked up and dropped off at designated location as specified by Organization.

3.2.4. **Qualifications of Umpires and Base Referees:** All Umpires and Base Referees must:

- a) Be at least 21 years of age
- b) Complete a Below the Belt Sports rules orientation session
- c) Demonstrate understanding of the official rules and code of conduct
- d) Agree to uphold the organization's values of inclusivity, fairness, and safety. Organization Leadership reserves the right to remove or replace officials who do not meet these criteria.

3.3. **TEAMS:**

3.3.1. **PLAYERS NEEDED TO PLAY:** Each Team must field at least eight (8) Players at a scheduled game. If a Team cannot meet the minimum requirement, then that Team may elect to use substitute players to reach the minimum number of players. Any substitute players must be from the same conference or a lower conference as the Team, and an individual player may only substitute once for any Team during the season. If substitutes cannot be found or the Team chooses not to use substitutes, then the Team receives a Game Forfeit for that day's game. Non-competitive play may continue with consent from opposing Team.

3.3.1.1. Substitutions are not permitted in any Organization Tournament

3.3.2. The fielding Team must assign and field one (1) pitcher and one (1) catcher each inning during the game. Only 11 players are allowed in the field.

3.3.3. Only the Captain(s) may dispute calls for rule infractions with the Umpire but must accept Umpire's final ruling.

3.3.4. **PARTICIPATING PLAYERS:** All participating Players must kick in the predetermined kicking order but are not required to field. If a Player cannot kick for whatever reason, then that Player is not permitted to field. A participating player is any Player who is present and dressed to play (in accordance with Rule 2.1) unless that Player is injured or has a legitimate medical condition. Umpire with Organization Leadership has discretion to determine whether the player has a legitimate medical condition.

3.3.4.1. For Players to be eligible to play in the end-of-season tournament, a Player must have played in at least two regular season games or 33% of regular season games (whichever is more).

3.3.4.2. The above rule is amended and reconsidered in cases of extreme circumstances and at the discretion of the Kickball Leadership Board (i.e. extreme injury that prevents play for the majority of the season, etc.). Documentation may be required.

3.3.5. **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 Captains agree to not exchange.

- 3.3.5.1. Teams must fill out the provided kicking order form provided by umpires in every game to assist in implementation of Rule
- 3.3.5.2. **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 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.
- 3.3.6. **ADDING PLAYERS TO KICKING ORDER:** Players not present when the game starts are to be removed from the original kicking order. If a Player arrives after the game starts, regardless of inning, that Player must be added to the end of the Team's kicking order. However, Players may not be added to the kicking roster after the Team has been through the kicking order; the late---arriving Player may still play defensively in the field (exception to Rule 3.3.4).
- 3.4. **BASE COACHES:** Two members of the Team at kick 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 Runners while the ball is in play, nor can they interfere with game play; 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.

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 six (6) innings or sixty (60) minutes. A new inning is not permitted to start if the game has already been played for fifty (50) minutes or more. 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 Organization.
 - 4.1.3. **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 time permits in accordance with Rule 4. 1 but only if both Teams agree. Additional partial or full innings will be considered "scrimmage" and runs scored during the additional partial or full innings will not count. The final score will be recorded according to Rule 4.4. Additional partial or full innings will not affect what would be considered a "tie game" in accordance with Rule 4.5.

- 4.2. **RESCHEDULED GAMES:** Rescheduled games will be played at the time and place determined by Organization Leadership. If a Team fails to play at the designated time and place, then the Team will receive a Game Forfeit.
- 4.3. **SLAUGHTER RULE:** If a game has played for forty (40) minutes or completed three (3) innings (whichever comes first) and the run differential is equal to or greater than ten (10) runs, then Umpire may end the game. The Umpire is not required to end the game. If the Umpire invokes this rule, then the game is over and the recorded score will be the score at the time the game was called by the Umpire. Teams may continue non-competitive play if both Teams mutually agree and time allows.
- 4.3.1. A maximum of 6 runs may be scored per half inning. Once 6 runs have been scored, the half inning ends. The Home Team may score more than 6 runs in the last half inning to tie the game; in this instance, the game ends when the tying run is scored.
- 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 (the Home team), then the game ends without the bottom of the inning being played. If a regulation game is ended by the Umpire for whatever reason (including Rules 3.2.1.1, 3.2.1.2, and 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.
- 4.5.1. During playoffs, if the game ends in a tie, additional innings will be played. Before the start of the inning, the last Kicker will be placed on Second (2nd) Base and the Kicking Team will be assessed one (1) out.
- 4.6. **FORFEITS:** The Organization 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:
- 4.6.1. **GAME FORFEITS:** When assessed, counts as both a "5-0 Loss" and "Forfeit" against the offending Team and a "5-0 Win" for the other Team.
- 4.6.2. **PAPER FORFEITS (ADMINISTRATIVE PENALTY):** When assessed, counts as a "Forfeit" but does not count as a "Loss." At the start of the next game, the offending Team will be assessed a five (5) run penalty (I.E., the opposing Team will start with five [5] runs and the offending Team will start with zero [0] runs). 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 PERSONS:** A Team playing a non-registered person, an improperly registered person (see 3.1), or a person not registered on that Team will receive both a Game Forfeit and Paper 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 Organization Head Referee and Conference Lead 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.
- 4.8.3. An exception to 4.8 is granted to substitute players in accordance with 3.3.1.
- 4.9. **RANKINGS/STANDINGS:** Calculated using approved protocol established by Organization (see Appendix A).

5. PITCHING, CATCHING, AND FIELDING:

- 5.1. **PITCHING:** Balls must be pitched by hand. There are no restrictions or limitations on pitching style.
- 5.2. **BALL BOUNCE RULE:** 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; (c) A pitched ball that exceeds one foot (1') in height from bottom of the ball as it enters the kicking box; a pitched ball that exceeds one foot (1') in height from the bottom of the ball as it crosses Home Plate.

5.2.1. The second bounce may occur on Home Plate or any base.

- 5.3. **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.

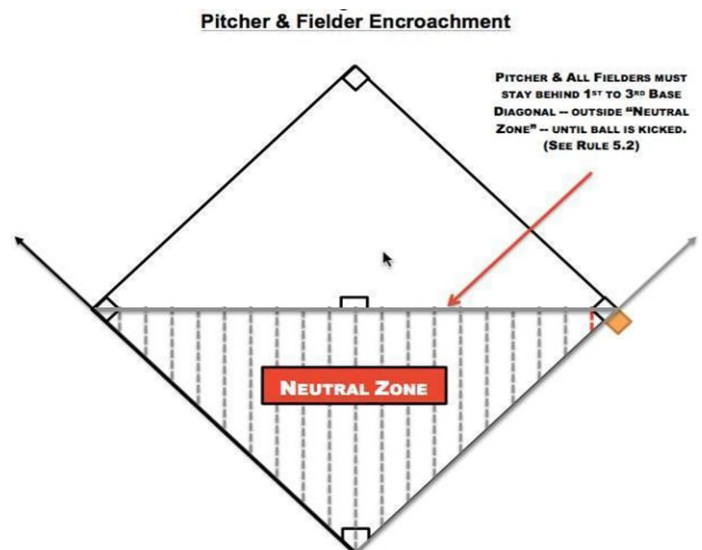
5.3.1. TYPES OF ENCROACHMENT:

5.3.1.1.

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 the ball is kicked. After the ball is kicked, Fielders may enter the Neutral Zone.



- 5.3.1.2. **PITCHER ENCROACHMENT:** The Pitcher must pitch the ball from behind the front edge of the pitching strip and remain completely behind the 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 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, the Pitcher may enter the Neutral Zone.
- 5.3.1.3. **CATCHER ENCROACHMENT:** Before the play, the Catcher must line up no closer to Home Plate than the back of the kicking box or parallel to the Kicker, whichever is closer to Home Plate. 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. Parallel to the Kicker is measured in relation to the front edge of Home Plate. In addition, Catcher is not permitted to come into contact with the Kicker nor position so closely to the Kicker as to restrict kicking motion.
- 5.3.2. **ENCROACHMENT PENALTIES:** The penalty for the Team's first encroachment infraction (regardless of encroachment type) will be a warning to the entire Team and a do over of the last kick as if the play did not occur; however, the kicking team captain may decline the do over. The penalty for the Team's second and each subsequent encroachment infraction (regardless of encroachment type) will be the Kicker automatically being awarded First (1st) Base regardless of the outcome of the kick; however the kicking team captain may decline the penalty and uphold the outcome of the kick.
- 5.4. Fielders are permitted to intentionally let kicked balls drop to attempt a double play; there is no infield fly rule.

6. KICKING:

- 6.1. Each Kicker must make all kicks by foot or leg at or below the knee. A ball touched by the foot or leg at or below the knee is considered a kick, including kicks made to pitches that would otherwise be considered a ball. Therefore, it is the Kicker's responsibility to evade a pitched ball that they do not wish to kick.
- 6.2. All kicks must occur at or behind Home Plate within the Kicking Box. The Kicker may step on Home Plate to kick; however, no part of the planted foot may be in front of or cross the front edge of Home Plate. Kicker must have at least a portion of the planted foot within the kicking box during the kick.
- 6.3. Bunting is permitted.
- 6.4. Intentional fouls are permitted but discouraged. An "intentional foul" is when a Kicker deliberately kicks the ball into foul territory to avoid a pitched ball that would otherwise be called a strike in accordance with Rule 8.2 to advance the foul count.
 - 6.4.1. The coaching of intentional fouls to kickers is not allowed and will result in a yellow card.
- 6.5. Kickers are discouraged from touching a pitched ball they do not intend to kick. Any ball touched or stopped with the foot will be considered a kick attempt.

7. RUNNING AND SCORING:

- 7.1. 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. 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 to advance to Second (2nd) Base.
- 7.2. **SAFETY BASE:** the safety base must be used when the Kicker is traveling to First (1st) Base from Home Plate.
 - 7.2.1. Safety Base is ONLY available for Runners traveling from Home Plate. 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 the Safety Base will be "Safe".
 - 7.2.3. 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 is permitted to use the First (1st) Base if avoiding a collision with a Fielder in foul territory. In this event, the Fielder in foul territory is permitted to tag the Safety Base.
 - 7.2.3.2. 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.
 - 7.2.4. 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".
- 7.3. Runners may not slide into First (1st) Base. Doing so will result in the Runner being "Out." Sliding into other bases is allowed; sliding headfirst is discouraged.
- 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. Runners may move no more than four feet (4') outside the baseline when attempting to avoid a ball tag or interference.
- 7.5. Fielders must stay out of the baseline except when actively fielding the ball. 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 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.
 - 7.5.1. Fielders unnecessarily (in the Umpires' judgment) blocking the base while attempting to make a play at the base are considered interfering with the Runner.

- 7.5.2. Fielders standing on the base when a runner passes the base while no play is being made at the base are considered to be interfering with the Runner.
- 7.6. Runners are not permitted to lead off base nor steal bases. Runners may only advance once the ball is kicked. A Runner who is off base when the ball is kicked is "Out".
- 7.7. **FORCED SITUATION:** A force is a situation when a Base Runner is compelled (or forced) to vacate their base and try to advance to the next base because the Kicker becomes a Runner. For our kickball purposes, a Kicker becomes a Runner when 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. 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 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 except when the Runner is sliding. If the Runner's neck or head is hit, 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 and is so called by the Umpire, the Runner is "Out".
- 7.9. **TAGGING UP:** To tag up is a requirement for a Base Runner to retouch or remain on their starting base until (or after) the ball is kicked and either (1) lands or is first touched within fair territory, or (2) is caught in flight within foul territory. Base Runners must tag up when a fly ball is caught in flight by a Fielder. Runners are free to attempt to advance at their own risk after a legal tag up even if the ball was caught.
- 7.10. All ties go to the runner.
- 7.11. **OVERTHROWS:** An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a Player or base. When the overthrow rules apply depends on the location of the regulation game.
- 7.11.1. **FENCED IN FIELD:** When a game is played at these locations, overthrow rules do not apply. However, if an overthrow occurs and the ball travels outside the fenced in area, then Runner(s) may advance only one (1) base beyond the base the Runner is on or running toward when the ball travels into foul territory.
- 7.11.2. **FIELDS WITHOUT FENCE:** When a game is played at a field location without a fenced in area, the Kicker may advance only one base beyond the base the Kicker is running toward when the ball travels into foul territory. However, if there are Runners on base, then those Runner may continue running the bases.
- 7.12. Running past another Runner is not allowed; the passing Runner is out.

- 7.13. A run counts when a Runner touches Home Plate before the third (3rd) out is made EXCEPT when the third (3rd) out is made during a force play situation, when the Kicker is put out before touching First (1st) Base, or when the third (3rd) out is a catch.
- 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 must be restored after each play.

8. STRIKES:

- 8.1. A count of three (3) consecutive strikes is an out. Foul balls are considered to be strikes (see 10.1).
- 8.2. A "strike" is a pitch that is not kicked and is not called a ball in accordance with Rule 9.2 and where any part of the pitched ball enters the front edge of the strike zone as described (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. A count of four (4) balls with no strikes or fouls advances the Kicker to Second Base.
- 9.2. A "ball" is:
 - a. a pitch outside the strike zone as judged by the Umpire when a kick is not attempted (see 1.7);
 - b. a pitched ball that does not touch the ground at least twice or roll before reaching Home Plate;
 - c. a pitched ball that exceeds one foot (1') in height from bottom of the ball as it enters the kicking box;
 - d. a pitched ball that exceeds one foot (1') in height from the bottom of the ball as it crosses Home Plate.

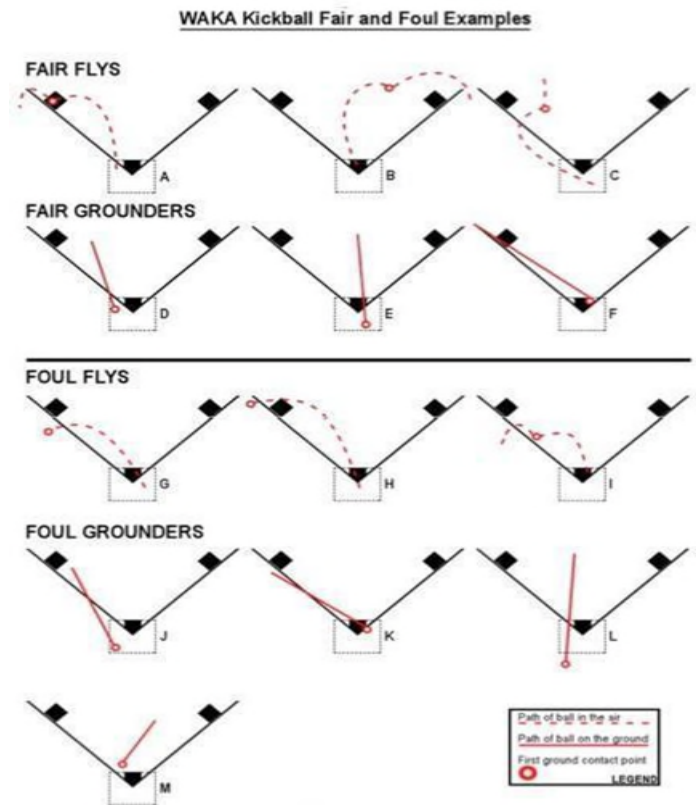
10. FAIR AND FOUL BALLS

- 10.1. Foul balls count towards the strike count.
- 10.2. Courtesy Foul:
 - a. After a count of two strikes, should the third kick result in a foul ball, the kicker is awarded one (1) courtesy foul and may kick once more

- 10.3. A “foul ball” is:
- a kicked ball that lands within foul territory (see Diagram at G & H);
 - a kicked ball that is touched in foul territory;
 - 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 at I, J & K);
 - a kicked ball whose direction is altered by contact with any object (not a Fielder) other than the ground in foul territory.

- 10.4. A “dead ball” is when the ball is considered out of play. Play stops and no subsequent plays, including outs, can be made. A foul will be assessed to the Kicker. A “dead ball” is:
- a kick made on or above the knee (See 6.1);
 - a kicked ball touched more than once or stopped in the kicking box by the Kicker;
 - a kicked ball outside of the kicking box (see Diagram at L); and
 - a kicked ball that is kicked in front of Home Plate (see Diagram at M).

- 10.5. A “fair ball” is
- kicked ball landing and remaining in fair territory (see Diagram at C, D & E);
 - a kicked ball landing in fair territory then traveling into foul territory once beyond the First or Third base (see Diagram at A, B & F);
 - a kicked ball that lands in fair territory but is knocked into foul territory by a Fielder; and
 - 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.
- 10.6. Foul lines are considered fair territory.



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
- kicking count is three (3) strikes or four (4) fouls;
 - any kicked ball (fair or foul) is caught by a Fielder;
 - a forced out by a fielder with the ball touching the base to which a Runner is running prior to the Runner arriving at that base;
 - 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 touches the ball with their hand or arm;
- f. a Runner sliding into First (1st) Base (see 7.3);
- 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 who misses a base but fails to tag up, as called by an Umpire upon the conclusion of the play;
- m. a Runner who fails to properly tag up on a caught ball (see 7.9);
- n. 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);
- o. a Runner tagged by the ball while on a base they are forced to vacate by the Kicker becoming a Runner (see 7.7); and/or
- p. a Runner coming from Home Plate who steps on First (1st) Base when required to use the Extra Base (see 1.10.3).

12. BALL IN PLAY:

12.1. Play ends when the pitcher has possession of the ball and returns to the Pitcher's mound. Pitcher's mound extends five feet (5') from the center of the pitching strip. Runners who are actively advancing to the next base may advance to that base. Runners who are off base at this time but not actively advancing must return to the base from which they were running.

12.2. INTERFERENCE:

- a. BY FIELDER: When Runner is hindered by any Fielder within the baseline or standing on the base not making an active play for the ball, the Runner shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.
- b. BY RUNNER: When Runner physically hinders Fielder attempting to make a play, the interference causes the play to end, the Runner is out, and other Runners must go back unless forced forward.
- c. BY RUNNER WHO TOUCHES BALL: When any Runner (on or off base) touches a kicked 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.
- d. BY NON-PERMANENT OBJECT: When any non-Fielder or non-permanent object except an Umpire or Runner touches or is touched by a ball in play in fair territory, the interference causes the play to end, and Runners shall proceed to the base to which they were headed.
- e. BY PLAYER ANOTHER FIELD: When a Player from the game on another playing field touches the ball, the play ends. The Umpire has the ultimate discretion to determine when interference occurred and the location of -Runner(s) at the time of the interference. However, the Umpire may not advance the Runner(s) farther than to the base they were headed.

- f. 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 so much so that play should cease due to fairness and sportsmanship, this interference causes play to end. The Umpire has the ultimate discretion to determine the location of base Runner(s) but for the interference. However, the Umpire may not advance the Runner(s) greater than to the base they were headed.

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

13. INJURY AND SUBSTITUTIONS:

- 13.1. The Captain (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. Pitchers may not be substituted during an at-kick unless injury forces the substitution. The clock continues to run while a substitution is occurring, but the Umpire has 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.
- 13.2. 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 order 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, the Kicker is deemed "out".
- 13.5. A pinch runner may be requested if a player is able to kick but unable to run due to injury. There are no gender rules for selecting a pinch runner. Once a pinch runner has been requested, the request is final, and the substitution will proceed regardless of the pinch runner selected.
 - a. The Kicker will kick the ball from within the kicking box in accordance with rules 6.1, 6.2, 6.3, and 6.4. Once the Kicker has made contact with the ball, they should remain within the kicking box as to not impede the Catcher or Runner. They may exit to the back of the kicking box once the play has moved out of the kicking box.
 - b. The Pinch Runner will be the last team member out. If it is the top of the first inning, the team member at the end of the lineup will be the Pinch Runner. The Pinch Runner will be positioned with their forward foot on the back right corner of the kickbox and must maintain contact with the corner until the ball has been kicked. Once the Pinch Runner leaves the cone and begins to travel towards first base, they should follow rules outlined in Section 7 on Running and Scoring. If the Pinch Runner leaves the corner before the Kicker has made contact with the ball, the kicked ball will be considered foul.
 - c. Any attempted interference with the Catcher or ball, once it has been kicked, by the Kicker or Pinch Runner, will result in the Pinch Runner being called out and the play to end. All other runners on the field will return to their starting base.

- 13.6. A substitution for an injured Runner is only allowed if the injured Runner successfully made it to base.

14. GHOST RUNNERS:

- 14.1. Ghost runners are not allowed in Organization 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. SPORTSMANSHIP:

- 15.1. While games are often competitive, ensuring participant safety and providing a comfortable atmosphere is paramount to the Organization, on and off the field. Game atmosphere should always remain good-natured. Proper sportsmanlike behavior is subjective and should be viewed as how the reasonable person would interpret the behavior in a game situation. However, certain actions are inherently unacceptable, and the Organization will exercise zero tolerance when handling these situations.
- 15.2. “IF 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 3.3.4). The Organization 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 (1) game suspension of involved violating players. Violators are subject to addition penalties at the discretion of Organization 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 at the discretion of Organization.
- 15.4. Alcohol is not permitted on the field. This includes, but is not limited to: beer, liquor, wine, champagne, or pre-mixed drinks. Additionally, participants are not permitted to bring Sponsor Bar cups onto the field. First offense will result in a Paper Forfeit. Additional penalties may be assessed.
- 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 Organization and both Game Forfeit and Paper Forfeit assessed to the Team.
- 15.6. Captains and Co-Captains are responsible for maintaining proper sportsmanlike behavior for their Team.

- 15.7. In addition to the penalties enumerated above, the Organization may apply additional penalties as it deems necessary and appropriate.
- 15.8. This section applies to all Organization games and extends to all Organization-affiliated events, including (but not limited to) post-game events at Sponsor locations.

16. CHALLENGE SYSTEM:

- 16.1. Team Captain(s) will be allowed one (1) challenge per game.
 - 16.1.1. The challenge MUST be made before the next pitch of play has begun to the HOME BASE UMPIRE.
 - 16.1.2. The clock will only stop for up to one minute and the final decision must be made within that matter of time.
 - 16.1.3. The home base umpire may consult the other base referees and the opposing captain for questions or clarification.
 - 16.1.4. The umpire may make the final decision AT ANY TIME and does not need to consult with any particular individual.
 - 16.1.5. Any player disrupting this process will be subject to a yellow or red card. (See Section 17)
 - 16.1.6. If the umpire “overruled” (i.e. rejects) the challenge, play will continue as is.
 - 16.1.7. If the umpire “sustains” (i.e. accepts) the challenge, the home base umpire must provide a remedy that is most reasonable or call a “do-over” of the play.
- 16.2. 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.
 - 16.2.1. Any attempt to challenge a play or heckling of the umpire will result in a yellow card or red card. (See Section 17)
 - 16.2.2. If a captain’s challenge is sustained, the team retains their one (1) challenge

17. CARDING SYSTEM:

- 17.1. Any registered player not upholding the standards of sporting conduct as outlined in these rules will be subject to a yellow or red card. (See Section 15.)
- 17.2. Yellow Cards:
 - 17.2.1. Can be given as a direct punishment and serve as an official warning for unsportsmanlike conduct.

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:

17.3.1. Can be given as a direct punishment or are given to a player who has already received a yellow card earlier in the game.

17.3.2. 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 team captain(s), Head Umpire, Conference Lead and Kickball Director 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.

17.3.3. Red Cards are cumulative 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 Organization as a whole.

18. EJECTIONS:

18.1. Players that are ejected from a game or sitting out from the game due to prior yellow or red card penalties must immediately leave the park until they are allowed to play again.

18.1.2. Any team that has a player fail to adhere to this rule will automatically be issued a Game Forfeit.

19. REPORTING SCORES & CARDING:

19.1 Should a player receive a yellow or red card, that player's name, team name, and infraction should be submitted to the Organization

20. EMERGENCY PROCEDURES

In the event of lightning, severe weather, or other emergencies, games will be immediately suspended by the Umpire or Organization Leadership. All participants must evacuate the field and seek shelter. Play may not resume until at least 30 minutes have passed since the last observed lightning or at the discretion of Organization Leadership. If a game cannot resume, it will be rescheduled according to Section 4.3.

NOTE: This policy applies to all Below the Belt Sports events and supersedes any conflicting field or venue rules.

21. VOLUNTEER ROLES

Volunteers are expected to:

- Arrive at least 30 minutes before their scheduled shift
- Assist with setup, check-in, field maintenance, and event breakdown
- Uphold the organization's code of conduct and report any concerns to Organization Leadership
- Attend a brief orientation prior to their first event

Volunteers who do not fulfill their commitments may not be eligible for future volunteer opportunities

PLEASE SEND ALL QUESTIONS, COMMENTS, ISSUES AND/OR HYPOTHETICALS TO
SPORTS@BELOWTHEBELTSPORTS.ORG