

NTWK OFFICIAL PLAYING RULES

1. DEFINITIONS

1.1 *APPEAL*: A request for review of an umpire's decision or a situation which warrants an umpire to make a post-action call or decision.

1.2 *APPEAL PLAY*: A play upon which an umpire cannot make a decision until an appeal is made by a fielder. Returning the ball to the proper base constitutes an appeal play.

1.3 *ATTEMPTED ADVANCE*: When a runner moves with commitment toward the next base.

1.4 *BALL*: A pitch which does not legally enter the strike zone and is not kicked at by the kicker (See Rule 6.4).

1.5 *BASE*: One of four points which must be touched by a runner in order to score a run.

1.6 *BASE COACH*: A member of the offensive team who is stationed within a coach's box to direct the kicker and runners.

1.7 *BASE LANE*: A three-foot-wide lane, outside the foul line, for the kicker-runner running to first base.

1.8 *BASE ON BALLS*: An award of first base granted to a kicker who, during her time at kick, receives four pitches outside the strike zone or is intentionally walked.

1.9 *BASE PATH*: An imaginary line three feet to either side of the runner's direct line between the bases.

1.10 *BLOCKED BALL*: A kicked or thrown ball that is touched by a person not engaged in the game, or which touches any object or ground which is not part of the official equipment or playing area.

1.11 *BUNT*: The act of the kicker tapping the ball once with the initial striking leg between any part of the foot and knee, without a complete kicking motion and follow through.

1.12 *CATCH*: The act of a fielder in getting secure possession of a ball in flight and firmly holding it above the ground without using any part of her uniform to assist her.

1.13 *CATCHER*: The fielder who takes her position behind the kicker and the kicker's circle.

1.14 *COMMITMENT*: Any motion which, in the umpire's opinion, indicates the intention of the runner to advance to the next base or return to the last held base.

1.15 *DEAD BALL*: The ball is not in play.

1.16 *DEFENSIVE TEAM*: The team in the field.

1.17 *DELAY OF GAME*: When, in the umpire's discretion, a player, team captain, coach, or team is intentionally delaying the continuous play of game.

EFFECT: For the team's first violation, a time out will be charged to the team. For the team's second violation, if the violation occurs while the team is on defense, the pitcher will be removed from her position and she can no longer pitch for the remainder of the game; if the violation occurs while the team is on offense, the kicker then at kick will automatically be called out.

1.18 *DOUBLE HIT BUNT*: When in the act of bunting the ball, the ball hits the kicker's person two or more times. A foul ball is declared.

1.19 *DOUBLE HIT FOUL BALL*: When in the act of kicking the ball, the ball is kicked with the initial attacking leg between any part of the foot and knee, inclusive of the same leg, and then hits the kicker's person elsewhere.

1.20 *DOUBLE PLAY*: A play by the defense in which two offensive players are legally put out as a result of continuous action.

1.21 *DUGOUT*: The seating area reserved for team members when they are not actively engaged on the playing field.

1.22 *EJECTED/EJECTION*: When an individual is not allowed within park boundaries during NTKW event(s).

1.23 *EJECTED PLAYER*: A player removed from the game by an umpire for behavior which violates these rules.

1.24 *FAIR BALL*: See Rule 7.8.

1.25 *FAIR TERRITORY*: The part of the playing field within and including the first and third base foul lines from the three-foot line to the bottom of the extrema playing field fence and that is on or past the three-foot line and perpendicularly upward from the outside edge of said lines.

1.26 *FIELDER*: Any defensive player officially in the game.

1.27 *FLY BALL*: Any ball kicked in the air by the kicker.

1.28 *FORCED BACK*: See Rule 8.8C.

1.29 *FORCE OUT*: Any out which is made on a runner after the runner loses the right to the base which she was occupying by reason of the kicker becoming a runner. (See Rule 8.9G Effect).

1.30 *FORFEITED GAME*: A game declared ended by the Umpire-In-Chief in favor of the non-offending team.

1.31 *FOUL BALL*: A kicked ball which does not conform to the requirements of a fair ball.

1.32 *FOUL TERRITORY*: The part of the playing field outside the three-foot line and first and third base lines, extending to the fence and perpendicularly upwards.

1.33 *FOUL TIP*: When a kicked ball goes directly from the kicker's foot and is legally caught by the catcher and the bottom of the ball did not rise above the kicker's head.

1.34 *GROUND BALL*: Any kicked ball that touches the ground before touching a fielder.

1.35 *GROUND RULE DOUBLE*: A fair kicked ball which touches the ground and bounces over a fence.

1.36 *HOME RUN*: When a fair kicked ball goes over the outfield fence before touching the ground at a distance of 125 feet or more from home plate or the kicker runs three bases and touches home plate before being put out and the defensive team commits no errors.

1.37 *ILLEGAL OR ILLEGALLY*: Contrary to these rules.

1.38 *INCIDENT*: An alleged infraction of NTKW Rules, policies, governing By-Laws or Code of Conduct.

1.39 *INFIELD*: The section of the playing field including the bases and home plate normally covered by infielders.

1.40 *INFIELDER*: A defensive player who occupies a position to make plays in the infield.

1.41 *IN JEOPARDY*: A term indicating that the ball is in play and an offensive player MAY be put out.

1.42 *INNING*: The portion of the game within which the teams alternate on offense and defense and which there are three outs for each team. Each team's time at kick is a half-inning. An inning begins as soon as the last out of the previous inning is made. Offensive and defensive appeals may be allowed after the 3rd out of an inning or half-inning. (See Rule 8.12).

1.43 *INTERFERENCE*:

- A. Offensive interference is an act by the team at kick which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. (See Rule 5.32).
- B. Defensive interference is an act by a fielder which hinders or prevents a kicker from kicking a pitched ball, including excessive verbal harassment, or a player who crosses the nine-foot line before a pitched ball has reached home plate or the foul lines, or is kicked by the kicker. (See Rule 5.33).
- C. Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field and touches a live ball.

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

1.44 *KICKER-RUNNER*: A term that identifies the offensive player who has kicked but has not been put out or the play on which she became a runner has not ended.

1.45 *KICKER'S CIRCLE*: The marked area behind and including home plate.

1.46 *KICKING*: The act of the kicker aggressively kicking her foot at a pitched ball.

1.47 *KICKING ORDER*: The official listing of offensive players in the order in which they must take their turn at kick.

1.48 *LEGAL or LEGALLY*: In accordance with these rules.

1.49 *LEGAL HIT*: When a runner or kicker-runner that is not touching a base is initially hit below the waist by any portion of the ball thrown by a fielder. The thrown ball may hit the ground prior to hitting the runner. However, if it touches a base or any other fielder, player, spectator, coach/team captain, or umpire prior to hitting the runner, it is not a legal hit.

1.50 *LEGAL KICK*: When the ball is kicked with the initial attacking leg between any part of the foot and knee, inclusive of the same leg. The ball may strike the kicker's attacking leg two or more times on or below the knee and shall be considered a legal kick. There must be a clear attack on the ball. The player may not lean or run into the ball.

1.51 *LEGAL TAG*: When a runner or kicker-runner that is not touching a base is touched by the ball while it is securely held in the fielder's hands without using the ground for assistance. When a runner or kicker-runner is tagged (whether above or below the waist) she shall be called out. The hands holding the ball are considered part of the ball.

1.52 *LIVE BALL*: A ball which is in play.

1.53 *NTWK, INC.*: North Texas Women's Kickball.

- 1.54 *NINE FOOT LINE*: A chalk line, drawn nine feet in front of the pitcher's box.
- 1.55 *NO PITCH*: A term used by the umpire to indicate a null pitch. The ball is dead. (See Rule 6.5).
- 1.56 *OBSTRUCTION*: Is the act of a fielder who, (1) while not in possession of the ball, (2) not fielding a kicked ball, or (3) not about to receive a thrown ball, impedes the progress of any runner who is legally running bases. (See Rule 8.6).
- If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so she must occupy her position to receive the ball, she may be considered "in the act of receiving a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of receiving the ball. After the fielder has made an attempt to field a ball, she can no longer be in the "act of fielding" the ball. For example, an infielder dives for a kicked ball and the ball passes her and she continues to lie on the ground and hinders the progress of the runner, she very likely has obstructed the runner.
- 1.57 *OFFENSIVE TEAM*: The team at kick.
- 1.58 *OUT*: The act of retiring a kicker or base runner; one of three required retirements of an offensive team during its time at kick.
- 1.59 *OUTFIELD*: The section of the playing field beyond the bases and most distant from home plate.
- 1.60 *OUTFIELDER*: A defensive player who occupies a position in the outfield.
- 1.61 *OVERRUN*: The act of an offensive player when she runs beyond a base she has reached.
- 1.62 *OVERSLIDE*: The act of an offensive player when her slide into a base is with such momentum that she loses contact with the base.
- 1.63 *OVERTHROW*: A live ball thrown from one defensive player to another which goes past the intended defensive receiver. A pitched ball which goes beyond the catcher, or any dead ball, is NOT considered an overthrow.
- 1.64 *PITCH*: A ball delivered to the kicker by the pitcher.
- 1.65 *PITCHER*: The fielder designated to deliver the pitch to a kicker.
- 1.66 *PITCHER'S BOX*: The area within which the pitcher must stand while pitching.

- 1.67 *PLAY BALL*: The term used by the umpire to indicate that play shall begin or be resumed.
- 1.68 *PROTEST*: An official action whereby a coach/team captain requests that a call or decision by the umpire be reviewed by the rules director or rules committee.
- 1.69 *QUICK RETURN PITCH*: A pitch made by the pitcher with the obvious attempt to catch the kicker off balance.
- 1.70 *REPORTING FORM*: The document used to notify the Board of an alleged Incident including a detailed description of the alleged Incident and any involved parties or witnesses.
- 1.71 *RUNNER*: An offensive player who has completed her turn at kick and has not been put out.
- 1.72 *STRIKE*: See Rule 6.3.
- 1.73 *STRIKE ZONE*: Any part of home plate and the area encompassed by imaginary lines drawn at right angles to the edges of home plate, extending upward to an imaginary line parallel to the plate and at a height equal to the bottom of the kicker's knee.
- 1.74 *SUSPEND/SUSPENSION*: When an individual may not participate in an NTKW event(s).
- 1.75 *TIME*: The term used by an umpire for the temporary suspension of play.
- 1.76 *UNSPORTSMANLIKE CONDUCT*: The use of language, actions or gestures not in keeping with the ideas, concepts, ethics and principles of NTKW.
- 1.77 *RECEIVING (as in Receiving a pitched ball)*: A pitched ball is received by the kicker if the kicker makes no attempt to kick at the pitch and the pitch hits any part of her person [see 5.34B] or the pitched ball passes the kicker's non-kicking foot. The ball becomes dead and the catcher may reach into the circle to pick up the ball. (See 6.3(A) Note).

2. UNIFORMS

- 2.1 All players must play all games with team jersey, except if delay in receiving the jersey.

EXCEPTION: When a current season player is borrowed by another team. During games, replacement players must wear their own team uniform jersey. The replacement player's number in the official scorebook shall be their jersey number with an alpha character for their original team color (example: number 12 from the purple team would be 12P).

- 2.2 Players must wear closed-toe, non-metal athletic shoes or cleats.

2.3 Every team shall adopt a uniform for its players of a similar color and design (color must be approved by the Board of Directors). Uniform jerseys/shirts shall have a number at least four (4) inches high on the back. The League reserves the right to approve or disapprove uniform color and shall be empowered to order whatever steps necessary to give force to this rule.

A. All uniform numbers shall be whole numbers (with no alphanumeric combination).

B. Each player engaged in the game must have their shirts tucked in and the waist well defined. If waist is not well defined it is up to the umpire's discretion as to where the waist is.

2.4 Players may wear jewelry at their own risk. Hard items to control hair, such as beads, are permitted. Jewelry that alerts medical personnel to a specific condition is permissible.

2.5 Foot, knee and ankle braces are allowed if:

A. No hard or unyielding material is worn or attached to the front of the foot, ankle, shin, or knee. No shin guards are allowed. All casts must be covered with ¼ inch overlapped Close Cell Recovery Foam.

B. Exposed metal, buckles, plastic edges are covered to protect all players from scrapes or lacerations.

2.6 Cloth sweatbands may be worn with the exception of the pitcher's throwing arm, unless the pitcher needs to cover an injury. Sunglasses and eyeglasses are permitted.

EFFECT (2.1-2.5): A time out shall be charged to the offending player's team, and the player must immediately comply with these rules. Failure to comply will result in ejection. All previous plays shall be legal.

2.7 At no time during a game shall a player use or apply to her hands, arms or clothing, any material or substance with sticky or adhesive qualities. Powdered rosin may be used to dry the hands, wrists or forearms.

EFFECT: The offending player(s) will be immediately ejected from the game and may not return to that game.

3. PLAYER ELIGIBILITY, THE TEAM AND DURATION OF TITLE

3.1 The age of a player is 17 years of age or older as of the first scheduled game of the season. The player's birth certificate, military/state ID or passport may be proof of a player's age.

3.2 Players may not play if they are pregnant.

EFFECT: Player shall be removed from the team and may result in forfeiture of all games in which said player participated.

NOTE: If a player is attempting to play within two (2) months after giving birth, the Board reserves the right to require a doctor's release that permits the player to participate in any NTKW function (whether that is play in games, tournaments, or practices) before that player may return on the NTKW fields.

3.3 New players are not guaranteed a position on a team, but every effort will be made to find potential openings on a team. Should a player not be given a position on a team, they will be placed on a waiting list.

3.4 No requests for refunds will be granted after the first game of the season.

A. If a player joins a team after the beginning of the season, but before mid-season, the player will be charged the full amount. If a player joins a team after mid-season, the player fee will be pro-rated to half the cost of the regular season registration.

3.5 The Board reserves the right to deny a player's application and refund any payment made if there is a previous disciplinary history that would prevent a player from participating in the current season. This would include, but is not limited to, monies owed by the player from any previous seasons.

A. Before a player can participate in any NTKW activities or games (except for pre-season practices or clinics), they must have completed the registration process and be approved by the Board as a current season member and must have registration fee paid for in full.

B. Registration will be open until such date that the Board decides, but prior to the first scheduled game of the season. The start of the season is defined as – the first official game of the season.

3.6 Players will not be allowed to move from one team to another team during the season. They have the option of staying with the team that they registered with or dropping from the League for the remainder of the season if they feel they no longer feel they can play with the team. If a player completes a registration form with a specific team but has not paid the registration fee, the player is implying a commitment to that team.

3.7 If the Board believes any player is obviously injured and the player is risking further injury to herself and/or others, the Board reserves the right to require a doctor's release that permits the player to participate in any NTKW function (whether that is playing in games, tournaments or practices) before that player may return to play on the NTKW fields.

3.8 A team is made from the roster submitted by the coach/captain. Coaches/captains must establish their team by the deadline for player registration. A team will not be approved to play in

this year's League without having a minimum of eleven (11) players and no more than fifteen (15) players, who have completed the registration process. New team's names must have Board approval.

3.9 Coaches/captains are responsible for scheduling the number of practices per week with their team. Coaches/captains must submit their practice day requests to the League Game Coordinator for approval.

3.10 Replacement Players – All teams must field at least nine (9) eligible players to play a scheduled game and avoid a forfeit. Teams may pick up three (3) replacement players who are NTKW-registered players. Teams cannot pick up more than three (3) replacement players to play a game and team cannot exceed a total of ten (10) players.

EXAMPLE: 10 team roster players + 0 replacement players = 10
9 team roster players + 1 replacement player = 10
8 team roster players + 2 replacement players = 10
7 team roster players + 3 replacement players = 10

A. Should a player on the team's roster arrive at any time during the game, the player must be put in the game immediately for a replacement player.

B. Replacement players must be indicated on the game line-up and entered into the official scorebook by indicating their jersey number with the first letter of the color of their jersey (example: number 12 from the purple team would be 12P).

C. A replacement player shall not play pitcher, left short, catcher, or 1st base while playing as a replacement player for another team.

D. If a team starts the game with nine (9) players and a player cannot continue playing due to injury, the team may bring one (1) NTKW-registered player to make up the ninth player in order to finish the game – so long as they do not already have three (3) replacement players already.

3.11 Violations of the replacement player rule will result in forfeiture of all games with an ineligible player.

4. THE PLAYING FIELD

4.1 The playing field is the area within which the ball may be legally played and fielded. The standard field shall have a clear and unobstructed area within a radius of 125 feet from home plate between the foul lines. Outside the foul lines and between the home plate and the backstop, there will be a non-obstructed area.

4.2 Any obstruction on fair territory less than 125 feet from home plate shall be clearly marked.

4.3 The official playing field shall have the following layout:

- A. Each foul line shall begin at the point where the three-foot line intersects each foul line and shall run past 1st and 3rd bases to a point 125 feet from the respective sides of home plate. These lines shall be chalked on the inside of a string line run from the three-foot line to the foul pole.
- B. The three-foot line shall be marked three feet in front of home plate and parallel to it. The line will extend the length of the plate, three feet, and shall meet the foul lines at a distance three feet from the back corner of the plate and that corner's respective foul line. This line shall be chalked on the pitcher's box side of the scribed line.
- C. The nine-foot line shall be marked nine feet from the front of the pitcher's box. This line is an arc scribed with a 27-foot cord. This arc is scribed from the point of intersection of the foul lines behind home plate (intersection point). This line shall be chalked on the home plate side of the scribed line.
- D. The coach's box shall be a marked rectangle in foul territory. It shall be marked from the outside edge of first and third bases toward home plate for six feet and shall be parallel to the foul line. The width of the box shall be three feet.
- E. The on-deck circle shall be a marked circle in foul territory at least ten feet from the kicker's circle.
- F. Home plate, first and third bases, shall be completely within the diamond.
- G. The home plate shall be made of rubber or other suitable material 36 inches in length and six inches in width. It shall be secured in place and flush to the ground with no nails or fasteners visible.
- H. Second and third bases shall be 15 inches square and made of white canvas or other suitable white material and shall be securely fastened in place. Great care and attention should be given to the bases due to the high potential for injury.
- I. The double base is required for use at first base. This base is 15 by 30 inches and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange or green (over foul territory).
 - 1) The foul (colored) portion of the base is used solely for the kicker-runner running to first base.
 - 2) A kicked ball bouncing past the first base or fly ball hitting the colored portion of the first base will be declared a fair ball if any part of the ball passed over the white portion of the base.

- 3) Whenever a play is being made on the kicker-runner, the defense must use the white portion and the kicker-runner the colored portion. The defense must always use the white portion on any play at first base.
- 4) On the extra base kicks or balls kicked to the outfield when there is no play being made at the double base, the kicker-runner may touch the white or colored portion. Should the kicker-runner return, she must return to the white portion.
- 5) The kicker-runner is out when there is a legitimate play being made at first base and the kick-runner touches only the white portion, providing the defense appeals (or tags the kicker-runner) prior to the kicker-runner returning to the white portion of first base. ("Legitimate play" in this context means a play with a chance to record the out in the judgement of the umpire with jurisdiction.)
- 6) When tagging up on a fly ball, the white portion must be used.
- 7) The infield diamond shall be a 53 foot 4 ½ inch square. The distance from the back corners of home plate to the front of first and third bases shall be 50 feet. The distance from the back of home plate to the center of second base is 73 feet 11 ¾ inches. (The distance from the intersection point of the foul lines behind home plate to the center of second base shall be 75 feet 5 ¾ inches.) The distance between the back corners of first and third bases is 75 feet 5 ¾ inches.
- 8) The kicker's circle shall be marked and have a diameter of nine feet and shall conclude at the back corners of home plate.
- 9) The pitcher's box shall be marked four feet by eight feet. The front line of the pitcher's box shall be 34 feet from the front edge of home plate.

NOTE (#'s 8 and 9): These lines shall be chalked on the outside of the circle or box scribed.

5. THE GAME

- 5.1 The official kickball shall be a seamless, pebble-grain surfaced ball, approximately eight (8) inches in diameter and shall be inflated to a pressure determined by NTWK, Inc. The center of the ball may contain air only. The official NTWK, Inc., ball must be used in all league and tournament games.
- 5.2 The home team shall be last or second to kick and shall occupy the third base dugout.
- 5.3 The fitness of the ground for a game shall be decided solely by the Umpire-In-Chief.
- 5.4 There will be a one hour and fifteen-minute time limit per regular season (regulation) game. If an inning has started prior to the expiration of the time limit it will be completed. An inning begins as soon as the last out of the previous inning is made.

EXCEPTION: Tournament play.

NOTE: An official's time out for an injured player, prolonged conference, or protest shall not count as part of the time limit.

5.5 The winner of the game will be the team that scores more runs in a regulation game. The score of a regulation game shall be the score at the end of the last completed inning unless the home team scores the winning run in an uncompleted inning.

5.6 Regulation game shall consist of six innings unless extended because of a tie score.

A. A game that is tied after six complete innings shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

B. If a game is tied at the established time limit of one hour and 15 minutes, the game shall be extended by one additional inning. If time has expired and seven innings have been played, and the game remains tied, no additional innings will be started after the expiration of the seventh inning and the game will be declared a tie game.

C. If the Umpire-In-Chief deems playing conditions unsafe at the end of the time limit, the game may remain in a tie.

5.7 A regulation game shall consist of six innings unless shortened due to the following:

A. The home team needs none of its half of the sixth or only a fraction of it.

B. When the visiting team has a lead of fifteen (15) runs or more after four (4) complete innings or the home team has a lead of fifteen (15) runs or more after three and one-half ($3\frac{1}{2}$) innings, the Umpire-In-Chief shall call the game.

NOTE: The Umpire-In-Chief or a consensus of three or more Board members are empowered to call a game at any time due to the time limit expiration, darkness, inclement weather, panic, or other reasons which put players or spectators in peril. If a game is called (except during tournament play) before it has become a regulation game, the game will be played from the point at which it was suspended. If a game is suspended during tournament play, the game shall continue from the point it was suspended.

NOTE: In case of inclement weather, the League Umpire or a designee will decide no later than one hour prior to game time on the status of the games for the day. If games are not cancelled, but anytime during the game conditions worsen, the game can be delayed or cancelled by the Umpire-In-Chief or a consensus of three or more Board members.

NOTE: To protect the safety of all members, the ranking Board members, or if none, any Board member present at the fields retains the right to cancel a game at any time.

HOW TO LOSE QUICKLY

5.8 A forfeited game shall be declared by the Umpire-In-Chief, in favor of the team not at fault, in the following instances:

A. If a team fails to appear on the playing field or refuses to turn in a complete lineup with-in the set time for forfeiture (10 minutes after scheduled game time for regular season games on weekends and 5 minutes after scheduled game time for regular season games on weekdays).

NOTE: If each team has at least nine players present, the game shall begin as long as each team has submitted a complete lineup.

B. If, after the game has begun, one side refuses to play.

C. If, after play has been suspended by an umpire, one team fails to resume play within two (2) minutes.

D. If, after a warning by the umpire, a team employs tactics designed to delay or hasten the game.

E. If, after a warning by the umpire, any one of the rules of the game is willfully violated.

F. If the order for removal of a player or coach/team captain is not obeyed within one (1) minute.

G. If, because of the ejection or injury of players from the game by the umpire there are less than nine (9) official players on either team.

H. If a team is unable or refuses to place nine (9) players on the field.

I. If a team violates the Player Participation Rule. (See Rule 5.12).

NOTE: If a spectator is ordered to leave the field or grounds and refuses, the Umpire-In-Chief may suspend the game or declare it a forfeit for the team with whom the spectator belongs.

5.9 A forfeit may be imposed on a team for:

A. No calls/no shows – the coach/captain not informing the League Game Coordinator that their team would need to forfeit and, therefore, not showing up for the scheduled game; and/or

- B. Failure to supply an umpire/scorekeeper at scheduled time.

EFFECT (A-B): the offending team's next scheduled game will be a forfeit imposed by the Board. If the offense occurs after the team's last game of the season, the team's previous game will be deemed a forfeit by the Board.

THE LINEUP

5.10 A complete team lineup must be turned in prior to the scheduled game time to the official scorekeeper and opposing team.

EFFECT: The game shall not begin without a lineup. (See Rule 5.8A).

5.11 A complete team lineup must contain the following:

- A. First names of each starting player in their respective kicking order.
- B. Player's number listed beside each player's name.
- C. First names and numbers of each substitute player.
- D. If there are 10 players present at the start of play, all will be in the game and must be listed on the complete lineup as starting players, failure to put all in the game will result in an automatic forfeit in favor of the non-offending team.

EFFECT: The game shall not begin until a complete team lineup is presented by each team to the official scorekeeper and the opposing team.

EFFECT: If a harmless mistake has been entered in the lineup or official score book, whenever the error is discovered, the error shall be changed to correctly identify the player. All previous plays are legal.

SUBSTITUTES

5.12 Player Participation Rule – All starting players will play at least two (2) full innings. From that point, it is required to get all subs in the game by the top of the fourth (4th) inning. Once a player has been substituted out, they may not re-enter the game with the exception of replacing an ill or injured player.

EFFECT: Violation of the Player Participation Rule will result in immediate forfeiture.

NOTE: This is an appeal by the team not at fault. The appeal may come at any time of the game prior to the last out of the game.

EXCEPTION 1: A game called by the umpire.

EXCEPTION 2: A player that is absent, sick, or injured, ejected or benched for disciplinary reasons. If a player has been benched for disciplinary reasons, she may not enter the game for any reason.

NOTE: A substitute player listed on the submitted complete lineup who has not played in the first three innings must officially enter the game at the top of the fourth inning before a pitch is made.

NOTE: If a girl is tardy to the game and arrives prior to the first pitch of the fourth inning and is not the tenth player on the team's lineup, it shall be the coach/team captain's decision whether she plays or not. Should the player arrive after the first pitch of the fourth inning and is not the tenth player on the team's lineup, she will not be allowed to play. If the player is a tenth player, she must be immediately put into the game during a dead ball situation and placed in the tenth kicking position – this action must be announced to the Umpire-In-Chief, official scorekeeper and the opposing coach/team captain. Failure to announce may result in a player participation violation.

5.13 A substitute must take the place of a removed player announced to the Umpire-In-Chief by a team coach/team captain or scorekeeper whose name is in the team's kicking order on the submitted complete lineup.

EFFECT: Incorrect substitution will be a violation and if appealed by the opposing team will result in a forfeit in favor of the non-offending team.

5.14 A substitute player shall be officially in the game when her name and number have been announced to the Umpire-In-Chief by a team coach/team captain or scorekeeper. The Umpire-In-Chief shall notify the official scorekeeper and a coach/team captain of the opposing team of such substitutions. Removed players and substitutes must be announced to the Umpire-In-Chief by a team coach/team captain or scorekeeper before removing from or entering the game. If appealed, failure to announce will result in Player Participation violation.

NOTE: A player who has not officially entered the game yet receives a pitched ball on offense or is on the field during a pitched ball will result in violation of the player participation rule. The violation must be appealed by the non-offending team.

5.15 If a pitcher is replaced during a half inning, the substitute pitcher shall pitch to the kicker then at kick, until such kicker is put out or reaches first base, unless the substitute pitcher sustains injury or illness which, in the umpire's judgment, prevents her from further play as a pitcher. Or if the substitute pitcher is ejected from the game before the kicker completes her turn at kick.

5.16 A player substituted from the game shall be allowed to re-enter the game under the following conditions:

- A. As a base coach.

B. As a substitute if in the judgment of the Umpire-In-Chief another player cannot continue due to illness or injury.

C. As a substitute in extra-inning games a starting player removed by substitution (a player who has played only the first three consecutive innings) may re-enter the game for a starting player who has played six or more innings.

NOTE: Substitution made in extra inning(s) shall be made at the beginning of the inning. This shall not be a charged time out.

EXCEPTION: An ejected player may not re-enter the game under any circumstances.

5.17 A player officially removed from the game due to illness or injury will not be allowed to re-enter the game, even as a substitute player should the game extend to extra innings.

PLAYER & COACH POSITIONS

5.18 Each team shall have at least nine and no more than ten players entered in the game at all times consisting of: pitcher, catcher, first baseman, second baseman, third baseman, left shortstop, right shortstop, left fielder, center fielder and right fielder.

EXCEPTION: If, at the scheduled game time, there are only nine players on a team, the game shall begin. If a tenth player arrives, she must immediately be put in the game, regardless of the inning, (during a dead ball situation), and placed in the tenth position of the kicking order. This is an official's time out. The Umpire-In-Chief, the official scorekeeper and the opposing coach/team captain must be notified of the insertion of the 10th player by a team coach/team captain or scorekeeper.

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

EFFECT: If a defensive player, except the catcher, is stationed completely in foul territory from the time the pitcher releases a pitch until the ball is kicked, such player is ineligible to participate in any play made as a result of the pitch. If the ineligible player touches a fair kicked ball or a live thrown ball, this shall be considered defensive interference. (See Rule 5.33 Effect (F-H)).

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

EXCEPTION: The catcher must be stationed behind the kicker's circle in foul territory.

NOTE: The catcher's position shall not be vacant. If, at the time of the pitch, the catcher's position is vacant, defensive interference will be called. (See Rule 5.33E).

5.20 The catcher must remain outside of the kicker's circle and the kicker's line of vision until the kickable pitch is received or the kicker may be awarded first base. (See Rule 5.33 Effect (A-E)).

5.21 No player shall take a position in front of the nine-foot line. Players may not cross this line until the pitched ball has reached home plate, the base line or is kicked by the kicker, whichever comes first.

EFFECT: Violation of this rule is considered defensive interference, and the kicker will be awarded first base unless doing so would penalize the offensive team. The umpire must explain all options to the non-offending team's coach/captain. Allowing a play to stand or leaving the kicker at kick are considered options. If the coach/captain chooses to leave the kicker at kick, the pitch stands as called.

EXAMPLE: Team A is at kick. Team B's left shortstop violates Rule 5.20 and the kicker kicks a home run. It would obviously penalize the non-offending (kicking) team to give the kicker only first base rather than a home run; therefore, the home run would stand.

5.22 The offensive team is entitled to station two base coaches on the field in foul territory during its turn at kick, one near first base and one near third base. Both coaches must remain within the coach's box at all times unless forced to vacate to allow a play to develop. A coach must not interfere with the play in any manner.

EFFECT: If a base coach fails to remain within the coach's box, the offending base coach, after one warning by the umpire, shall not be allowed to serve as a base coach for the remainder of the game.

5.23 Coaches/captains may enter fair territory:

- A. After the last out of a half inning and prior to the umpire starting the next half inning;
- B. During a charged time out by either team; and/or
- C. To assist an injured player after the ball has been declared dead.

EFFECT: Violations may result in a charged time out to the offending coach/captain or if the ball is live, defensive interference (Rule 5.33H) or offensive interference (Rule 5.31M) may be called.

HOW A TEAM SCORES

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

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

- A. The kicker-runner being put out before touching first base;
- B. Any runner being forced out;

NOTE: If a runner leaves her base before a fly ball is first touched by a fielder and the defense appeals the base she left illegally, this shall be considered a force out. (See Rule 8.9 G EFFECT).

- C. A preceding runner being put out on an appeal play.

NOTE: If a runner misses a base and the defense properly appeals, such runner shall be considered out the instant she missed the base. (See Rule 8.9 H EFFECT).

TIME OUTS

5.26 A team is allowed no more than six (6) total time outs during a regulation game. Only one time out may be used in a half inning without penalty by each team. During a time out, coaches and players on both teams may confer without penalty. Once the umpire has called “Play Ball,” an additional time out may be charged if a team’s conference delays resumption of play. In the event of extra innings, each team will receive one additional time out at the start of extra inning play and after every three (3) innings of extra play, but still only one (1) time out per half inning can be used without penalty.

EFFECT: The second and subsequent time outs constitute removal of the pitcher from the pitcher’s position. She may not return to pitch for the remainder of the game. If the current pitcher has not completed pitching to one kicker, then the prior pitcher of record will be the one ineligible to pitch for the remainder of the game. The effect of “removal of the pitcher” will not be enforced for a “time out” for the removal of disallowed jewelry, necklaces, etc., or any uniform or equipment adjustments. The removal of the pitcher is intended to be applied to the deliberate act (including repeated rule violations) or request for a second time out by the coach/team captain of said team. In the event a team requests a time out after having exhausted their allotment, this will have the same effect as calling a second/subsequent time out in a half inning.

GAME SCHEDULES

5.27 A schedule of games for season play shall be prepared and approved by the Board.

5.28 A schedule of umpire/scorekeeper duties assigned to each team for the season will be prepared by the Board. If teams fail to provide an umpire/scorekeeper for their scheduled time, they will forfeit their next scheduled game. The scheduled umpire/scorekeeper team may find any qualified umpire/scorekeeper, regardless of whether the qualified umpire/scorekeeper is associated with the team, to cover their scheduled umpire/scorekeeper duties and if a team is scheduled to umpire a specific game, that same team is responsible for providing a scorekeeper for that game.

5.29 If circumstances cause a team to have less than nine available players, the League will reschedule a game, provided the request is made to the League Game Coordinator twenty-four (24) hours in advance of the game time. Otherwise, it will be a forfeit.

A. Upon receiving a reschedule request, the League Game Coordinator will contact the other team's captain/coach and present a minimum of three available slots within the next two (2) weeks (including Saturdays).

B. The non-requesting team's captain/coach will notify the League Game Coordinator within twenty-four (24) hours of receiving options which slot to place the rescheduled game, and the game will be assigned.

C. Once the non-requesting team's captain/coach specifies the date and time for the reschedule, the game will be played or forfeited (i.e., there will be no reschedules of a rescheduled game).

D. Each team may request two reschedules per season.

5.30 Games that are suspended for any reason may be scheduled at any time during the regular season by the League Game Coordinator.

A. Make-up games may be scheduled as: a double-header by one or both teams; on an evening game during the week; or on a weekend afternoon.

B. All teams should be prepared to play make-up games whenever time and conditions permit during the League's regular season.

5.31 All field usage—whether for practice or game reschedules—must be requested and approved through the League Game Coordinator with a copy to the official NTKW email address at NTWKickball@gmail.com.

OFFENSIVE, DEFENSIVE, AND SPECTATOR INTERFERENCE

5.32 The umpire will call **OFFENSIVE INTERFERENCE** when:

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

NOTE: Keep in mind the catcher must give the runner an opportunity to run to first base and the kicker must yield to the catcher if she is attempting to field a ball. A collision sometimes may justify a no call. If the kicker interferes with the catcher, the kicker is out and the ball is dead. All runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

B. In running to first base, while the ball is being fielded to first base, the kicker-runner runs outside the base lane (Rule 1.7) and in the umpire's judgment, in so doing, interferes with the throw to first base, provided she is not avoiding a fielder attempting to field a kicked ball. Such kicker-runner is out. The ball is dead. All other runners must return to the last legally held base at the time of the interference.

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

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

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

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

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

G. A runner interferes with a defensive player's ability to field a kicked ball or intentionally interferes with a thrown ball. Such runner is out. The ball is dead. If the interference, in the judgment of the umpire, prevented a double play (Rule 1.20) both runners will be called out.

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

H.

- 1) A runner is struck by a fair ball while off a base and before touching an infielder. Such runner is out and the ball is dead. No other runner may advance unless forced to do so. If the ball is touched or deflected by an infielder before touching the runner, the umpire shall not declare the runner out for being touched by a fair kicked ball and offensive interference will not be called.
- 2) If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a ball on which the infielder(s) has missed the play, then the runner shall be called out for interference.

NOTE: When a fair kicked ball passes untouched through a fielder with an obvious opportunity to make a play and then strikes a runner who is off base, the ball will remain live, the runner will not

be called out and offensive interference will not be called. All runners are free to advance in jeopardy.

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

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

EXCEPTION: After a fair-kicked home run over the fence, the kicker-runner will not be called out if the defensive players or base coaches congratulate the kicker-runner with a “high-five” or similar gesture while running bases.

- J. An offensive coach interferes with a thrown ball.

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

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

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

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

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

- M. An offensive coach/captain enters fair territory and interferes with a play.

- N. Any on-deck kicker must vacate the on-deck circle to allow the defense to make a play on the ball. If the on-deck kicker fails to leave the on-deck circle or intentionally interferes with a defensive player’s ability to make a play on the ball, the ball will be declared dead and all runners must return to the last legally held base at the time of the interference.

NOTE: On any offensive interference call, the ball is dead immediately. A dead ball may be called instead of an out, if an out would not have been made had there been no offensive interference.

5.33 The umpire will call **DEFENSIVE INTERFERENCE** when:

- A. Any fielder interferes with the kicker's ability to kick a pitched ball. This can include verbal harassment which is considered excessive by the umpire.
- B. Any fielder crosses the front of the nine-foot line before a pitch reaches or passes home plate.
- C. The catcher touches the kicker before she has received the pitched ball.
- D. The catcher crosses the kicker's circle or the kicker's line of vision before the kickable pitch is received by the kicker. (See Rule 5.20).
- E. If, at the time of the pitch, the catcher's position is vacant.

EFFECT (A-E): If a play follows the interference, the umpire shall allow the play to continue. After the play has ended, the umpire shall give the coach/team captain the option of declining the interference penalty and allowing the play to stand. If the coach/team captain accepts the interference penalty, the kicker shall be awarded first base.

- F. An ineligible defensive player touches a fair kicked or a live thrown ball. (See Rule 5.19 EFFECT).
- G. A defensive player uses any part of her uniform detached from its proper place on her person to assist her in catching a fair kicked ball or a live thrown ball.
- H. A defensive coach/captain enters fair territory and interferes with a play.

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

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

PUTTING THE BALL IN PLAY/LIVE BALL – DEAD BALL

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

5.36 After the umpire calls "Play Ball", the ball is live and in play and remains so until for legal cause, or at the umpire's call of "Time", the ball becomes dead. While the ball is dead, no player may be put out, no bases run, and no runs scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was live (such as a blocked ball, interference, or a home run).

5.37 The ball becomes dead and not in play when:

- A. The ball is illegally kicked;
- B. A kicker makes no attempt to kick at a pitch and the pitch hits any part of her person;
- C. A foul ball is not caught. The umpire shall not put the ball in play until all runners have returned to their bases;
- D. The offensive team causes interference (See Rule 5.25);
- E. A blocked ball is declared (See Rule 1.10);
- F. A pitched ball, not kicked by the kicker, is touched by the catcher; and
- G. A no pitch is declared.

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

- A. In his/her judgment conditions justify such actions.
- B. Light failure makes it impossible for the umpire(s) to follow the play. This shall not be considered a charged time out.
- C. An incident incapacitates a player, coach/team captain, or umpire after the play has ended. This shall not be considered a charged time out.
 - 1) If an incident to a runner prevents her from proceeding to the base to which she is entitled, such as a home run kicked over the fence, a substitute runner shall be permitted to complete the play.
 - 2) Whenever a player suffers a laceration or open wound where bleeding occurs, the player's wound must be contained under an appropriate bandage or she must be removed from the game. In addition, if any clothing becomes saturated with blood that

could be transferred to another person, the clothing must be replaced. This shall not be considered a charged time out.

D. A coach/team captain requests “Time” for a conference after a play has ended. This shall be considered a charged time out.

E. A kicker requests “Time” and the umpire feels the pitcher is unnecessarily delaying the pitch and she has not started her delivery. (See Rule 7.2) This shall not be considered a charged time out.

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

NOTE: Except in the cases stated in Rules 5.38 B and C1, no umpire shall call “Time” while a play is in progress.

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

5.40 The ball is live at all times whenever the ball is not declared dead as provided in Rules 5.35 and 5.36.

5.41 All games must observe NTKW, Inc. Rules without exception.

VI – PITCHING REGULATIONS

6.1 From the time the kicker is called to the kicker’s circle, the pitcher has 20 seconds to enter the pitcher’s box. The pitcher shall take a set position (motionless, including the ball, hands, feet, and general body) in the pitcher’s box and maintain it for at least one (1) second and not more than ten (10) seconds after the Umpire-In-Chief has called for the pitch and before starting the delivery. She must deliver the ball with one hand, releasing the ball below her waist toward home plate. The top of the ball must be released below the waist.

EFFECT: Any violation of the pitching regulations shall result in a ball being called unless it penalizes the kicking team. For a ten (10) second violation, the Umpire-In-Chief will call a ball and if the pitcher continues to violate the rule, the umpire may charge the defensive team with a time out. For a twenty (20) second violation, the Umpire-In-Chief will call a delay of game on the defensive team.

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

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

6.3 A strike is called by the umpire:

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

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

- B. When a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg misses the ball and the ball hits her other leg;
- C. For each foul tip, except of the third strike (on the third strike it will be an out) (See Rule 1.33); and
- D. For each foul ball not legally caught when the kicker has less than two strikes.

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

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

6.4 A ball is called by the umpire:

- A. For each pitched ball which does not enter the strike zone and is not struck at by the kicker;
- B. When a pitched ball bounces over home plate at a height such that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker;
- C. For each pitched ball which does not first touch in fair territory and is not struck at by the kicker;
- D. For each illegally pitched ball unless it penalizes the kicker. (See Rules 6.1 and 6.2).

6.5 A "no pitch" shall be declared when:

- A. The pitcher pitches during a suspension of play;
- B. The ball slips from the pitcher's hand during her back swing;
- C. The pitcher pitches a quick return pitch (See Rule 1.69);
- D. The pitcher pitches before the umpire calls for the pitch; and

E. Before a pitched ball reaches home plate, an on-base runner fails to maintain contact with her bases. As defined in Rule 8.4A, said runner shall be called out.

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

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

6.7 If the pitcher wishes to walk a kicker intentionally, she may do so by notifying the Umpire-In-Chief.

VII – KICKING

7.1 The kicker shall take her position in the kicker's circle within twenty (20) seconds after the umpire has called "Kicker Up."

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

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

EFFECT: If the pitcher pitches, the umpire shall call a ball or strike, as the case may be.

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

7.3 Each player of the team at kick shall become a kicker in the order in which her name appears in the official score book.

A. The kicking order of each team must be delivered to the official scorekeeper and the opposing team before the scheduled game time.

EFFECT: The game shall not begin. (See Rules 5.8A, 5.10 and 5.11).

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

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

EFFECT (B & C): Kicking out of order is an appeal by the non-offending team.

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

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

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

NOTE: The first pitch to a new kicker at the beginning of the next half-inning validates the prior kicking order of the last inning making any prior kicking out of order no longer appealable.

7.4 The kicker has legally completed her time at kick when she is put out or becomes a runner.

7.5 The kicker is out when:

A. A third strike is called;

B. She kicks or kicks at a pitch and is touching the kicker's circle or outside of the circle with any part of her body;

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

D. A foul tip is legally caught on the third strike;

E. She attempts to bunt on the third strike and the ball goes foul;

F. She fails to take her position in the kicker's circle within twenty (20) seconds of the umpire calling "Kicker Up";

G. She intentionally deflects the course of a foul ball to prevent it from becoming fair; and

H. She interferes with the catcher's ability to make a play.

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

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

- A. Four balls have been called by the umpire; and
- B. A fielder interferes, in any way, with the kicker's ability to kick at a pitch. (See Rules 5.33 A, B, C, and D).

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

7.8 A legally kicked ball is fair when:

- A. It settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
- B. It is on or over fair territory when bounding past the infield.
- C. It first touches the white portion of first, second or third base.
- D. It first touches on fair territory beyond first or third base.

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

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

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

7.9 The kicker-runner is out when:

- A. She interferes with the catcher's ability to make a play;
- B. She touches her own fair kicked ball, while she is in fair territory, before it touches a fielder;
- C. She is declared out for interference while running to first base (See Rule 5.32B);

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

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

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

E. While running to first base, she is legally tagged or legally hit with the ball before she reaches first base (See Rules 1.49 and 1.51);

F. She overruns first base and makes a commitment toward second base and is tagged or legally hit before returning to the white portion of first base (See rule 1.14);

NOTE: When she overruns first base and returns directly to the base in fair or foul territory and makes no commitment towards second base, she shall not be called out so long as she touched the orange part of first base first.

NOTE: She does not have to return to first base (white or colored portion) before advancing to second base.

G. After kicking a fair ground ball, the ball is firmly held, above the ground, by a fielder touching the white portion of first base with any part of her person or holding the ball on the base, before the kicker-runner touches the colored portion of first base; no part of the ball may be touching the ground;

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

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

VIII – RUNNING THE BASES

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

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

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

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

EFFECT (B-C): The runner who first legally held the base shall be entitled to it unless she is forced to vacate for a succeeding runner when a fair kicked ball first touches the ground in which case the first runner must vacate the base in jeopardy. The runner not entitled to the base is in jeopardy, regardless whether she is touching the base.

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

NOTE: This is an appeal by the defensive team.

- E. Once a runner has entered her dugout, she may not return to home plate or any base.

NOTE: This is an appeal by the defensive team.

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

8.2 Runners are entitled to advance in jeopardy when:

- A. A caught fly ball is first touched;
- B. A ball is overthrown into fair or foul territory and is not blocked;
- C. A fair ball is legally kicked and is not blocked;
- D. A fair kicked ball or live thrown ball strikes an umpire;
- E. A fair ball strikes a runner while touching a base, providing she does not intentionally interfere with the ball or fielder; and
- F. A fair ball strikes a runner while off a base after having touched a fielder or passed through an infielder with an obvious opportunity to field the ball and no other infielder had a chance to play the ball.

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

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

- A. When a runner fails to keep contact with her base (white portion if at first base) until the pitched ball reaches home plate, she shall be called out and a no pitch is declared. The ball is dead and no runners may advance. The offensive interference will negate an illegal pitch, unless the pitch is delivered before it is called for by the Umpire-In-Chief.

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

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

- A. Forced to vacate a base because the kicker was awarded a base on balls;
- B. A fielder contacts or catches a fair kicked ball or live thrown ball using any part of her uniform detached from its proper place on her person to assist her; and

EFFECT (B): This shall be considered defensive interference. (See Rule 5.33G)

- C. A live ball becomes a blocked ball

EFFECT (C): When a thrown ball goes over, through, or under any fence surrounding the playing field, or hits any object not engaged in the game, or into the player's benches, whether rebounding back out or not, or remains lodged in any fence, an immediate dead ball will be declared, each and every runner shall be entitled to two bases from the last base held at the time the ball becomes a blocked ball.

8.6 When obstruction occurs (See Rule 1.56), the umpire shall call or signal "Obstruction."

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

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

NOTE: Obstructed runners are still required to touch all bases in legal order.

8.7 The runner's advance is limited when a fair kicked ball touches the ground and bounces over, under or through a fence.

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

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

8.8 A runner must return to her base when:

- A. A foul ball is illegally caught.
- B. A kicker or runner is called out for interference. The other runners must return to the last base reached at the time of the interference. (See Rule 5.32)

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

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

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

- D. A runner has ended her advancement to the next base. There shall be no advance made during a proper or improper appeal play. The runner will be in jeopardy.

8.9 The runner is out when:

- A. In running to any base, she runs outside the base path (Rule 1.9), in regular or reverse order, to avoid being tagged or hit by a fielder;
- B. She is legally tagged, while not in contact with the base. It is sufficient for the fielder to tag her with the hand in which the ball is held (See Rule 1.51);
- C. She is legally hit with a thrown ball, below the waist, while off a base (See Rule 1.49);
- D. On a force out, a fielder has possession of the ball and is touching the base to which the runner is forced to advance, before she reaches that base;

- E. She fails to return to touch a base after suspension of play;
- F. She physically passes a preceding runner in the base path between the bases before that runner has been put out;

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

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

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

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

- H. She fails to touch the intervening base or bases in regular or reverse order and the ball is legally held on that base;

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

EXAMPLE Jane is on first base. There are two outs. Jenn kicks a home run over the fence. Jane legally runs all bases and crosses home plate. However, Jenn fails to touch second base (at this instant Jane has not reached home plate) and proceeds on to cross home plate. After Jenn has crossed home plate, the defensive team properly appeals second base and is granted the third out of the inning. Jane's run does not count because the third out is considered to have taken place the instant Jenn missed second base and no runs scored shall count after the third out of an inning is made.

- I. She interferes with a fielder attempting to field a kicked ball, or intentionally interferes with a thrown ball (See Rule 5.32G);
- J. She is struck with a fair kicked ball while off a base before:
 - 1) The ball touches a fielder; or
 - 2) The ball passes through an infielder with an obvious opportunity to field the ball but another infielder has an opportunity to make a play on the ball (See Rule 5.32H);

- K. She intentionally interferes with a live ball;
- L. A coach physically assists her to avoid being put out (See Rule 5.32I);
- M. Any member or members of the offensive team initiates any action which confuses the defense or hinders their ability to execute a play or an umpire's ability to see a play. A coach must vacate the coach's box to allow a play to develop (See Rule 5.32L); and
- N. She leaves her base before a pitched ball reaches home plate.

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

8.10 The runner is not out when:

- A. She runs outside of the base path to avoid a fielder who does not have possession of a ball;
- B. She runs outside of the base path to avoid interfering with a fielder fielding a kicked ball;
- C. She is touched with a ball not securely held by a fielder;
- D. She is struck with a kicked ball while touching a base unless she intentionally interferes with the ball or a fielder making a play on the ball;
- E. She is struck by a fair kicked ball while off base after:
 - 1) The ball has touched a fielder; or
 - 2) The ball has passed through an infielder who had an obvious opportunity to field the ball and no other infielder had an opportunity to make a play on the ball;
- F. She is struck with a thrown ball below the waist while off a base, after the ball has touched another fielder, a base (including the colored portion if at first base), umpire or coach;
- G. The defensive team fails to request or make an appeal play and a pitch is made;
- H. She slides into a base and dislodges it from its proper position; and

EFFECT (H): A runner having reached such a base safely shall have the right to return to that base without liability to be put out when the base is replaced; she must return to where the base would have been if not dislodged. The runner forfeits this exemption if she attempts to advance beyond the dislodged base before it is replaced. Any following runner on the same play shall be considered

as touching or occupying the base if, in the umpire's judgment, she touches or occupies the point marked by where the dislodged base was.

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

8.11 When a runner misses home plate and the following runner (s) touch home plate, she will be out on an appeal regardless if she goes back and touches the base prior to the appeal.

NOTE: If this constitutes a third out, the runs will not count.

8.12 Appeals following the third out in a half inning:

A. Defensive appeal plays may be allowed following the third out of a half inning in order to cancel a run or runs scored. If a play is properly appealed on another runner after the third out of the inning is recorded, the appeal play will take precedence in determining the third out. If there are multiple appeals at the end of the half inning the defensive team may elect which appeal to be recorded to its advantage.

NOTE: Proper defensive appeal plays must be made before the defensive team has left fair territory.

EXAMPLE: On a play during which the third out is recorded, one or more other runners have missed a base, and the defensive team properly appeals the missed bases. Upon the appeal, the out will be recorded at the time the appealed runner missed the base, if this constitutes the third out, any runs after the appealed runner missed the base will be cancelled.

B. Offensive appeal plays may be allowed following the third out of this half inning in order to cancel or overturn the third out of the half inning. If the offensive coach appeals an umpire's call of the third out in a half inning and the appeal successfully overturns the out, this will be treated as a dead ball situation and any runners who were on base at the time of the called third out will be returned to the last base held at the time of the out – no continuation of the play will be allowed.

NOTE: The Umpire-In-Chief is empowered to advance runner(s) as needed if in his/her judgment it is the best way to facilitate bases being held by runners.

IX – CONDUCT

9.1 NTKW believes the enjoyment of the game of kickball is enhanced when all coaches, team captains, players, and spectators exhibit respect for the sport, the officials, the rules of the game, one another, and above all, themselves.

9.2 Players, team captains, coaches, spectators, umpires, and any other member of the NTKW league are accountable for their words and actions. Actions perceived to be threatening, offensive,

or abusive are subject to disciplinary procedures. Whether an action is threatening, offensive, or abusive will be determined by a reasonable prudent person's standards.

EXAMPLE: If the average reasonable prudent person would find the action offensive, then such action could be subject to disciplinary action.

9.3 Sportsmanship is an important part of any game. NTKW always encourages positive sportsmanship from all participants. Individuals who do not wish to conduct themselves in a proper manner may receive disciplinary action.

9.4 Disciplinary action may be given for any offense. An offense could be, but is not limited to, any violation of NTKW Rules, policies, governing By-Laws and/or Codes of Conduct.

9.5 A player, team captain, coach, volunteer, or spectator may be ejected from a game or from the premises by any umpire or a consensus of three or more Board members and cannot return to that game under any circumstances. Conduct leading to ejection includes, but is not limited to, the following circumstances:

- A. Use of foul or abusive language;
- B. Indecent gestures;
- C. Using alcohol, illegal drugs, or tobacco (including e-cigarettes) on playing or practice fields;
- D. Making a play with intent to injure another player; and/or

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

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

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

9.6 If a person, coach/team captain, volunteer or spectator is ejected from a game or from the premises by an umpire, the umpire must inform the scorekeeper so that the ejection may be recorded in the official scorebook. The names of the player, coach/team captain, volunteer or spectator who has been ejected must be recorded along with the reason for the ejection. The umpire must state whether the player, coach/team captain, volunteer or spectator has been ejected from the game or from the premises. Every effort should be made to notify league officials of the ejection.

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

9.8 Players, team captains, coaches, umpires, and scorekeepers should have respect for the use of the facilities where games are played. This would include preventing actions that would damage or breakdown the fences, bathrooms, bleachers, games, grassy areas and other park facilities. The Board retains the right to discipline any player, coach/team captain, volunteer, etc. of the League who intentionally damages, or by their own actions causes damage to the facilities.

X – UMPIRES

10.1 Umpire's eligibility requirements are as follows:

- A. An umpire must be at least eighteen (18) years of age and there is no maximum age limit.
- B. An umpire must have knowledge of all the NTKW, Inc., Official Playing Rules and Regulations.
- C. An umpire must pass a written examination of the NTKW, Inc., rule book.
- D. Umpires should not be changed during a game unless an umpire is incapacitated by injury, illness, or an emergency.
- E. Umpires must remain neutral and attentive during the game.

10.2 The umpires are the representatives of the league or organization by which they have been assigned and, as such, are authorized and required to enforce each section of these rules and shall have the equal authority to:

- A. Order a player, coach/team captain or any person to do or not to do any act which, in the umpire's judgment, is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed.
- B. Make decisions on violations committed any time during the game or during suspension of play until the game is over.
- C. Call a runner out for leaving a base too soon.
- D. Call "Time" for suspension of play.
- E. Remove a player, coach/team captain, or any person from the game for violation of rules.

F. Declare the kicker or runner out without waiting for an appeal in all cases where such player is retired in accordance with these rules.

10.3 In order to define their duties, the umpire judging balls and strikes shall be designated as the “Umpire-In-Chief,” or “Chief Umpire”, and the umpire judging base decisions as the “Field Umpire.”

A. Neither umpire has the authority to set aside or question decisions made by the other umpire(s) within the limits of their respective duties as outlined in these rules.

B. Umpires will only call offensive interference within their respective duties as outlined in these rules.

NOTE: An umpire should consult associates at any time when in doubt of a call or ruling. However, the final decision shall rest with the umpire who had the exclusive authority.

10.4 The Umpire-In-Chief shall:

A. Take a position anywhere outside the kicker’s circle in foul territory ensuring he/she does not interfere with the catcher or kicker;

B. Call balls and strikes;

C. Call kicked balls fair or foul;

D. Make decisions at home plate;

NOTE: If circumstances of a play require the Umpire-In-Chief to leave home plate unattended (such as a possible play at third base), the field umpire should assist the Umpire-In-Chief by covering home plate. If a play develops at home plate and the Umpire-In-Chief is unable to return and properly see the play, he/she should defer the call to the field umpire.

E. Have the authority to declare a game a forfeit;

F. Be empowered to determine whether a player shall continue because of physical injury or illness. If a player loses consciousness during the game, she shall not be allowed to play for 24 hours from that game’s starting time;

EXCEPTION: She will be allowed to play if she has a written release from the physician who treated her.

EFFECT: Any games in which the injured player participated after the injury without proper release will be subject to forfeiture.

- G. Assume all duties when assigned as a single umpire to a game;
- H. Render base decisions in the following instances:
 - 1) With only one field umpire, the Umpire-In-Chief will be responsible for decisions at third base;
 - 2) On appeal, the Umpire-In-Chief will decide whether the lead runner left her base before a fly ball was first touched by a fielder;
- I. Inspect the playing field boundaries, bases, and chalked lines prior to the start of the game and clarify any special ground rules to both teams; and
- J. Be empowered to declare the fitness of the ground for a game.

10.5 The field umpire shall:

- A. Take such positions on the playing field which, in his/her judgment, are best suited to render decision in cooperation with the Umpire-In-Chief;

NOTE: The field umpire should never interfere with any player's field of vision.

- B. Render all decisions at first and second base;
- C. Assist the Umpire-In-Chief with calls at third base and home plate;

NOTE: The field umpire should react to the base or plate left unattended by the Umpire-In-Chief but should not make a call unless requested to do so.

- D. Assist the Umpire-In-Chief in every way to enforce the rules of the game; and
- E. With a runner or runners on base, be responsible for ensuring a fly ball is legally caught.

10.6 Under no circumstances shall any umpire of the game seek to reverse a decision made by another umpire unless asked to do so by such umpire, nor shall any umpire criticize or interfere with another umpire.

10.7 Signals:

- A. To indicate that play shall begin or resume, the umpire shall call "Play Ball";
- B. To indicate a strike, the umpire shall raise the right hand upward or outward and at the same time call "Strike" in a clear and decisive voice;

- C. To indicate a ball, no signal is used but the umpire shall clearly and decisively call “Ball”;
- D. After every pitch the umpire should indicate the total count of balls and strikes, indicating the number of balls with the fingers of the left hand and the number of strikes with the fingers of the right hand, both hands held overhead, followed by calling out the balls first and then the strikes;
- E. To indicate a kicked ball is fair, the umpire shall extend both arms toward the pitcher’s box (NO VERBAL SIGNAL IS GIVEN);
- F. To indicate a kicked ball is foul, the umpire shall extend both arms overhead (like a touchdown signal in football), loudly shout “Foul Ball”, and then point towards foul territory;
- G. To indicate a kicker or runner out, the umpire shall raise the right hand upward making a fist and clearly and decisively call “Out”;
- H. To indicate a runner is safe, the umpire shall extend both hands, palms to the ground, in front of the body at shoulder height, quickly moving hands from the front of the body to the sides and extending out;
- I. To indicate “Time” or suspension of play, the umpire shall extend both arms overhead (like a touchdown signal) and clearly call “Time”. The other umpires shall immediately acknowledge the suspension of play with similar action.

NOTE: Umpires declare a ball dead in two ways; immediately or on a delayed basis. When the ball is declared dead immediately, such as offensive interference, the umpire should raise both hands overhead and shout “The Ball is Dead”. If the play involves a delayed dead ball situation, such as a pitching or nine-foot line violation, the umpire should hold the left fist straight out to the side of the body and allow players to complete the play.

XI – SCOREKEEPERS

11.1 The official scorekeeper is an official in the game and shall not discuss the game with spectators at any time during a game.

- A. The official scorekeeper must be at least 15 (fifteen) years of age.

11.2 The official scorekeeper shall not show favoritism or encouragement for any team during the game.

11.3 The official scorekeeper(s) shall not communicate with either team’s coaches, captains, spectators or players during the game unless permission is granted by the Umpire-In-Chief.

EFFECT: Violations could result in forfeiture of the scheduled team's next game.

11.4 The official scorekeeper shall keep the official record of the game by recording in the official score book the following:

- A. The date and official start time of the game;
- B. Designate the visiting team and home team by team names;
- C. The names of the umpires and the official scorekeeper;
- D. Each team's lineup (first initials are acceptable) (See Rule 5.11);
- E. The number of balls and strikes on each kicker;
- F. The number of time outs called by each team in each half inning;
- G. The inning all substitutes enter the game, announced or unannounced;
- H. The number of runs scored by each team in each inning and the final score;
- I. Each out made by the defense and which offensive player was put out.

NOTE: All score records must be completed in full, including team names, date, and signed by the scorekeeper and umpire. After the game the score record (i.e., the score book) must be returned with all field equipment following the games.

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

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

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

XII – PROTESTING GAMES

12.1 When a coach/team captain claims that an umpire's decision is in violation of these rules, she/he may file a written protest form by emailing the form to NTWKickball@gmail.com. Protests should be filed by the coach/team captain, or his/her designee if the coach/team captain is unavailable.

- A. No protest shall ever be considered on judgment decisions by the umpire.
- B. Protests that arise during the game must be announced by the coach/team captain of the protesting team to the Umpire-In-Chief immediately and before a pitch is made to the kicker. The official scorekeeper shall briefly enter the following information in the official score book:
- 1) The exact point of the game the protest occurred;
 - 2) The umpires and captains/coaches' names (of both teams), the count on the kicker, the number of outs, the score, the runners' positions, and any conditions the umpire feels necessary; and
 - 3) The exact time of the protest.
- C. When a protest is upheld (ruled in favor of the protesting team), the game shall be replayed from the exact point of the protest with the decision corrected.
- NOTE: The completion of a protested game is a continuation of the original game. The lineup and kicking order of both teams shall be exactly the same, if possible. (a) If a player who was playing in the original protested game is absent, sick or injured, a substitute may replace her. (b) If a player was absent, sick or injured before the original protested game began, she may be allowed to participate in the continuation game as a substitute. All rules governing substitutions still apply as if the original protested game had never been suspended.
- D. The protest must be submitted on the Official NTKW Protest Form and attachments, to the league protest committee within 36 hours from the time the protest was announced to the Umpire-In-Chief.
- E. The league protest committee must settle each protest within seven (7) days of the protest's receipt.

XIII – TOURNAMENTS

- 13.1 No ties may occur in tournament play.
- 13.2 No protests may occur in tournament play.
- 13.3 For tournaments during NTKW season, all registered players on a team must have the first right of refusal for participating in tournament play with the team.
- A. Coaches/team captains must provide the same opportunity to all players on their rosters to participate with the team in any tournament. If there are players who cannot or do not wish to participate with their team in a tournament, the coach/team captain will be

allowed to seek out other players for their division or a lower division to join their team for tournament play.

B. Coaches/team captains are allowed to seek other players not on their team, if they have less than the maximum fifteen (15) players as required by the respective tournament rules – this fifteen (15) player maximum refers to the respective tournaments' rules rather than the NTKW team maximums.

C. Players from another team may only be picked up if their season team is not participating in the tournament.

D. A team may pick up a player not already registered with NTKW to play on a team for the purpose of playing in a tournament ("Tournament Players"). Before Tournament Players will be allowed to play in tournaments, all Tournament Players are required to register with NTKW through the official channels, sign liability waivers and pay registration fees applicable at the time they register.

13.4 See additional rules created by the NTKW Tournament Committee for NTKW-hosted tournaments.