



Game Rules

Version 15.04

| | |
|-----------------------------------|----|
| I. Equipment | 4 |
| A. Players..... | 4 |
| B. Field..... | 4 |
| C. Playing Field..... | 4 |
| II. Officials..... | 5 |
| A. Field Manager..... | 5 |
| B. Head Referee..... | 5 |
| C. Assistant Referee..... | 6 |
| III. Teams and Players | 6 |
| A. Teams..... | 6 |
| B. Players..... | 7 |
| C. Captains..... | 7 |
| IV. Game Play..... | 9 |
| A. Games | 9 |
| B. Kicking Order | 9 |
| C. Dead Ball / Ball in Play..... | 9 |
| D. Pitching..... | 10 |
| E. Fielding..... | 10 |
| F. Encroachment | 10 |
| G. Kicking | 11 |
| H. Running | 11 |
| I. Scoring..... | 12 |
| J. Fouls..... | 12 |
| K. Strikes..... | 12 |
| L. Outs..... | 12 |
| M. Balls..... | 13 |
| N. Walks..... | 13 |
| O. Injury and Substitutions | 13 |
| P. Mercy Rule | 14 |
| Q. Protests | 14 |
| V. Definitions | 15 |
| VI. Version History..... | 17 |

I. Equipment

A. Players

1. Players are required to wear athletic shoes. Sneakers are acceptable, but not recommended. Metal cleats are not permitted.
2. Players may wear any protective equipment they feel necessary so long as it does not create a safety risk to other players. Any equipment deemed by the Head Referee as dangerous to other players, the player themselves or in any other way inappropriate must be removed prior to the player being permitted to play.
3. Players may not wear any equipment that would provide an obvious advantage while playing. Any equipment deemed by the Head Referee as providing such an advantage must be removed prior to the player being permitted to play.
4. Players will be issued a team shirt as their uniform. Players are asked to wear this uniform each week.
5. The player's uniform is considered an extension of the player.

B. Field

1. League approved kickballs will be provided for warm up and game play.
2. Only league approved kickballs may be used for game play.
3. Running bases, pitching rubber and field cones will be provided.

C. Playing Field

1. All players must follow any posted rules and regulations pertaining to the game fields
2. Alcohol is prohibited on the field
3. The Field Manager will designate and layout a safe field suitable for play
4. The Head Referee will ensure that a field is safe and playable before the start of each game
5. Distances will be measured by the foot when possible, or by three (3) paces to the foot when needed.
6. The dimensions of the playing field will:
 - a. Equal the dimensions of a softball field
 - b. Have an infield diamond with four (4) equal 60 foot (20 pace) sides
 - c. Have a base placed at each corner of the diamond
 - d. Have a distance between bases measured from the back corner of each.
 - e. Have diagonal distances from home plate to second base and first base to third base of 84 feet 10 ¼ inches (28 paces)
 - f. Have the pitching rubber in the center of the diamond, 45 feet 5 1/8 inches (15 paces) from home plate, and in line with first and third bases
 - g. Have a pitching mound consisting of the area in a twelve (12) foot (4 paces) radius from the center of the pitching rubber.
 - h. Have sidelines assumed to be 30 feet (10 paces) into foul territory, but parallel to the foul lines
7. Cones will be placed:
 - a. On the outside corner of, but not touching, first, second and third base
 - b. On the foul lines behind first and third base, at a distance of 30 feet (10 paces) from each base
 - c. On the foul lines ten (10) feet (3 paces) behind home plate

- d. Either to the right or left of the pitching rubber. The pitcher may shift this cone to the other side of the pitching rubber at their discretion.
- 8. The kicking box will be a rectangle with:
 - a. The front of the rectangle aligned with the front of home plate
 - b. The back of the rectangle aligned with the sideline cones behind home plate
 - c. The sides of the rectangle extending from the sideline cones to the front of home plate
- 9. The strike zone will be a three-dimensional pentagon around home plate with:
 - a. The front edge aligned along the front edge of home plate
 - b. Sides extending out one (1) foot on each of the other four (4) sides
 - c. A height of one (1) foot
- 10. Safety Base:
 - a. An extra (safety) base may be placed next to first base
 - b. The safety base is for the use of runners coming from home plate
 - c. No additional safety bases may be used
- 11. Players:
 - a. Jumping from fair territory are in fair territory in the air
 - b. Jumping from foul territory are in foul territory in the air

II. Officials

A. Field Manager

- 1. Each field site will be managed by one (1) Field Manager
- 2. Field Managers will **not**:
 - a. Be assigned to a single field, but will make themselves available, as much as possible, to the full site
 - b. Act as Referee, or play on a team, while executing their responsibilities as Field Manager
- 3. Field Managers **will**:
 - a. Act as final arbiter of player complaints presented during a day's games
 - b. Call all games in event of lightning
 - c. Be responsible for field placement, setup and breakdown
- 4. Field Managers will collect all game results and provide them to the league at the completion of the day's games
- 5. Field Managers may designate assistants as the needs arise

B. Head Referee

- 1. Games will be officiated by one (1) Head Referee, as assigned by the league
- 2. The Head Referee **must**:
 - a. Ensure player safety with regard to field conditions, player conduct and equipment
 - b. Call the game in event of lightning
 - c. Make all calls and final rulings on the field prior to, during and after game play
 - d. Hand in the final score or game status, as well as any disciplinary actions, to the Field Manager at the completion of game play
 - e. Listen to, and decide on, any Captain's concerns or complaints.
- 3. The Head Referee **may**, at their discretion:
 - a. Defer to the call of an Assistant Referee
 - b. End a game due to weather, field conditions or perceived safety risk to players
 - c. Eject a player for persistent unsportsmanlike conduct or rule violation

- d. End a game due to persistent, team wide or game wide, unsportsmanlike conduct. Games ended under these circumstances will be reviewed, and the result decided, by the league.
 - e. Call a time out
 - f. Make rulings on any points or issues not specifically covered in these rules. Such decisions will stand for both teams for the duration of the game, and will not be deemed as a precedent for future league rulings.
 - g. Direct any player or Captain's questions, concerns or complaints to the Field Manager.
- C. Assistant Referee
1. When available, up to two (2) Assistant Referees may be assigned by the league to assist the Head Referee
 - a. If one (1) Assistant Referee is assigned, they will officiate at first base
 - b. If two (2) Assistant Referees are assigned, one each will officiate first base and third bases
 2. The Assistant Referee is responsible for assisting the Head Referee by:
 - a. Calling runners safe or out at their respective base
 - b. Calling runners safe or out at second base
 - c. Calling pitching line encroachment
 - d. Indicating the fair, foul or dead ball status of a ball on their side of the field

III. Teams and Players

A. Teams

1. All teams are required to:
 - a. Designate a Captain if one has not been assigned by the league
 - b. Have a minimum roster of eleven (11) and a maximum roster of eighteen (18) players
 - c. Field a minimum of eight (8) and a maximum of eleven (11) players
 - d. Field a minimum of three (3) players of each sex
 - e. Include all players present in each game's kicking line up
 - f. Provide two (2) innings fielding time for every player present
 - g. Provide a copy of the kicking line up to the Head Referee prior to the start of each game
 - h. Provide a copy of the kicking line up, upon request, to the opposing team's Captain
2. Teams with an insufficient number of players by roster size or sex will forfeit their game, unless an agreement is made between the Captains and Referees for an alternative penalty for the offending team.
3. All teams are required to:
 - a. Designate a Captain if one has not been assigned by the league
 - b. Have a minimum roster of eleven (11) and a maximum roster of eighteen (18) players
 - c. Field a minimum of eight (8) and a maximum of eleven (11) players
 - d. Field a minimum of three (3) players of each sex
 - e. Include all players present in each game's kicking line up
 - f. Provide two (2) innings fielding time for every player present
 - g. Provide a copy of the kicking line up to the Head Referee prior to the start of each game
 - h. Provide a copy of the kicking line up, upon request, to the opposing team's Captain

4. All teams are permitted to:
 - a. Assign one (1) player to be a first base coach
 - b. Assign one (1) player to be a third base coach
 - c. Switch base coaches at any time
5. To maintain a balance on roster size, the league reserves the right to add players to a team's roster prior to the start of the season.
6. Any team found to be playing an unregistered or illegal player will forfeit their current game and be subject to further sanctions as decided by the league.
7. Teams are permitted to choose their own names and may decorate or alter their shirts at will. However, teams are not permitted to include any terms, language or images that are or may be considered, in the judgment of league officials, overtly profane, harassing or insulting. At league discretion, teams may be required to change any offending item in order to continue their participation. Any team refusing such a request may not be permitted to continue participation in the league and will not be eligible for refunds.

B. Players

1. All players must meet the following requirements:
 - a. Be properly registered with the league
 - b. Be 18 years of age or older prior to the date of the first game
 - c. Be adequately health insured against any injuries that they may sustain from league participation
 - d. Be of adequate health as to not put themselves or other players at risk by their participation in the league
2. Players may sign up for only one (1) team per division
3. Players are not permitted to act as guest players on any team in any division
4. Players are expected to show sportsmanship **at all times**. Abusive language or behavior will not be tolerated and will be managed at the Head Referee's discretion.
5. All players have the right to petition the Head Referee or Field Manager regarding field or player safety at any time. While a time out may be called by the Head Referee or Field Manager to address the player's petition, such a stoppage is not required.
6. Players must remain to the side of the field, in dead ball territory, when not kicking, coaching or otherwise directed by the Head Referee
7. The player following the current kicker in the kicking order should act as a backstop to gather and return pitched balls to the pitcher. This player is **not** to act as a catcher, or field player, for the opposing team.
8. Ejected players must immediately leave the field area and not return to the game

C. Captains

1. Captains may volunteer, or be assigned, to run a team
2. Captains are considered a player on any team they lead
3. The Captain's responsibilities include, but may not be limited to:
 - a. Ensuring that all participating players are properly registered
 - b. Informing their team of league rules, and rule changes, as needed
 - c. Attending, or sending a representative, to any required league meetings
 - d. Ensuring that all assigned players maintain a sportsmanlike demeanor
 - e. Ensuring the field conditions and setup are sufficiently safe for play, and raising any concerns to the Field Manager as soon as these concerns arise

- f. Ensuring that all assigned players are listed on the kicking line up and receive innings in the field in accordance with the league rules
 - g. Providing a kicking line up to the Head Referee prior to the start of each game
 - h. Ensuring that players follow the submitted kicking order
 - i. Communicating schedule changes and cancelations to their roster of players
4. The Captain is the only player on a team permitted to:
- a. Discuss with the Head Referee or Assistant Referees any concerns about any non-safety related calls, rule infractions or game play violations.
 - b. Make changes to the kicking order once the game has begun or the kicking order has been submitted to the Head Referee or opposing Captain
5. The Captain will be responsible for informing their team about the current or upcoming kicking order each inning

IV. Game Play

A. Games

1. Games will last seven (7) innings or sixty (60) minutes
2. In event of a tie, extra innings may be played only if time remains within the sixty minute time limit
3. Games may be called by the Head Referee prior to the completion of the seventh inning.
 - a. Games called after four (4) full innings will be considered complete, all results will stand and the game may not be rescheduled or replayed.
 - b. Games called prior to four (4) full innings will not be considered complete and the game may be rescheduled. Any such rescheduled games will be replayed as a new game.
 - c. No continuations are permitted.
4. The winning team will receive three (3) points
5. Tying teams will each receive one (1) point
6. The away team will kick first
7. If the home team is leading at the completion of the first half of the seventh inning, the game ends and will be considered complete.
8. Teams may be granted a ten (10) minute grace time prior to the start of the game and at the Head Referee's discretion, to allow for late arriving players.

B. Kicking Order

1. The kicking order will be maintained by each team's Captain
2. Captain's reserve the right to request a copy of the opposing team's kicking order
3. Once a game begins the kicking order cannot be changed, with the exception of the following conditions:
 - a. Late arriving players may be added to the end of the kicking order
 - b. Players that need to leave the game for any reason may be removed from the kicking order without penalty.
 - c. Players may not be substituted in to the kicking order for another injured player
4. Any claims of a team kicking in an improper order must be made to the Head Referee
 - a. Claims must be made after the first pitch to the improper kicker, but before the first pitch to the following kicker.
 - b. The Head Referee will call a time out to allow the fielding team time to explain and prove their claim
 - c. If the kicking team is found to have kicked improperly, any resultant play will be removed and an out issued for the team. The game will continue with the subsequent correct kicker as deemed by the Head Referee.
 - d. If the kicking team is found to have not kicked improperly, any current play will stand. If no play occurred, or the play resulted in an out for the kicker, the kicker will be given the choice to kick again or advance to first base on a walk.

C. Dead Ball / Ball in Play

1. A ball will be considered in play unless otherwise here listed.
2. Play will stop when the Head Referee declares a dead ball.
3. When a dead ball is called:
 - a. Runners may not continue to advance
 - b. Fielders may not continue making outs

4. Dead balls will be declared when:
 - a. The pitcher has the ball in their possession and under control, and is standing on the mound
 - b. A runner, on or off base, intentionally touches a live ball in an effort to interfere with the play
 - c. A kicker intentionally hits the ball with any other part of their body besides their leg
 - d. Any non-fielder or non-permanent object, except a Referee or a runner, touches or is touched by a ball in fair territory
 - e. A ball leaves the field of play and passes beyond foul territory, or otherwise in the opinion of the Head Referee enters an area outside an acceptable playing area
 - f. A ball is popped or deflates significantly during the run of play
5. Any ball that touches a player or Referee in fair territory remains live

D. Pitching

1. Pitches must be pitched by hand
2. To be considered a strike a pitch must:
 - a. Bounce at least two (2) times before reaching home plate
 - b. Cross home plate within the strike zone
3. The strike zone is defined as the area within one foot of the left and right outer edge of home plate and one foot in height above home plate
4. The pitcher must:
 - a. Start their forward motion within the pitching mound
 - b. Keep one (1) foot on, or behind, the pitching rubber at the point of pitch release
 - c. Have both feet behind the pitching rubber at the time of the kick in order to be able to make a play for the kicked ball without committing encroachment

E. Fielding

1. A maximum of one (1) fielding player is permitted to be positioned behind the home plate encroachment line. This player is designated the fielding team's catcher.
2. The catcher may not cross the home plate line until the ball has been kicked.
3. Except for the catcher, no fielder may cross the pitching line until the ball has been kicked.
4. A fielder may:
 - a. Tag the original location of a base that has become displaced during play
 - b. Stand in the baseline while attempting to make a play on a ball
 - c. Tag or hit a runner in the head if the runner is attempting to slide
 - d. Throw or kick a ball into a runner to get them out
 - e. Keep their foot on a base while attempting to make an out, so long as they are not intentionally obstructing the baseline
5. A fielder may not:
 - a. Interfere with a runner in the baseline while not attempting to play a ball
 - b. Throw, kick or otherwise target a non-sliding runner's head with a ball.
 - c. Attempt to create a dead ball situation by intentionally throwing a ball out of play.
6. Fielder's attempting, or completing, any action listed under IV. E. 5 may be warned or otherwise penalized at the discretion of the Head Referee. Any runners involved in or impacted by these actions will be permitted to advance one base.

F. Encroachment

1. The fielding team will be deemed to have encroached when, at the time a ball is kicked, any of the following has occurred:

- a. The pitcher fails to have both feet behind the pitching rubber and attempts to play the ball
- b. The catcher is positioned in front of the home base line and attempts to play the ball
- c. Any other fielder crosses the pitching line and attempts to play the ball
- 2. A warning will be issued to the fielding team for a first encroaching offense.
 - a. If the encroachment resulted in an out, or outs, these will be disregarded. Any advancing runners will return to their prior bases and the kicker will continue kicking
 - b. If the encroachment did not result in an out, no change in game play will occur
- 3. Subsequent encroaching offenses following a warning will grant the kicker the choice of a re-kick, accepting a ball or a walk to first base

G. Kicking

- 1. Bunting is allowed
- 2. All kicks must:
 - a. Be made with the foot or leg below the knee
 - b. Be made within the kicking box
- 3. A kick will be ruled a foul if:
 - a. The ball is kicked or touched twice by the kicker
 - b. The ball is kicked or played using any body part above the knee
 - c. The ball is kicked in front of home plate
- 4. Kickers may line up outside of the kicking box
- 5. Any lower leg contact will be considered a kick
- 6. One foot must be on or behind home plate at the time the ball is kicked
- 7. A kicker is permitted to step on home plate, but they must have a portion of their planting foot on or behind home plate.

H. Running

- 1. All ties go to the runner. If a runner arrives at a base at the same time a fielder tags the player or the base, the runner will be safe.
- 2. Runners must:
 - a. Run within the base lines
 - b. Only run once a ball is kicked
 - c. Only advance one base on an overthrow that results in a dead ball. This is a restriction on a runner and is not an automatic right for the runner to advance.
 - d. Tag-up, or stay on base, until a fly ball is first touched by a fielder. Failing to do so will be an out.
 - e. Use the extra, or safety, base at first base, if one is provided.
- 3. Runners may:
 - a. Follow a natural running arc
 - b. Change their course to avoid interference with a fielder making a play
 - c. Leave the baseline for a reasonable distance in order to avoid being hit by a tag, a throw or a kicked ball. The Head Referee may call a player out if, in his judgment, the runner has significantly and unfairly left the base path.
 - d. Continue to advance bases so long as the ball remains in play
 - e. Overrun first base, when traveling from home plate, so long as they do not actively attempt to advance to second base.
- 4. Runners will be ruled safe if:

- a. They are obstructed by a fielder within the baseline so long as that fielder is not making a play for the ball
 - b. While not attempting to slide, they are tagged, or hit, in the head by a ball
 - c. A base has been displaced during play and the runner has returned to the base's original and correct location prior to being tagged
5. Runners will be ruled out if:
- a. They intentionally interfere with a fielding player attempting to make a play
 - b. They pass another running
 - c. They lead off from, or steal, a base
 - d. They are assisted in running by other players, coaches or bystanders
 - e. They attempt to significantly leave the base lines
 - f. They attempt to use their head or neck to block a throw or tag
 - g. They are hit or tagged in the head while sliding

I. Scoring

- 1. A run scores when a runner touches home plate prior to a third out being made
- 2. A run will **not** score when:
 - a. A third out is made during a force play
 - b. A kicker is put out before touching first base
- 3. At the end of the game, the team with the most runs will be winner.

J. Fouls

- 1. Three (3) fouls will constitute an out
- 2. A foul ball is:
 - a. A kicked ball that rolls into foul territory on its own prior to reaching first or third base, or prior to being touched by an in-bounds fielder.
 - b. A kicked ball that lands in foul territory
 - c. A kicked ball that is touched twice by the kicker while they are on or behind home plate
 - d. The playing of the ball by the kicker with anything other than the foot or leg below the knee
 - e. A kick occurring outside of the kicking box, including in front of home plate
- 3. Any kicked ball, not called as foul by the Head Referee, will be considered a fair ball

K. Strikes

- 1. Three (3) strikes will constitute an out.
- 2. A strike is:
 - a. A pitch that enters any part of the strike zone and is not kicked
 - b. An attempted, but missed, kick by the kicker

L. Outs

- 1. Three (3) outs will constitute a team's half of an inning.
- 2. An out **has** occurred when:
 - a. A kicker reaches a count of three (3) strikes
 - b. A kicker reaches a count of three (3) fouls
 - c. Any fair or foul fly ball is caught before hitting the ground
 - d. A fielder with the ball touches the runner's force base before the runner reaches that base
 - e. A runner is touched by a ball, or touches a ball, while not on a base
 - f. A runner attempts to steal a base

- g. A runner is off base when the ball is kicked
 - h. A runner passes another runner
 - i. A runner is physically assisted in their advancement by a teammate or coach
 - j. A runner intentionally and grossly exits the baseline
 - k. A runner, on or off a base, intentionally touches a live ball
 - l. A runner misses a base and continues to the next base
 - m. A runner fails to properly tag-up on a caught fly ball
 - n. A runner, coming from home plate, steps on first base when required to use the extra base
 - o. A kicker has kicked out of order
 - p. A player from the kicking team intentionally interferes with a fielder's attempt to field a live ball
3. An out **has not** occurred when:
- a. A dead ball is called prior to any action that would otherwise be an out
 - b. A player, while not sliding or attempting to slide, nor intentionally using their head to block a ball, is hit in the head with a ball

M. Balls

- 1. Four (4) balls will constitute a walk.
- 2. A Ball is:
 - a. A pitch outside of the strike zone that a player does not attempt to kick
 - b. A pitched ball that does not touch the ground at least two (2) times before reaching the kicking box
 - c. A pitched ball that is higher than one (1) foot off the ground, as measured from the bottom of the ball, as it enters or passes through the kicking box prior to reaching the kicker.
 - d. A pitched ball that does not reach the kicking box
 - e. Interference with a kicker by any opposing player during a pitch

N. Walks

- 1. A player is walked when they receive four (4) balls
- 2. A walked player will freely advance to first base, advancing any additional teammates one base as required.

O. Injury and Substitutions

- 1. Kicking team:
 - a. No substitutions may be made in a team's kicking order
 - b. Kickers may only be removed from the kicking order due to injury. If a player is removed due to injury, the kicking order will continue in the same formation, less the removed player.
 - c. A removed kicker may not reenter the game.
 - d. An injured kicker skipped in the lineup will be recorded as an out.
 - e. The addition of a player to the end of a kicking order is not considered a substitution.
- 2. Fielding team:
 - a. Any fielding player may be substituted between innings
 - b. There are no limits on the number of substitutes to fielding players
 - c. Unless needed due to injury, fielding players **may not** be substituted during an inning
 - d. A Captain may ask the Head Referee for a time out to assess any injured player
 - e. An injured player may be substituted for by a player of the same sex

- f. An injured player, that was not substituted for, may reenter the game during any dead ball situation
- 3. Runners:
 - a. An injured runner who successfully makes it to a base may be substituted.
 - b. An injured runner may be substituted for by the last kicker, of the same sex, to have made an out.
- 4. The Field Manager should be notified of any injuries that occur to any player, coach, referee or spectator while in attendance of a game or event. The Field Manager will gather any information needed to complete the league provided accident report form. This form will be completed and submitted to the league officials within twenty-four (24) hours.
- 5. Any substitutions due to injury are for the safety of all players involved. Teams **may not** use injury substitutions solely for strategic gain. Any such behavior will be considered unsportsmanlike conduct and will be handled at the Head Referee's discretion.

P. Mercy Rule

- 1. The mercy rule may be exercised when a team is losing by ten (10) or more runs at any point after completion of the fourth inning.
- 2. Only the losing team may request enforcement of the Mercy Rule
- 3. A game called as a result of the Mercy Rule will be recorded as a completed game.

Q. Protests

- 1. Any complaints or protests regarding a completed game must first be brought to the Head Referee's attention.
- 2. If the result of a complaint or protest brought to the Head Referee is deemed insufficient by the complainant, the complaint or protest must be brought to the Field Manager's attention before the end of the day's games. The Field Manager will be final arbiter of any such complaints.

V. Definitions

Ball: A pitched ball that does not enter the strike zone and that a player refrains from kicking or attempting to kick.

Catch: Any kicked ball caught by a field player prior to the ball hitting the ground or being declared a dead ball.

Catcher: Player positioned by fielding team at home plate.

Dead Ball: Any ball that leaves the agreed and approved playing area, or that bounces off of a fixed structure (i.e.: wall, fence, light)

Encroachment: When a fielding player positions themselves in an advantageous and unfair position in relation to a runner or kicker.

Fly Ball: Any kicked ball that leaves the ground.

Foul Ball: A kicked ball that lands in foul territory

Ground Ball: Any kicked ball that remains on the ground.

Home Base Line: An imaginary line running across the front edge of home plate and extending into foul territory.

Inning: The completion of a round of kicking attempts by both the home and away teams. A team's kicking attempts are done each inning when they reach three (3) outs.

Kick: Any foot or lower leg contact made by a kicker towards a pitched ball.

Overthrow: A ball that is thrown, kicked or deflected into foul territory by a fielding team

Pitch: Any ball release, or attempted release, by the pitcher towards the kicking box, during an opposing players kick.

Pitch Line: An imaginary line running from first base to third base crossing over the pitcher's mound.

Pitcher: Fielding player responsible for pitching to the opposing kicking player.

Strike: A pitched ball that enters the strike zone and that a player refrains from, or misses, kicking.

Striker: Fielding player traditionally positioned immediately to the Pitcher's left or right midway to either first or third base.

Tag-up: A requirement to retouch, or remain on, a base until a fly ball is touched by the opposing team

Time Out: A pause or stoppage in play called by a Referee or Field Manager.

Walk: A kicker that freely advances to first base after accumulating four (4) balls.

VI. Version History

| Version | Date Effective | Change Notes |
|----------------|-----------------------|--|
| 11.01 | 01-01-2011 | Initial version of rules |
| 11.05 | 05-28-2011 | Addition of III. A. 6: Teams may not use profane language/images on equipment or in team names |
| 11.08 | 08-02-2011 | Update of IV. O. 4: Detail of Field Manager's requirement to file accident report when informed of injury. |
| 13.07 | 07-01-2013 | Update of IV. Q. 2: Field Manager is final arbiter of all complaints Addition of IV. E. 3: Only one fielding player may be positioned behind the home plate encroachment line. |
| 15.04 | 04-09-2015 | Addition of I. C. 7. D.: Cone located next to pitching rubber. Addition of IV. E. 6: Define repercussions for breaking IV. E. 5. Addition of IV. F. 2: Define encroachment warning. Update of IV. F. 3: Clarify kicker choices in event of encroachment Addition of IV. O. d: An injured kicker may be skipped in lineup. Update Definitions: Catcher, Pitcher and Striker defined. |