

## EXHIBIT A

# OFFICIAL CHARLESTON KICKBALL ASSOCIATION RULES

### **INCLEMENT WEATHER POLICY**

- Games may be cancelled or delayed due to inclement weather, such as heavy rain and/or lightning. CKA will play in the rain if the fields are playable. CKA will be in contact with team captains regarding weather issues, and will make every effort to post updates on the CKA Facebook page. Captains are responsible for notifying their team of cancellations.

### **FIELD:**

- The kickball diamond is a square with equal sides of 60 feet.
- The distance from home plate to second base, and from first base to third base is 84 feet 10 1/4 inches.
- The center of the pitching area is in the center of the diamond, 42 feet 5 1/8 inches and directly aligned with the first base/third base diagonal. (First/Third Base Diagonal is marked with a line.) There will be a box behind the pitcher's strip that designates the 'area of control'. This box will measure 9 feet wide by 9 feet deep.
- The strike zone extends to 1 foot on either side of home plate, and 1 foot high. There will be a box around the plate (1 foot each side) which marks the strike zone. If any part of the ball falls within the zone or hits the line, then it is a strike.
- There shall be a line 8 feet behind the plate to designate the catcher's box.

### **TEAMS:**

- Teams shall consist of a maximum of 10 players on the field and a minimum of 8 players with at least 4 women on the field at all times. If you don't have enough women you must play short and will get an automatic out when that position is reached in the batting order. If you play with fewer than 10 players but have at least 4 women you do not have to take an automatic out. One of the players must be catcher. There is no maximum to the number of players on your team roster. If you have the minimum 8 players, at least 2 must be women (with automatic outs for the other 2 women).
- All participating players must kick but no more than 2 MEN can kick in a row. Women can re-kick if necessary, after the minimum of four women have kicked (or automatic outs have been received for missing women).
- The official batting order must be provided to the umpire before the start of the game. Players arriving after the start of the game must be added at the end of the batting order. The kicking team must keep an official scorecard keeping track of outs and runs.
- Any player who kicks out of order will be called "out."
- All players in the "bench area" must maintain adequate distance from the field to avoid interference in the game. Adequate distance typically is off of the artificial playing surface, although the official has [chaskickball@hotmail.com](mailto:chaskickball@hotmail.com)

discretion as to whether to allow less or require more distance. Players/teams who fail to comply may be penalized. Violations and punishment are at the discretion of the official.

- The kicking order cannot change but you can change the fielders as long as you keep 4 women in the field.
- Only players who are paid league members and wearing their league t-shirt may play in a game. You must play in at least one regular season game to play in the playoffs.
- All players must sign a code of conduct and verify that they have read and understand the rules. This must be signed when registering.
- All players must be at least 21 years of age and wear their official league-issued shirts to play in a game and receive the drink specials afterwards. CKA shirts must be worn on top of any jackets or sweatshirts.
- All players must have signed the official CKA waiver form.
- CKA will conduct random roster checks throughout the season to verify player eligibility.
- Officials may conduct roster checks at any time, including after a game.

### **REGULATION GAMES:**

- Games will last for 7 innings, with the game being official after 5 innings (4 ½ if the home team leads). When game time has reached fifty minutes, no new innings will be started. (The game will be shortened if necessary. If the home team is ahead and is kicking when game time has reached fifty minutes, the game will be declared over and the score at that time will be final.)
- During the regular season, games may end in a tie. (Extra innings are permitted during the regular season as long as no new innings are started after the game has reached fifty minutes.)
- Any team that is not ready to take the field within ten minutes of scheduled kick off time shall forfeit the match. The opposing team has discretion to waive this rule, but all games must be complete within one hour of the scheduled start time.
- There is a limit of nine runs per half inning except for the last inning.
- If a team leads by ten runs or more after 5 innings (4 ½ if the home team leads) the game will be declared over.

### **PITCHING/CATCHING:**

- If the ball bounces higher than 1 foot off the ground (as measured from the bottom of the ball) at any point during the pitch, it is an illegal pitch.
- The strike zone extends to 1 foot on either side of home plate, and 1 foot high. There will be a box around the plate (1 foot each side) which marks the strike zone. If any part of the ball falls within the zone or hits the line, then it is a strike. If the pitch crosses the line around the plate, it is a strike.
- All pitches must hit the ground twice before reaching home plate.
- The pitcher cannot spin the ball. Pitching must be underhand only. (Underhand is defined as the pitching arm being no more than a 45 degree angle and finishing with the palm facing up). The pitcher must stay inside the pitching area on the mound until the ball is kicked. If the pitcher spins the ball, does not pitch underhand, or crosses outside the pitching area, it is an illegal pitch.
- An “illegal pitch” will be called immediately by the umpire. An “illegal pitch” will be called a ball. However, the kicker may attempt to kick an “illegal pitch” and has the option of taking the result of the play instead of the ball.

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- Pitchers who continuously engage in illegal pitching may be given a warning and, if he/she continues to engage in illegal pitching, disqualified from pitching for the remainder of the game. This is a judgment call by the official.
- No fielder may advance past the 1st-3rd base diagonal until the ball is kicked.
- If a pitcher or fielder makes an out by illegally advancing beyond the 1st-3rd base diagonal, the runner who was out will be declared safe, and other runners must return to their original bases unless forced to advance.
- If a pitcher or fielder illegally advances beyond the 1<sup>st</sup>-3<sup>rd</sup> base diagonal but does not make an out, there is no penalty and the play stands.
- The catcher may not advance past the catcher's box line until the ball is kicked. If the catcher makes an out by illegally advancing beyond the catcher's box, the runner who was out will be declared safe, and other runners must return to their original bases unless forced to advance. If no out is made, there is no penalty and the play stands.
- If the catcher interferes with the kicker and is called by the umpire, the kicker will receive first base. This is a judgment call by the umpire.
- The fielding team cannot change catchers during an inning (except in cases of injury).
- The count begins at 1 ball, 1 strike.

#### **KICKING:**

- All kicks must be made by foot (below the knee).
- All kicks must be taken at or behind the home plate (determined by the position of the front of the plant foot). If the kick is taken in front of home plate, it is considered an "illegal kick." An "illegal kick" will be called immediately by the umpire. An "illegal kick" will be called a foul/strike. However, the defense may attempt to play an "illegal kick" and has the option of taking the result of the play instead of the foul/strike.
- Males must kick the ball past the 1st-3rd baseline. The ball must stay beyond the line to be fair.
- Any kick that does not reach this line will be considered a foul.
- If the ball is fielded before it reaches this line, it is in play and considered fair.
- Females must kick the ball past a line that is 10 feet from the plate. The ball must stay beyond the line and in fair territory to be fair.
- If the ball is fielded before it reaches this line, it is in play and considered fair.
- If a team is ahead by eight (8) runs or more, females must kick the ball past the 1<sup>st</sup>-3<sup>rd</sup> baseline and males must "kick away" (i.e., no "bunting"). This is a judgment call by the official. A male who does not "kick away" will be declared out. For both males and females, ball must stay beyond the 1<sup>st</sup>-3<sup>rd</sup> line to be fair. Any kick does not reach this line will be considered a foul. If the ball is fielded before it reaches this line, it is in play and considered fair.
- A "double kick" will be considered a foul.

#### **RUNNING:**

- Runners must stay within the base line. A runner who runs outside the baseline will be out.

- Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.
- Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline.
- If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the official.
- There will be an extra first base (placed to the right, in foul territory) next to first base. The bases will be at least 1' apart. The extra base is for the runner to tag on force plays at first base. An out will be called when the fielder tags the regular base, not the extra base on a force play at first base. On all other plays, the runner has the option of tagging either base. The fielder may not interfere in any way with the runner tagging first base.
  - The fielder “owns” the area inside the field of play and is free to make a play on a ball within this area. If the runner interferes with the fielder in this area, the runner is out. The runner “owns” the area outside the field of play, including the extra first base. The fielder may not interfere with the runner’s attempt to tag the outside base on his/her run to first. If the fielder interferes with the runner, the runner is safe.
  - The fielder must use the inside base on force plays at first base unless it would be safer to tag the outside base (e.g., there has been an overthrow and the fielder is running from foul territory toward first base). In that instance, the fielder may tag the outside base and the runner may tag the inside base. Safety is the priority and the official has the judgment to determine whether the proper base was tagged under the circumstances.
- It is the responsibility of the runner to avoid a collision. Please save yourself and your opponents from injury by paying attention. Ties go to the runner...there’s no need to take out the baseman.
- When a defensive player has the ball and the runner remains upright and crashes into the defensive player, it is considered a “crash”. If the act is determined to be flagrant, the offender shall be ejected.
- Neither leading off base, nor stealing a base is allowed.
- A runner leading off base before the ball is kicked is out.
- Hitting a runner with the ball above shoulder level is not allowed; the ball will be declared dead, the runner is safe and advances one (1) base except for the following situations:
  - If the runner intentionally uses the head to block the ball, and is so called by the official, in which case the runner is out.
  - If the runner is ducking, diving or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this is an out. It is the umpire’s judgment.
- If the runner intentionally hits or kicks the ball, the ball is dead and all other runners must return to their original bases.
- “The Ponytail Rule”: If the ball hits the runner’s hair, the runner is safe. (Hair is considered part of the head.)
- When a runner is hit with the ball above shoulder level, other runners on base are permitted to advance to the base to which they were running, but do not receive additional bases unless forced.
- The runner may leave base as soon as a fly ball is touched by a member of the fielding team. (See softball rules for further clarification, if needed.)
- All ties will go to the runner.

- On an overthrow, all players may advance even if the ball is in foul territory.
- At Laidley Field on the Capitol End, areas beyond the back endzone line and the inner-most track line (including imaginary extensions of those lines behind the plate area) are out of bounds. At Laidley Field on the Scoreboard End, areas beyond the goal line and the inner-most track line (including imaginary extensions of those lines behind the plate area) are out of bounds. At Trace Fork, areas beyond the artificial turf are out of bounds. Persons who are not officiating, playing defense, kicking, running the bases, or coaching first or third base, must stay out of bounds and must keep all equipment and other personal items out of bounds. Other areas may be declared out of bounds by the official if the official determines, in his/her judgment, that the ball is not reasonably in play (e.g. soccer goals, bleachers, trash cans, bench areas, mud puddles, etc.). The umpire shall declare out of bounds areas prior to the beginning of the game and notify both team captains of the decision.
- If the ball goes out of bounds, all runners advance to the base which they were headed to, plus one additional base. If a ball goes out of bounds on a play at first base, the runner (either the original kicker or a runner who started on first base and who is coming back to the base) will be awarded second base, even if the runner has rounded first base before the ball goes out of bounds. A runner who started the play at first base and is running to second base (i.e., not the kicker) when a ball goes out of bounds will be awarded third base. A runner running to third base when a ball goes out of bounds will be awarded home plate. If the ball goes out of bounds not as a result of a play at first base, the kicker is treated the same as any other runner (e.g., if the kicker is trying for a double and the ball goes out of bounds as a result of a play at home plate or a fielder accidentally dropping the ball and knocking it out of bounds, the kicker will be awarded third base). Please consult the official for details.
- When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on base.

## **FOULS:**

- A foul counts as a strike even on the third strike.
- A foul is:
  - A kick landing in foul territory beyond first or third base.
  - A kick landing in foul territory before reaching first or third base that does not thereafter travel on its own into and land in fair territory beyond the applicable minimum kick line.
  - A kick landing in fair territory, but traveling into foul territory on its own and coming to rest before reaching first or third base (if a fielder touches a ball in fair territory or the ball starts in foul territory and then travels into fair territory on its own before reaching first or third base, the kick is fair, but if a fielder touches a ball in foul territory before it has reached first or third base, the kick is foul).
  - A kick that does not meet the minimum kick requirement (taken behind the plate and traveling past the 1st-3rd base diagonal for males, 10 foot line for females).
- A count of three (3) outs by a team completes the team's half of the inning.
- An out is:
  - A count of three (3) strikes;
  - A runner touched by a kicked ball while in fair territory and not on base;
  - A runner who is tagged or pegged with the ball while the ball is in play;
  - A runner who is on the same base with another runner and is tagged with the ball;

- Any kicked ball (fair or foul) that is caught in the air;
- A tag on a base (either with the ball or a part of the fielder's body while possessing the ball – but not by throwing the ball at the base) to which a runner is forced to run;
- A runner leading off base before a ball is kicked.
- Hitting the base with the ball does NOT count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a force play.

#### **AREA OF CONTROL:**

At the completion of a play, if any member of the fielding team has control of the ball and is inside the pitching “area of control,” the play is over. Play will resume once the next pitch is thrown.

#### **LEAGUE TOURNAMENT:**

- Additional information regarding tournament play will be provided at a later date. Tournament formatting is at the discretion of league officials.
- Standings will be determined by a point system: 3 points for a win; 1 point for a tie; 0 points for a loss.
- If teams are tied at the end of the regular season, ties will be broken by: a) head-to-head result; b) run differential; c) coin toss.
- Any player ejected from a tournament game may be suspended for the remainder of the tournament at the discretion of the official. Teams may appeal a suspension under this rule to the field leader, whose decision will be final.
- Only players who participated in at least one regular season game are permitted to play in the League Tournament.
- Teams must notify the Commissioner, via email, prior to their last game whether they will play in the League Tournament. Teams that still want to participate but do not have enough players may be combined to form a single team and placed in the Consolation Bracket. Teams that have committed to playing in the League Tournament who withdraw or fail to show up will be fined \$50. Teams that do not commit, via email, prior to their last game will not be permitted to participate in the League Tournament.
- Teams are to show up 30 minutes before their scheduled tournament game and provide a lineup to the Field Marshal who will verify registration status of all players in the lineup. The lineup will then be provided to the official for use during the game

#### **OTHER RULES:**

- All players and fans must obey all applicable field rules, regulations, and other laws. It is the player's responsibility to know these rules, regulations, and laws and abide by them. CKA is not responsible for conduct constituting a violation of these rules, regulations, and/or laws and may take appropriate action to ensure that such rules, regulations, and/or laws are followed.
- All games will be officiated by CKA officials.
- Foul language is not allowed. This is a judgment call by the umpires.
- No outside alcohol is permitted inside Laidley Field. Beer will be sold at a special CKA rate. Teams wishing to drink before and after games are encouraged to visit our sponsor bar, The Red Carpet, which will provide drink specials to players wearing their official league t-shirts. Teams are to clean up their  
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area by depositing all trash into appropriate containers. Violations of this rule may result in punishment from CKA including, but not limited to, suspension for a period of games and/or the offender(s) being prohibited from attending CKA events. Officials have authority to enforce this rule by ejecting offender(s) from Laidley Field. Suspensions and/or prohibition from attending CKA events for violation of this rule may be imposed by the Commissioner.

- Teams that forfeit a game and do not provide notification by email ([chaskickball@hotmail.com](mailto:chaskickball@hotmail.com)) by noon the day of the game will be charged the forfeit fine. The fine is \$50 and will go towards a bar tab for the other team.
- Teams that have been fined for failing to provide email notification of a forfeit or withdrawal from the League Tournament will be suspended until the fine is paid in full.
- The schedule will be set prior to captain's meeting. At the captain's meeting, you may make game reschedule requests without penalty. League officials will work with all affected teams in an effort to resolve the request. After the captain's meeting, you may not reschedule a game and must forfeit any game for which you do not have enough players.
- Captains are responsible for controlling their team. We are adults, please act like it.
- Captains are responsible for ensuring that each member of their team signs all applicable forms, and for ensuring that their team members know and abide by applicable rules and regulations.
- Once registration ends, rosters will be set and players may not be added to any roster. Field Leaders will have a copy of team rosters at the field.
- Field Leaders and Officials may require any player to produce proper identification to confirm that the player is properly on his or her team roster. If a team is found to have a player who is not on a roster, that team will forfeit the game. A team that commits multiple violations of this rule may be suspended and/or banned from the league.
- A Captain may request that a Field Leader or Official conduct a "roster check" of one or more opposing players at the conclusion of a game.
- Players may participate only when wearing the current year's official CKA Kickball shirt. The shirt must be worn on top of any other clothing.
- Players will be required to upload a recent photo of themselves to their registration program on the CKA website. No refunds will be issued to captains until all players have properly uploaded an appropriate photo.
- Captains will be held liable and will be required reimburse, indemnify, and hold harmless CKA, its directors, employees, and affiliates for any and all losses incurred related to any individual affiliated with his or her team who is not a registered CKA player.
- If a team is found to have played any portion of any game with a player who is not properly registered to that team's roster, the game will be forfeited and the Captain will be fined \$50, which fine must be paid before the team's next game. The fine will be doubled for each successive violation of this rule (\$100 for second infraction, \$200 for third infraction, etc.). The fine will go toward a bar tab for the opposing team.
- Captains will be required to designate a co-captain who will serve as the Captain when the Captain is absent or otherwise unable to be reached.
- If a player is ejected from a regular season game, he/she may be suspended from the next scheduled game at the umpire's discretion. Decisions under this rule may be appealed to the Commissioner, whose decision shall be final.  
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- If a player is ejected from more than one game in a season, that player will be ejected from the league for the season.
- The Commissioner and the Board have the authority to suspend and/or ban any player from the league for any period of time for conduct in violation of these rules.
- Fighting is strictly prohibited. Any player that is caught fighting during a game will be ejected from the CKA forever.
- Threats will not be tolerated. Any player who threatens anyone (another player, official, fan, etc.) will be ejected from the game. Additional punishment may be imposed at the discretion of the Board.
- Captains are responsible for keeping track of the batting order, inning, outs and score on provided scoresheets. If there is a dispute over the batting order, inning or score, the official has the final call but may confer with score keepers for each team in making the call.
- Captains are responsible for checking their game results every week. Incorrect results must be reported to league officials within one week.
- Captains are the only people who are allowed to discuss rules/calls with the umpires. Players other than captains who attempt to argue with an official/umpire or an opposing player regarding the rules/calls may be ejected.
- If a rule is not otherwise stated here standard softball rules hold.
- If a male kicker is walked and a female kicker is next in the official batting order, the male kicker advances to second base. The female kicker must kick unless there are two outs. If there are two outs, she has the choice to kick or take first base.
- If a male kicker is walked and there is an automatic out in the line-up after him, he will be awarded second base prior to the automatic out.
- If a kicked ball is caught out in foul territory but is not out of bounds, runners may advance after tagging up.
- There are no restrictions on fielder positioning.
- If a kicker is injured he/she may use a Pinch Runner after reaching first base safely. This Pinch Runner should be the last person of the same gender that was out.
- The Infield Fly Rule will be in effect (i.e., if there are runners on first and second or the bases are loaded with less than 2 outs, on any fair pop fly that, in the umpire's judgment may be caught by an infielder, pitcher, or catcher using ordinary effort, the kicker will be called out and runners may advance at their own risk, tagging up if necessary). **The umpire must call "Infield Fly Rule" while the ball is in the air for the rule to be in effect. If no call is made, the rule will not be enforced on that play.**
- There are no errors.
- The official game umpires have the final ruling; however, league commissioners or field leaders may be consulted concerning the official rules. Umpires may make judgment calls, where appropriate.
- Field Leaders and officials will have a copy of the rules at each field location. Captains are empowered to ask the umpire for a consultation with the Field Leader if a rule is in question.
- Some fields will have out of bounds areas. The refs will declare these areas before the start of each game. If the ball enters one of these areas, the ball is dead and play will stop. Extra bases may be awarded depending on the particular field. Check with your field leader for details.
- Please support our sponsors, the Red Carpet Lounge, Corona, Komax, and C&H Taxi



- Dogs are not permitted at Laidley Field. Violations of this rule may result in punishment from CKA including, but not limited to, suspension for a period of games and/or the offender(s) being prohibited from attending CKA events. Officials have authority to enforce this rule by ejecting offender(s) from Laidley Field. Suspensions and/or prohibition from attending CKA events for violation of this rule may be imposed by the Commissioner.
- As always, CKA and its sponsors encourage responsible drinking.