



# Kickball-2009-2013

## Key Strategies & Rules

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Here are some thoughts (categories in alphabetical order) that will help you play better. A reminder list, read just before a game, really helps. **SPRING 2008-(ONE umpire 2011) CHANGES ARE HIGHLIGHTED.** **FALL 2008 CHANGES ARE HIGHLIGHTED** **2009 CHANGES ARE NOTED** (except some minor word changes) **FALL 2010 CHANGES ARE HIGHLIGHTED** **2012 CHANGES ARE NOTED** **2013 CHANGES**

All “official rules” are WASA rules and are outlined with a border.

Further rule interpretations were received from Nate by email.

### BASEMEN (a.k.a. Base Players)

1. **Basemen** can play “off” the base, just not in front of the base or base line, which is the imaginary line from first to second base and from second to third base.
2. Basemen MUST keep their foot on the base plate when calling for a thrown ball. Many times the ball thrower can only see you and not the base.
3. Basemen MUST have at least one foot on the base if a runner is heading towards their base. I have seen basemen way off the base and we have had time to throw to that base but there was no chance to make the play with the baseman playing away from the base. **DO NOT ROAM OR CHASE A BALL MORE THAN 3 STEPS OFF THE BASE IF THERE ARE RUNNERS ON OTHER BASES! LET FIELDERS DO THEIR JOB.**
4. You must catch the ball with your foot on the base (for a force play) or touch the player with the ball (for a non force tag play) before the runner touches the base for them to be out. If you lean up on your toes to make a catch and your foot/heel is no longer touching the base and the runner touches the base, they are safe.
5. If you cover **first base** take the inside plate and the runner is to run over the outside plate UNLESS the runner is rounding the base and head towards second. (There are two plates, side by side at first).
6. **First, second and third baseman should all play off the base before the ball is kicked.** (i.e. to catch a close in pop fly just behind the base) BUT, they must move back to their base immediately when they see the kicked ball is not coming to them. If they are not on the base, they cannot make a play on their base.
7. As example: if the ball is nearest the baseman and they are best to make the play on it, the nearest fielder, including the pitcher needs to go and cover that base.
8. The outside first base is simple an extension and is solely for the runner NOT the fielder. The inside base is solely for the fielder. Plays MUST be made on the inside base. Since a runner can overrun first base WASA came up with this idea to avoid collisions that were occurring. The idea is that neither player should share a base. A fielder making a **catch or a play while touching the outside base** is going against the intent of the dual base idea. An out should not count unless the fielder was covering the inside base. The outside base is simply a “courtesy base” for the runner to use, and should not be another “option” for the fielder. **There is no penalty to the runner if they do not use the outside base.**
9. **Third Basman: Do the outs in proper order! Step on 3<sup>rd</sup> or tag runner going to 3<sup>rd</sup>, then throw to 2<sup>nd</sup> to make the tag or force on the runner going to 2<sup>nd</sup>. Only! After runner going to 3<sup>rd</sup> and 2<sup>nd</sup> are out you could throw to 1<sup>st</sup> base.** You might be able to force the runner out at third and then SHOULD take a straight line throw at the runner heading to home (if that is the last runner on the bases, otherwise you could miss and other runners will advance). I was not thinking when I got a ball on 3<sup>rd</sup>. The shortstop was yelling something but I threw the ball to 2<sup>nd</sup> for a force. However, I did not notice a runner or remember a runner was on 2<sup>nd</sup> and I should have stepped on 3<sup>rd</sup>. As I heard the short stop yelling, she did not say, “STEP ON THIRD”. While I should automatically know this, the excitement of the game can or other players can affect your thoughts. Always call a simple correct response to your teammates.

**Situation:** The first baseman had one foot on the inside base and the other foot on the outside base so the play was not only being made on the runners base. The ball was thrown to the first baseman forcing the kicker out. Nate said: If the play is not close, then I would give the benefit to the fielder. The white base is there more as a convenience... I don't necessarily want that to be a point of conflict on normal plays.

## BASE COACHING

10. Each team is allowed (2) two base coaches, (1) one at first base and (1) one at third base. All other offensive players must remain in the dugout area at all times. You will **receive (1) one warning for your first violation each violation after will result in an out.**
11. It greatly helps to have a third base coach and first base coach. LISTEN to the base coach!
12. **Base coach needs to understand the capabilities of the runners.** I got exuberant about a chance to run in home and coached the runner to go. This runner is not fast and I should have calculated this. My coaching caused her out at home plate.
13. **Know runners in relation to kickers:** We had two outs and Devin was running to 3<sup>rd</sup> base. Since he is fast, he had a chance to make it to home. I decided to hold him and not risk it. This was an error because the next girl kicker was not a strong kicker and most likely and did get out. It would have been better, in this case for Devin to go for it.
14. Players need to listen to their base coach, even though other players at home may be yelling out ideas.
15. Base coach should tell runners to only go part way on pop flys. If the fly is dropped, yell, "go, go, go". If not, yell out, "come back". It really helps your runner.
16. **Only one person should be at the base coach position.** I went to third base and ended up saying something because Aaron was not talking to the runner on 3<sup>rd</sup>. I saw a ball come near third and yelled it was good. I also made an error in telling the runner to go after she mistakenly left the base. My error. Disrespectful for me to have done that! I was caught up in the excitement.
17. Coaches need to stay back as to not be on the base or in the way of runners. (My runner left first and stopped. I ran over past first to tell her to keep going and was in the way of my kicker who was running to first base.
18. One word calls by the Coach, greatly helps: Run! Stay! Drop! Slide! Dive! Duck!
19. Player's should also know what to do. I have had base coaches that were not vocal or vocal in a timely manner. They may say go erroneously on a caught ball they thought would be dropped or missed and not yell, "come back", "dive!" etc.
20. Some one can act as a "sudo" home base kicking coach (since the rules state only two coaches are allowed. Basically, we do this from the sideline kicking group to get around the rule of 2 base coaches. He may see weak areas and advise a kicker where it might be best to kick to. This same person is extremely valuable as a home base coach. Many runners do not see the over all game and many times are not looking at where the ball is as they run. Arty has saved me by yelling "dive" and I did. Scored perfect. Same thing happened when Jennifer in Westminster was running home and I yelled "Dive". She did and scored. She didn't have time to slide and the advantage of the hands reaching out on a dive gave her two or more feet. **I am now convinced we need Home Base Coaches in addition to the first and 3<sup>rd</sup> base coaches!**
21. It is good for coaches to call out where the play will be. I.E. Kicker is up and only one runner is on first. Naturally the kicker's play is first base but the call out would be, "the play is at second base".
22. Having fielders rotate positions, every innings, is a good and fun idea. Basically, you have 4 fielders a shortstop and a close in fielder between 1st and 2nd.
23. I have also found it incredibly helpful, if a player or players yell to you, second! Or third! Hold It! Throw to the Pitcher! Home! Home! Etc. Many times I will be so focused on getting the ball, I have let slip what the next move is. Or, in the case of a grounder you have to chase, the plays you were aware of have changed because the runners have moved into new positions. While this isn't coaching per se, it is very helpful. However, I have seen everyone yelling and sometimes yelling out conflicting demands that simply result in wrong throws, overthrows that allow the base runners to keep advancing bases.
24. The Team Captain needs to move players as needed. Let people play different positions and learn whose strengths are where. If a team is kicking mostly to right field, then move your fielders and weight the right side.

25. Captains need to ask all subs if they know the basic rules. We have had a sub run to another base on a caught pop fly without tagging up and no one talked to her. We assumed she just goofed. First of all the base coached should have yelled to her to not go or come back. Secondly, she did it again before a team captain pulled her aside and talked to her about the tag up, first touch rules.

## BASE RUNNING

26. **Always run to first base with no hesitation, the instant you kick the ball, even if you kick a ball that looks guaranteed to be caught. Even the best players drop balls unexpectedly. Don't assume anything.**
27. I found something while watching a video of my runs and tested while sprinting with my running partner. I always get a running start from sort of a low bent over position. Just like everyone does. However, I see I maintain this hell bent leaning into the run with my upper body. It is though I am trying to extend to get to the base quicker or be ready to dive. However, **my speed was dramatically improved when I stood up straight** as soon as possible. My stride was longer and less weighted down by my body position.
28. You can over run first base and are safe but you cannot overrun the other bases. You **MUST** turn right when over running first. Any left turn, after stepping on first and you are fair game IF, in the mind of the umpire your "intent" was to turn left in hopes of continuing. If a player makes a casual turn to the left and is just coming back to first, they will not be fair game.
29. Many times bases are wet. I have slipped completely to the ground with my cleats. Best to run the corners of the base so most of your shoe is touching the grass.
30. **Aggressive Base Running:** The best teams take every advantage of getting to the next base. Of course, you cannot be a totally slow runner. Sometimes the ball is in the hands of someone you know cannot throw far enough to be a risk so you run to the next base. Steve says, "Make them get you out"! I had a game where the base girls did not know the force/tag rules and they could not throw the ball. I just kept running bases and they threw the ball to the base girl and I just kept going. The basemen didn't throw the ball because they thought I was out but did not realize they have to tag me on a non force run.
31. **Coaches - Be aware of your teammates running abilities.** Aggressive running is great but we had a game where the runner from second forced the runner from third to try for home and the 3<sup>rd</sup> base runner was not fast. The result an easy out on the slow runner.
32. Many times a ball is thrown to the basemen and is instantly dropped or what would be a guaranteed catch goes through their hands. If safe to do so, you can proceed to next base.
33. **THINK "PLAY SMART"** when you are on base. Look for "safe" opportunities to run on overthrown or dropped balls.
34. **RUN SMART.** I get so charged up to get to the base and beat a throw that I have forgotten to watch the ball and gotten hit with it, both by running into the ball and a player throwing it at me.
35. **Breathe when you run!** I have a tendency to hold my breath in an intense effort to get to the base fast.
36. WASA rules say: "After a ball is caught, runners must tag their originating base before running to the next base." Failure to do so results in a out if the runner is tagged by the ball or the ball is thrown to a fielder touching the previous base.
- It should say, "next base or bases" because the ball is fair and runner can advance as far as possible.**
37. If you have two outs, run on anything. Otherwise, run only when it is safe to run. **However, run on anything, actually means run on any kick even if it is a catchable pop fly. BUT let's say First base is empty and you are on second base and there are two outs. The kicker makes it to first but the ball is too close for you to run to third. Since there is no "forced run", in this case you should not run to third. Now, on the next kick you will be forced to run no matter what.**
38. **Running to home plate:** If the ball has no chance of being thrown at you fine. BUT if they are trying to make a play on you, **KEEP YOUR EYE** on the ball as you run. Many times you can duck a throw, dance around a throw, jump over a throw or speed up/slow down to miss a thrown ball.
39. **Running home; when to risk it?** Of course, run home anytime it is safe. However, if your run won't tie the game or win the game (say you are bottom of 7<sup>th</sup> and need one run), don't take the chance on a non-force (you are on third and no one is on second base). If there is a risk running to home in this type of situation, don't do it.

40. **As you are running be aware of the ball location instead of just blindly running to a base or bases.**
41. Runners cannot “lead off” the base. Leaving your base can only occur **after** the ball is contacted by the kicker. Consequently, “base stealing” is not allowed. **A runner will be given 1 warning, and will be called out thereafter, if caught being off base when the ball is kicked.** (My note: See “jump offs” in umpiring.)
42. A player must not just run to the next base if a kicked ball can be caught. The ball can be thrown to the base you left and you are out. However, if you leave the base **after** the ball is caught, you are legal. Or, if you leave the base, the ball is caught, you go back and tag the base, you can now leave the base again and run to the next base.
43. Go part way off the base on a pop fly, even if you think it can be caught. Many times it is dropped and you are then closer to the next base. Which, you may HAVE to run to if the kicker or another runner on base “forces” you to the next base.
44. **First Touch/Contact Rule** When tagging up on a fly ball, the rule is that the **runner may start running when the first touch occurs.** So, if the ball is bobbled before being caught, the **runner does NOT have to wait until the ball is controlled...** they may run on first contact. To clarify... they still have to tag up if they have left the base prior to first touch (assumes after first touch, the ball is caught, bobbled and caught or deflected and caught by another player), but they may leave the base on first contact. “A runner may leave the base the moment a defensive player first touches the ball in-flight. He does not have to remain on the bag until the ball is actually caught and held. Otherwise, a defensive player could intentionally juggle the ball as he runs toward the infield preventing the runner from ever advancing.”
45. If the runner knocked the ball out of his hands before he or she got on base, that runner is out because no runner can be touched by the ball.
46. **Third Base:** If you are on 3<sup>rd</sup> base, DO NOT go part way on a pop fly to the outfield. Wait until it is caught or dropped, then easily run home. (assuming it is safe and they cannot get the ball in time to stop you)

47. **Play ends when a runner intentionally tries to touch or stop the ball.**

In theory, a runner would try to knock a ball away so the defense would have to chase it, and so the runners could keep going. Of course, the runner kicking the ball away would be out by virtue of touching the ball.

48. Cleats (metal cleats not allowed) dramatically help your running and stability, especially on wet grass. Nate and many other seasoned players are wearing cleats.

49. **SLIDING (Updated for 2008).** As a general rule, sliding is not allowed in WASA kickball games, except for head first "dive-backs" to a base that has been over-run. Players who slide into a base will be called out by the field umpire. **EXCEPTION:** Opposing captains may agree to allow sliding during their game, and must inform their umpire / monitor of that decision. If captains do not agree, then the general rule applies... no sliding. If captains agree to allow sliding, the sliding players must use caution at all times to protect the safety of the defensive player. Slides deemed to be reckless or with intent to injure will result in the immediate removal of the sliding player from the game.

**If a player slides to a base, he or she is out. A slide is either feet first or hands first AND is sliding to a base. Ducking or sliding to avoid a thrown ball is legal if that slide does not involve a clear direction towards the base or the player is not even close enough to the base for a slide to even work. If a player drops to avoid a thrown ball and then lurches to the base, that would not be a slide.**

**Also, I called someone out for sliding because the captains voted no sliding. This player was also “forced” to go to 2<sup>nd</sup> so no score could be made by the 3<sup>rd</sup> base runner that made it to home before the slide out call.**

**Ground Rule Double-If a ball becomes unplayable,** the kicker and any base runners can only advance two bases. I.E. A kicker sends the ball way to the outfield and it bounces over the fence. Or a ball is thrown over the fence.

## CATCHERS

50. The catcher must be located BEHIND the kicker at all times during the kick. In other words the pitcher – kicker – catcher shall form a straight line. The catcher may not interfere with the kicker. ~~Catcher interference shall result in a called ball.~~ (mistake) **For kickers that start way back from home plate, the catcher may stand in front and to the side of the kicker, but must move behind the kicker at the moment he/she moves forward to kick.**

51. The catcher may not interfere with the kicker. ~~Catcher interference shall result in a called ball.~~ **No called balls .**

**CATCHING THE BALL**

53. **CATCH:** A catch is a legally caught ball that occurs when a fielder secures a kicked or thrown ball. It is not a catch if a fielder immediately after he/she contacts the ball, collides with another player, or wall (fence), or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall have complete control of the ball, and his/her release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing, it is a valid catch. NOTE: An intentional dropped ball is a ball that has first been caught, by the definition of a catch, and is then intentionally dropped in an attempt to confuse or obtain additional outs. EFFECT: The ball is dead, the batter/base runner is called out, and all other runners are protected under the obstruction rule.
54. Some folks say, "If you can touch the ball, you can catch it!" This is a good goal but I don't think it can be done in 100% of cases.
55. Be psyched but don't over play. Take your time and don't be so over anxious you overreact.
56. When catching the ball, keep an eye on the ball until it is in your hands. Many times it is easy to go for the ball, thinking about where you need to throw it and look to that point just as you touch the ball. Make sure you get it in your hands.
57. **NEVER run to catch a ball with your hands extended!** This unbalances the body with every step and causes your head to bob up and down. Just like football players do, extend arms/hands at the last second. You either have eye hand coordination or you do not. Even if you have a rolling bouncing ball coming towards you, if you pre-extend, your hands might be in the wrong place at the moment you need to make the catch or stop.
58. I have had a ball roll on the ground and missed the stop because I was looking to where I needed to throw the ball before I stopped the ball. A number of times I misjudged the ball and it rolled right through my hands and in-between my legs. **ALWAYS move in front of the ball, put your legs together and then go for the intercept. Or per Kit, goalie soccer coaching, DROP TO ONE KNEE WITH LEG SIDEWAYS.** Creates a larger area blocking the rolling ball. If have found if I put both hands side by side, a bit tilted and scoop under the ball (hands are touching the grass), it is a more guaranteed catch. Only thing with me is a few times the ball went and bounced into my face. I solved that by immediately bringing the ball into my right chest and turning my head to left a bit. On bouncy ground balls you need to reach out at the last second to snag the ball verses trying to reach out and let it roll into your hands. **Trying to simply pick up the ball from above it as it rolls to you can cause it to bounce off your finger tips so better to scoop it and get under it to pick it up.**
59. A receiver should concentrate on looking the ball into his or her hands (all the way into his or her hands). A receiver must be able to shut everything out of their mind by focusing all the attention on looking the ball into their hands. A receiver must watch the ball until he or she catches it and puts it away before he or she starts to run with it to make a play or throw it. **The catch is more vital than the play after the catch.**
60. Even with rolling ground balls, **look the ball into your hands!**
61. **Many line drive balls or low to the ground balls come so fast you must make sure to first move in front of it to stop it and then hope for the stop or catch.**
62. When catching a "straight to you" or "arced" ball make sure to crouch, keep arms in and really commit to "basketing" the catch or it will go through arms or bounce off your chest.
63. If the ball is too the side or too high, **catch with your finger tips** verses letting the ball hit your palms. Too many times the ball bounces off or spins off the palms.
64. Catching a blasted, line drive, straight ball that comes in the air right out you is usually caught by trapping it with your body but you have to be fast in cradling the ball or it will bounce right off your chest.
65. Any ball **besides the straight at you blasted one or high pop** and is coming head level is best caught with your hands in front to your face. While looking up you will see the ball coming into your hands. Same with an over the shoulders catch. Keep the hands so you can see the catch as the ball comes into your hands.
66. **However, many line drive kicks have quite a spin.** I have had easy catches spin right out of my hands even with gloves on. Much fast spin that ball thrown in practice. In as many times as possible do not catch these with extended hands in front of you, elbow in, but go for the cradle catch even if you have to back up a little to position for the cradle catch. If you cannot cradle it, go for finger tip catch so it does not spin off your palms.

67. Don't catch with palms facing flat towards the ball but hands cupped towards each other and with the thumb ends facing one another. Basically, even though you catch with finger tips (the ball ends up in the hands), the ball will push against the thumbs forcing you hands to close. However, if the thumb ends are almost touching one another you cannot grip the ball. A test to see where you hands need to be is to put your hands on top of the ball with your thumb ends touching. Now turn the ball upside down. You can barely hold it and if the ball had any power the ball would bounce off. **Practice technique:** Toss the ball slightly into the air, directly in front of you and slap catch it. Do this harder and harder. It simulates the ball hitting your hands harder and harder. If it bounces away, you do not have the right grip or hand placement. Try the same thing but spin the ball as you toss it up.
68. **Catching the ball techniques:**
- Angle your hands in a cupping fashion. Flat hands allows ball to bounce away. Example: if you are catching a pop fly over your shoulders (it is over your head and you have to run for it) the ball can easily bounce out of your extended hands if they are flat. If the hands are angled and closed enough that the ball will not go through your hands, the ball should land nice and snug. (Assuming you do not let it hit one hand or the other first, causing it to glance off and away.
  - Expand your fingers to create a wider grab area and clamp onto the ball.
  - Catch with your fingertips verses palms** and bring it in snug to guarantee the catch.
  - Also, I am catching with hands in front of dominant eye now. (do dominant eye test).
  - Once the catch is made, pull it in. Assume nothing until it is secure as a "baby".
  - You MUST practice** catching in order to discern trajectories, judge distance and speeds of the ball. Also, the ball curves and can wave on the way down. You have to be used to making adjustments.
  - Make sure you can cover the ball with both hands. If you cannot get both hands on the ball, most of the time you will miss it. Example: If you are running to your right and reaching for a catch, your right arm will extend about a foot more than your left. You might have the ball in your right but it bounces off. If you can not cover it instantly with the left hand it will bounce away. **There are some times when you can only reach the ball with one hand. I have been able to cup and hook the ball in for the catch with one hand. Practice hooking a far to the side ball in with one hand.**
69. **Avoid over running fly balls.** If you run forward anticipating catching a pop fly it is easy to misjudge the trajectory of the ball and miss it. Take a quick step back as the ball is kicked to briefly adjust your positioning.
70. **Pop flies** are those balls that go way up and virtually drop straight down or goes up on a high arc. I have dropped a number of these even though I keep my elbows in and cup my hands in front of me. What happens is the balls momentum carries it past my palms and through the upside down "V" opening between my arms. What I have noticed is our best catchers will cup their hands and bring their elbows back, which brings the hands close to the body. Now, your cupped hands and body create a 3 sided basket for the ball to fall into. This also helps eliminate balls that come down fast and just bounce off your chest because the ball flies through your, palms out, extended hands. (Similar to how football punt returners catch).
71. When catching a pop fly ball it is best to keep your elbows close in verses stretching your arms way out to catch the ball.
72. I was going to catch and pull in a hard hit fly to the outfield. Was not a pop up. It hit my hands and went through the V in my arms faster than I could react. Should have cupped with hands and chest to trap it or caught it with finger tips and hands in front of me.
73. Sometimes driving high flying balls go further than you expect and you have to run after it while looking over your shoulder. Make sure when you extend the hands they are cupped and not just flat. I forget this while running and reaching out for this type of catch. Also, **remember to not hold your breath under the pressure.**
74. Wind dramatically carries, curves and causes balls to drop too soon. Only practice seems to help teach you to compensate. Kicks with the wind will simply go farther than you expect.
75. **You should know the next play or plays that can occur.** Know where the base runners are. If the ball comes to you, you focus on the stop or the catch and not the unfolding play to come because you already have an idea of what to do with the ball once you have control of the ball.
76. Go for any ball you think you can catch but **call out "I got it"** so you do not crash into someone else going after it. It can be difficult to back off if you are racing for the ball and are focused on catching it. Practice and you will get used to backing off. Sometimes no-one says anything and both go for the ball. A mistake but stay focused on the catch unless you are called off the catch.

77. If you do call “I got it” first, DO NOT pull away from the catch because you realize it is an easier catch for another of your teammates or you realize you just hogged the ball when it should have been their catch. Reason is that they will pull back from the catch and no one will get the ball. Happened to me with 3 of us able to catch it.
78. **Don’t say anything if you cannot catch the ball.** Your comment might be taken by someone else as a, “I’ve got it” etc. I actually had a player say, “You got it” so I backed off at last minute thinking she said, “I’ve got it”. Actually, it was her ball. I only ran next to her to back her up if she missed. She was missing most catches and most likely was just being courteous and strategic by wanting me to catch the ball instead.
79. I had a simple (ball was in the air) catch at shortstop. I waited for the ball to just land in my outstretched hand (since I was standing, not sure it matters if you outstretch only at the last second ??). However, the ball completely disappeared in the lights as it got close to me. It hit that V my arms make slightly past my hands and bounced off my stomach. Only thing I can think is get anti glare contacts or pull your hands in closer to the body (elbows back and arms against your sides) like it was a pop fly and you might have a better chance. Maybe there is a technique of not allowing the lights into your eyes as much? I am trying anti glare glasses.
80. I had a similar shortstop catch where I had to run for the ball with hands outstretched (should only outstretch at last second). Again the balls momentum carried it past my hands and into that “V” of my arms. Only thing I think of is to keep your elbows closer in as you stretch all the way out to catch the ball. Then the ball will at least not go through to the ground if it goes past your hands. And you might be able to cradle it to your chest.
81. Many diving or reaching catches are missed because your hands/palms are flat and the ball bounces off your hands. Try to remember to **create a “cup with both hands” to contain the ball.**
82. If you really try hard to catch a ball (i.e. a diving catch) and you miss it, you cannot take time to think about what you just did. Sometimes I will be a bit mad at myself after a miss. Your mind gets on the miss but the plays are continuing. You must instantly get to the ball after a miss and put the ball back into play.
83. More than once I have had a ball come in hard and bounce away from me or I am running to the catch and miss it. I have been able to still pop the ball, with one hand, into the air or pop it back to another player to catch. **If you can’t catch but can touch the ball, try to pop in into the air so one of your other players may have extra time to get to the ball and catch it.**
84. **Avoid holding your breath as you wait for and catch the ball.** Breathe out as you catch it. Just like in martial arts striking.
85. Had a game where I dropped popped spinning balls and others that were easy to catch. Just spun out or slipped through my hands. Hands were cold and the ball was worn and very slick. Next time, I need to put my gripping gloves on.

## DEFENSE

86. If a team is kicking quite a few “short” bunts, keep in mind that your catcher may be able to get to the ball before the pitcher. In this case, you need a catcher who can run up on the ball and make a strong throw. **NOT APPLICABLE WITH NO BUNTING RULE UNLESS TEAM IS 10 RUNS DOWN AND ARE ALLOWED TO BUNT.**
87. Runners may advance (at their own risk) one additional base on an overthrow that goes out of the field of play, into the non-fenced side of the field. The defending team is allowed to attempt to make a play on a runner who is advancing, so the additional base is not guaranteed. **2012: only one base advance on all over throws.**

**Fenced side VS Non-fenced side- Overthrown Ball** –I used to think this meant inside the boundary fence or over and outside of the boundary fence. This is not what it means. The fenced side (could be barrier side) is the side that will only let the ball go out of bounds 20 or 25 ft. Where on the non-fenced side, the ball could possibly go 100 or 200 feet into the open/foul part of the field. At Clement Park, on left diamond the fenced side is by home and third. On the Right Diamond the fenced side is home and first. **Players may advance any number of bases with a ball overthrown to the fenced side but only one base when thrown, deflected or rolling into the non-fenced side.** The question becomes can a rolling ball be stopped by the fence or barrier? If a ball is thrown towards home the ball might glance off the fence behind home but may immediately roll in the non-fence side direction, the runners would only be allowed to advance one base. **Not always allowed on fenced side:** We played on another field at clement and the actual fence on what would have been the fenced

side was so far back (allowed the ball to roll a long ways) that it was inappropriate to enforce a “fenced side rule” allowing more than one base advance.

Nate says: If the ball remains in play, meaning the fielder could realistically make a play on the runner within one base or two, then I would expect they keep the play live. (SEE above new unprinted rule for 2012.)

**Situation:** The kicker blasted the ball really hard. It hit the pitchers knees and bounced off her and to the non fence side of the field. We said one base on an overthrow but this was a bounce off? What is the call? Nate said it is a fair ball and only one base on the deflection.

**Overthrown Runner Base Advance Call:** Example: The ball is in play. There is a runner on third and a runner on second. The runner on third decides to try and run home and the second base runner then decides to run to third. Let’s say they throw the ball at the runner from 3<sup>rd</sup> base, it misses and goes into open field. Of course, that runner continues home. The runner from 2<sup>nd</sup> base is entitled to one base on an overthrow (to non-fenced side). However, if the runner has made it more than halfway (ex: from 2<sup>nd</sup> to 3<sup>rd</sup>) it is assumed he would make it to third and his overthrow allowed base is on to home. However, if the runner from 2<sup>nd</sup> does not make it halfway or better to the next base, his only allowed base is that base he or she was heading towards.

88. It is best to run and touch a person verses throwing the ball at a runner. If you miss the throw or the ball is deflected, other runners can move to bases.
89. If you have to throw a ball at a runner, attempt to run as close to the runner as you can. Fake a throw if there is time in order to get the runner to react and then throw at them (Assuming this is a side throw or they see you throwing at them). If you are throwing a long ball at a runner and you are not in line with them but perpendicular to them, always lead them. This means throw slightly in front of the runner.
90. **Always Follow the Ball: I. E.** You have a straight shot at a runner going home and you can and need to stop the runner from scoring, Always run towards that player or someone closest should, to get to the ball. Many thrown balls hit a runner or a runner deflects a kicked ball accidentally and no one follows up to get the ball. Other runners are able to advance, especially if the ball deflects to out of bounds. This is still a ball in play and does not qualify for “one base on overthrow rule”. Following the ball will allow many more double plays.
91. If play is falling apart on your defense you need to mix up player positions. Help people find positions they are good at. Find the combinations that work. The kicking team simply homes in on your weaknesses at times. Especially if they see that weak area over and over.
92. It is best to have at least two good throwers in the infield. I.E. Shortstop and close-in fielder between 1<sup>st</sup> and 2<sup>nd</sup> bases. Seems to me that 25% of the outs can be made at first base. Sometimes the short stop or 3<sup>rd</sup> baseman need to lob the ball to the faster thrower in order to reach 1<sup>st</sup> base with the throw.

## DEFENSE (STRATEGIC PLANNING IN A TIED GAME)

93. Let’s say both teams are tied and our opponent is home team so they are the last at bat. **IT IS IMPERATIVE THAT NO OUTS ARE TO BE ATTEMPTED AT FIRST IF THEY HAVE A RUNNER AT 2<sup>ND</sup> or 3<sup>rd</sup> AND NEVER ATTEMPT AN OUT ON A RUNNING GOING TO SECOND BECAUSE THE 3<sup>RD</sup> BASE RUNNER WILL SIMPLY MAKE IT HOME (THIS IS BASED ON WE ARE NOT WORKING ON THEIR 3<sup>RD</sup> OUT.) ONCE THEY HAVE ANYONE ON BASE, THE TEAM CAPTAIN MUST EXPLAIN TO GET THE BALL T HE PICTCHER, THIRD BASEMAN IF A SECOND BASEMAN IS GOING TO THIRD OR GET THE BALL TO THE CATCHER OR 3<sup>RD</sup> BASEMAN FOR A THROW AT THE RUNNER GOING HOME. OTHERWISE, THEY GET ONE RUN AND THE GAME IS OVER!!!!!!**

## DOMINENT EYE TEST

94. Most people have a dominant eye, or one eye that works a little bit harder than the other. Even though you use both eyes to look at an object, you use your dominant eye more.  
Eye dominance is important for certain sports which require accurate aim.

Some people are both-eye dominant or “center dominant.”

**Here is how to do the test:**



1. Extend your arms in front of you with your palms facing away.
2. Bring your hands together, forming a small hole by crossing the thumbs and fore fingers.
3. Choose a small object about 15-20 feet away from you. With both eyes open, focus on the object as you look through the small hole.
4. Close one eye and then the other. When you close one eye, the object will be stationary. When you close the other eye, the object should disappear from the hole or jump to one side.
5. If the object does not move when you cover one eye, then that eye is dominant. The eye that sees the object and does not move is the dominant eye.

Tips:

1. Hand-dominance does not always correlate with eye-dominance but usually right handed folks are right eye dominant. Only 20% of right handed folks will be left eye dominant.

## ETIQUETTE

95. **Hogging the ball:** While you are supposed to focus on only catching the ball and shut everything else out, it is important to notice whose ball it is. I have taken some catches that were called by the girl in the second base area but I could not make out what she said. Calling out, "I got it", loudly, is important.

## FIELD OF PLAY & GAME EQUIPMENT

96. WASA Kickball games will be played on full softball diamond divided into 2 equal fields (or an area of equal size), one behind the first base area playing into right and center fields, and one behind the third base area playing into left and center fields. This allows the grass to be used as the full playing surface, increasing consistency and safety.
97. Equipment will be provided by WASA, and will consist of oversized throwdown bases, and a standard 8.5 inch playground ball.

## FOULS, STRIKES AND OUTS

98. The batting team has three outs per inning.
99. We are only allowed two fouls. After one foul it is better to kick an easy bunt or a slower kick than to try hard and foul out again. **HOWEVER, NO BUNTS unless Mercy rule applied.**
100. If the ball is called foul, everyone must return to their base.

101. **Foul balls are considered dead balls. Runners may not tag up after a foul ball is caught.**

102. A foul ball is determined fair or foul by position of the ball and not position of fielder, even if the ball is touched. **"Curve" of the ball does not determine whether it is foul or fair.** Some people think that just because the player is in fair territory when they touch the ball, that the ball is fair. Actually the position of the player has nothing to do with it. It's where the ball is when it is contacted. If the ball is contacted while in fair territory, then the ball is fair even if it bounces off the player to foul territory. If the ball is contacted while in foul territory, regardless of the position of the fielder, the ball is foul. **A fly ball into the outfield is determined to be fair or foul only by where it lands or is touched in relation to the foul line. Beyond third and first the ball can bounce in fair and be a fair ball even if it then rolls into foul territory.**

103. If a ball is on the ground, fair or foul is determined by it's position as it passes third or first base. The path the ball took to get to that point is irrelevant. A ball that is kicked in the air down either foul line will be determined fair or foul by the position of the BALL when it **lands or is touched**, and is **NOT the position of the fielder when touched**. **Additionally, the trajectory of the ball does not determine whether it is fair or foul.**

104. If the ball goes foul before third or first base and bounces back to fair territory, it is fair. “**ONLY**” if the ball rolls to the baseline or is played. Otherwise, it falls under the new bunt rule. If the ball **lands** foul past 1<sup>st</sup> or 3<sup>rd</sup> base, it is foul whether it bounces back fair or not. If the ball goes over first or third base in the air it,s a fair ball; otherwise if it lands foul its foul.

### **FOUL: PLAYING THE FOUL BALL.**

- a. Outfielders should always try to catch the first foul ball (assuming it is catchable).
- b. A ball was kicked into the outfield area and landed about 6 inches foul. I was three feet away and could see it clearly but no one else could. I did not play the ball until Brian yelled at me to play it. It is always best to play a ball like that and then tell the referee it was foul. If the ref doesn’t call it or disagrees with you, you will be glad you played it. Of course, if the play ends in your favor even though you saw the ball land foul. Just leave it alone.
- c. If you are on 1<sup>st</sup> or 3<sup>rd</sup> you should be aware of ball trajectory. A kick can be foul the whole way and then roll over the base and become fair. I had a ball like this coming towards third and the runner on third took off
- d. I was on third and the ball came rolling fairly slow so I thought it would not make it to the baseline. However, Paul on third took off running and I could have easily moved on the ball and thrown him out to avoid him scoring. Instead I bet on the ball being foul and was wrong. I missed a guaranteed play thinking I was right on the foul and even if the ball did not make it to the baseline line for the bunt foul rule, the better play was to run and touch or throw ball out before he made it home.

**ALWAYS, ALWAYS, ALWAYS MAKE THE PLAY AT THIRD IF YOU ARE STANDING RIGHT ON TOP OF IT AND THE BALL ROLLS OUTSIDE THE BASE. IF THE UMP CALLS IT FAIR, THEN YOU MISSED IT BY NOT PLAYING IT!**

105. **The ball must be kicked at or behind home plate. If the ball is kicked in front of home plate and the kicker makes it on base safely, the kicker will receive a called foul ball. If it’s a second foul, the kicker is out. If a kick in front of home plate results in the defensive team recording an out, then the defensive team may choose either the result of the play, or may have the kicker re-kick if they prefer (in the case of a run scoring on a tag up, force out, etc).**
106. **TWO fouls and you are out BUT NO CALLED BALLS AND STRIKES AS OF FALL 2007.** This means no walks or called strike outs.

**Nate says:** He is lenient if someone only kicks 6 to 12 inches in front of home plate.

107. **The batting team has three outs per inning. An out occurs due to the following:**
- a. i. Two strikes
  - b. ii. A ball caught on the fly.
  - c. iii. A base runner is forced out. (A “force” can either be a throw to the lead base, or a tag of a runner who must advance. Choosing to tag the runner does not change the fact that it is a force play, thus any runs that cross home plate during this type of play on a third out would not count.)
  - d. iv. A base runner is hit with the ball. (If a non-forced runner is hit with the ball before another runner crosses home plate in third out situations, the run does not score.)

108. The outs should include, if a runner purposefully deviates from the baseline to avoid a tag out. Nate says this is a rule we follow.
109. The runner cannot advance on a foul ball whether it is played and caught or not.

## GAME PARTICIPANTS

110. All participants must be (21) twenty-one years of age or older by the date of the first game.
111. Although this is a recreational league, players are strongly advised to have personal health insurance for protection against any injury that may occur during kickball play. By registering for and participating in this league, players are inherently agreeing to a waiver or liability, acknowledging that WASA is not responsible for any injuries related to game participation. Participants who play without health insurance play at their own risk.
112. Team rosters may hold an unlimited number of players.
113. **Each team is allowed to field up to (11) eleven players on the field for defense**, and must have a minimum of (8) players on defense. If a team fields (9) nine or more players, (1) one player must play the catcher position.
114. **Teams may play a maximum of 6 men on the field for defense**. There is no limit to the number of women who may be on the field but **a minimum of 3 women must play (2013)**, as long as the total number of defenders is 11 or less.

## GENERAL

115. Talking with a team mate, while in the field or discussing a play while in the field should not be done and will either delay the game, cause a loss of focus or cause you to be late getting ready for next kick. The game is fluid and keeps going. It is best to pay close attention!

## INFELDERS

116. With eleven players you will have all the basemen, a short stop between 2<sup>nd</sup> and 3<sup>rd</sup> base, five outfielders and one catcher.
117. Be careful of deflections. Sometimes you may want to try for a ball but you can do no more than touch it with one hand. This could be good if the bases are loaded and you need to keep the ball close. However, be careful of deflecting a ball off to foul territory or interrupting a ball that could have been caught by a fielder. This is pretty much a split second judgment call.
118. If the pitcher misses a catch or deflects the ball, the nearest defense player need to run it to get the ball. Don't run to back up a base etc. Get to the ball.
119. **BUNTS: are any ball that does not make it to the baseline, however, too many times the speed of the ball is mis-judged and rolls to or past the baseline. Especially, with a slow runner it is best to intercept that ball and intercept and throw it to the base for a force out.**
120. It is better to toss a ball to a baseman than to try and throw the ball to hit a player out, in most cases.
121. If you have no time to rear back and throw a ball to a baseman, just underhand it to the baseman if you are close enough to do so.
122. If a ball is rolling on the ground, you need to determine if you can get to it in time and throw it to 2<sup>nd</sup> to force an out or let the ball roll foul (in WASA, it is foul if it does not reach the baseline).
123. If you are short stop or 3<sup>rd</sup> baseman, always throw the ball to the base nearest you (assuming a running is forced to that base verses throwing the ball all the way to first).
124. It is very important to get players out in the order of importance. If there is a choice between getting a runner out at 3<sup>rd</sup> verses at 2<sup>nd</sup> the 3<sup>rd</sup> base play is the smart play since they would be closer to getting home.
125. If there is a runner on third and heading for home, the pitcher or short stop or fielder should throw the ball to the 3<sup>rd</sup> baseman who has the best shot at throwing a straight line shot at the runner, OR, in some cases the pitcher may be closer to the catcher so throwing to the catcher would be best in that case.
126. **Control the ball!** In the tournament I was playing short/second base since we were short of players. We were all anxious since in 5 innings and a playoff inning it was still 0-0. I attempted to slap a ball at the runner going to second and missed and slapped to infield instead of back at the runner. They scored then and the next play. Our next 3 kicks were outs and we lost. I was trying to slap a ball backwards and it was too important to try such a desperation play. Should have played safe grabbed it and looked to see if I could make a throw to second in time. At least bases would have been loaded and no score would have been made.

127. **All players need to look and understand where the next play is.** I.E. If there is a runner on first and second then the next play will be a force on second or third (preferably 3<sup>rd</sup> so the runner is less close to home). Too many times players will hold a ball thinking we were on the 3<sup>rd</sup> out when the opposing team has only two outs. Players should help each other by yelling, Throw me the ball!! Throw to the pitcher (to stop play) etc.
128. Infield players **may not cross ahead of the base lines** until the ball is kicked.

## INTERFERENCE

129. If a player runs into a baseman **just as he catches the ball and forces the baseman to drop the ball** it is runner interference and the runner is out.
130. If a runner intentionally or unintentionally knocks, hits or kicks a ball out of that baseman's hands, any play the baseman was in process of making or could have made (i.e. he or she has time to throw to another base and force an out) that play shall be awarded to the fielded team.
131. We had a case where a girl runner tied with our first basemen catching the ball, so she was safe but she ran into him so hard the ball flew out of his hands and she and other runners advanced more bases. This should have been called back because she ran into him on the orange base and should have ran over the white base.
132. WASA wants to avoid crashing into each other. However, the runner has the right to the base but the fielder/baseman has the right to make a play as well. The burden is on the runner to avoid the fielder in the act of making a play, (~~by sliding etc.~~) **No slides now. (Unless pre-allowed by both team captains)** Otherwise it is base runner interference. Example at the Rockies game. The second base runner dove into the baseman after he caught the ball causes the second baseman not to be able to make the double play by throwing to first base. The Rockies were awarded the first base out due to the interference.

However, if the baseman/fielder was NOT in the act of making a play but rather just preparing for a possible play or had possession of the ball, then the runner has the right to the base path and base. If the baseman or fielder is NOT in the act of making a play and obstructs the runner, in this case it is player obstruction of the runner and the runner is awarded the next base

133. We had a game where the pitcher was the one able to get to the kicked ground ball before anyone else. He grabbed the ball but slid right in front of the runner going from first to second while in the process of grabbing and holding onto the ball. The runner fell over him. The pitcher immediately tagged her with the ball. She was out. He had the right to make the play even though he was in the path of the runner. She couldn't have avoided him in this case, but it was still her responsibility to do so, so there was not an obstruction call.
134. A girl was running to third. The ball was thrown to me. I was stopped and crouched down and my arms extended across the baseline. The ball was coming straight into my hands and would have got there in time but the runner ran into my arms, knocking them away, thus eliminating my tagging her. **The runner has to allow a play to be made.**
135. In our tournament I quickly stopped a ground ball and was running to intercept a runner heading to 3<sup>rd</sup> base. I easily had the tag (I was not risking throwing it). However, the pitcher made a big error and had run all the way to the baseline and got in the way of the runner. Even though I had a guaranteed tag since I was only a couple feet away, Nate said, his being awarded the base was correct due to fielder/pitcher obstruction of the runner. Even though he would not have made it past me.

## KICKING

136. You must kick the ball from behind the home plate. A play can be called back, as a foul, if it was kicked in front of the plate. A called back kick will be considered a foul.
137. When kicking **watch your foot hit the ball.** People have tendency to look where they are going to kick.
138. **Whatever direction your plant foot is facing, that is the direction your follow up kicking foot will kick to!**
139. **Center over the ball when kicking instead of kicking and leaning back.**
140. **Don't kick a ball in front of you (Don't reach for it). Let the ball go under you so you are connecting even or behind the plant foot.** This keeps you from kicking pop ups.
141. **Keep your head down as you kick. Just like in golf, if you raise your head you tend to arch up.**
142. **Exhale upon ball contact.**
143. **Kit says to "shoot or drive though the ball". The result is your KICKING FOOT will LAND FLAT vs. landing on your heal as you follow through to run. (soccer techniques she has learned).**

144. **Soccer players kick with their laces. I still toe kick to just place to get on base.**
145. **Do not get too anxious to kick and kick a ball that is too bouncy, too fast or not straight to you.** With no called balls and strikes you can get your “sweet spot” kick. (Rules say, all pitches must be slow! Ask for slower pitches.)
146. **ALWAYS RUN TO FIRST. EVEN IF IT LOOKS LIKE A GUARANTEED OUT ON A RUNNER OR GUARANTEED CATCH!!!!!! MANY TIMES YOU COULD MAKE IT!!!!!!**
147. All kicks, except bunts (10 or more runs under, allows bunting) ~~MUST be full swing of the leg.~~ Not now, just must get to baseline to not be a bunt or be charged and played/touched by a defensive player.
148. If the kicked ball hits any part of the line, hits inside the lines and does not go foul within the infield without being touched first, the kick is good.
149. Kicking an easy ball or bunting is best if done between third and second because of the distance to first. However, if the pitcher is slow or not a good thrower, an easy straight on bunt or bunt along first base line will work.
150. **Everybody” kicks** but only 11 people can play in the field of play.

151. **All players present may kick, however the kicking order must remain consistent throughout the course of the game. All players must kick** each time through the line up.

152. If someone shows up late and after the game started, they can be inserted into the kicking order. The old kicking order and the new kicker/s place in the order must be maintained from then on.

153. **“Kicking order used to be girl etc but can be any order now. BUT,** you must maintain the same order, once established- **Teams suspected of kicking out of turn in order to gain an advantage will be required to kick in numerical order for the remainder of the game.**

154. Whether you kick in order of the lowest number jersey to the highest, in alphabetical order of first name or another order make sure to have a list of the kicking order. Also remind kickers to remember who they kick after.

155. Nate says **there is not limit as to the number of players (guys or gals) you can have on your team.** Some teams at the tournament were very upset that the brown team would kick 10 men in a row. Then they would kick all the girls. Nate said this is legal.

156. **Strategic Kicking:** If you can place the ball over the just short stop you will always get on base. If you are a slow runner it is best to kick towards third or in-between 3<sup>rd</sup> base and the short stop which gives you more running time. However, if we have a runner on third that can make it in to score it would be better to kick towards first so he or she can get in. If you have runners on base that will be forced to run, try to kick to a place that will allow them to make it to their base in addition to you making it to first or better.

157. **Avoid Sacrificial Kicks:** If you kick and get on base but one or more of the other base runners are eliminated, you have made an error.

158. **Team Strategic Kicking**

Get players on base, followed by power kicker. (see Baseball strategy at the end of this guide). Even if the bigger kicker kicks a popped ball to the outfield, the runners can still tag up or take off after the ball is caught. I saw the best team in WASA have some of their players kick with the sides of their foot to accurately put a ball on the ground and in-between the Short stop and 3<sup>rd</sup> baseman.

159. **No BUNTS ARE ALLOWED UNLESS the other team is 10 runs or more ahead. Then the losing team may man bunt or woman bunt. Although legal once down by 10, ridicule is encouraged for manbunters! (NEW FOR FALL 2008) A "Bunt" will be considered to be any ground ball that does not reach the infield base line (line running from first to second, and from second to third). Full swing "mis-kicks" will now be considered bunts if they do not reach the infield base line. Bunting while leading, or while trailing by less than 10 will be ruled a foul ball. If it is the second foul ball for the kicker, it will be an out. If the defender believes that a kick is in fact a bunt, they must allow the ball to stop rolling. If the defender chooses to charge the ball and make a play on it, then the kick cannot be ruled a bunt.**

Nate says about the bunt: **The ball must come to a complete stop,** and let **the umpire make a decision.** If they pick it up or make a play on the ball while it is still rolling, then it cannot be considered a bunt. Simply charging or moving towards a ball does not constitute a play on the ball. **You can charge a play,** and then change your mind... as long as you **don't touch the ball.**

160. **Man Bunt Definition** is any ball that is tapped slowly in the infield. If you're not taking a full swing with your leg to kick the ball, then it's a man bunt. If you don't swing your leg, but just stick your foot out to redirect the ball, I think that's a pretty obvious bunt attempt.

161. **Double Kicks** (hits foot then hits shin, hits knee then hits foot, etc) will be immediately ruled a foul ball.

However, if the Double Kick occurs in front of home plate, it would be an out. The first touch would be a legal kick into fair territory. Plus the kicker is in fair territory. So the second hit with the ball would put them out because any touching the ball or being hit with the ball after the kick, you are out.

162. **Complete mis-kick** is when a kick takes a kick at the ball (full swing or partial swing) and completely misses the ball. ~~Nate confirmed by email that this is a strike and is deemed a foul ball.~~ Not now, no called balls or strikes. However, if the foot clips the ball and the ball just spins or goes nowhere, it is foul because your foot touched the ball.

163. I have seen great kickers switched to kicking hard with the sides of their feet to kick only rolling ground balls. I.E. fielders are catching all the deep kicks.

**KICKING PRACTICE WITH JEROMY OF THE DRUNKEN HILLBILLIES-** Jeromy can consistently kick the ball over the back fence and he is not that big. Drunken hillbillies are undefeated in 8 years. Here is from his lessons:

1. Stand to the side and not straight behind the ball.
2. Always keep the plant foot bent to get power
3. Keep with laces and kick through the ball.
4. If he wants to drive one up the middle he will point his toes down and roll side of foot out to drive the ball off the laces into a ground rolling kick.
5. Keep the eye on the ball, no toe kick, flat foot (extended) and follow through with the leg.
6. Don't over twist the hips into it or will kick foul.
7. If there is a lot of wind he will kick more under it just to send the kick sailing.
8. You mush pick kicks. Don't reach for a kick. Take the ones you want and let the others go.
9. If you kick too far outside you are reaching and kicking with the toe.
10. If you try to kick to the inside you are all bundled up.
11. Your kicking Shoulder and knee should be above the top of the ball when you kick.
12. If he wants a closer in kick he just kicks easier, doesn't switch to toe kick etc.

## OFFICIALS (UMPIRES) AND SPORTSMAN SHIP

164. **(Revised for 2008) Each team is required to provide 1 volunteer each week to umpire the game either immediately preceding, or immediately following that team's scheduled game. Revised for Fall 2008) Each team is required to provide 2 volunteers to umpire other games within their division during the season, according to a set schedule. While we make every effort to schedule each team for the same number of umpiring assignments, it is not always possible. Most teams will have at least 3, but usually no more than 5 scheduled umpiring assignments during the season.** Please see your divisional schedule for specific details about your umpiring schedule. We expect all teams to take this responsibility seriously. Peer umpiring allows us to keep league costs down, while preserving a more laid back and social atmosphere during your games than if "official" umpires were used.

165. If a team has a back to back double header, a field monitor (WASA employee) must umpire for that team, unless that team had already umpired prior to their first game.

166. **Umpires MUST be relatively competent on the game rules and must actively engage in controlling the game.** If poor umpires must be removed from a game by the field monitor, the team will be penalized a loss of their first at bat in their next game. It is suggested that each captain designate specific and consistent teammates to act as umpires during the season for required games to ensure a firm grasp of the game rules and procedures.
167. **The games shall be officiated by a minimum of (2) two umpires:** (1) one home plate umpire and (1) one infield umpire. The home plate umpire issues all final rulings.
168. If umpires do not arrive, the (2) two competing teams must have a player from each team umpire the game. It does not have to be the same player each inning, just someone from each team umpiring together to make sure fairness is maintained. ***Failure to provide umpires for assigned games will result in the loss of that team's first turn at bat in their next game.***

***This means the other team can get three outs, clear the bases and get three more outs before the penalized team gets to kick.***

169. The umpire's call is final and not to be disputed. **A team may invoke (1) one "challenge" to an umpire's call per game if the call involves a tag out or force out play only.** Plays at home plate are NOT challengeable. The challenge must be granted by the home plate umpire. **Plays that are not close in the opinion of the home plate umpire are NOT challengeable.**
170. **A challenge will be decided by a game of rock, paper, and scissors between team captains.** The winner of the challenge will receive the benefit of the acceptance or reversal of the umpire's call on the field.
171. The only players who may request a challenge are the team's designated Captain and Co-Captain.

**Situation:** Had a runner about two thirds to home. The ball nicked him and Tim saw it but the team and runner did not think it hit him. Must have hit his clothes. Nate says this does not fall under the "no challenges at home plate rule". Throwing the ball at the runner would still be considered a tag situation in kickball (because you can't throw the ball at a runner in baseball).

172. Teams who are short on players at the start of a game will be allowed a 5 minute grace period for stragglers to arrive.
173. Participants who verbally and/or physically threaten another WASA member or WASA organizer / representative during a WASA sanctioned event will be immediately removed from the game/league with no refund.
174. **Sportsmanship** - It is each team's and each player's responsibility to ensure a fun, enjoyable atmosphere during each kickball game played. Extreme competitiveness or unsportsmanlike behavior will not be tolerated, and will result in ejection from the game if the behavior does not improve. ALL WASA field monitors will be given the authority to remove unruly players. A second "offense" will result in permanent expulsion from all WASA leagues and events.

175. **Team Sportsmanship Points (Updated for 2009)** - In an effort to place greater emphasis on maintaining a positive kickball atmosphere, all teams will start the season with 3 "Sportsmanship Points". Any complaint received about your team's behavior or attitude that can be verified and supported by a WASA field monitor will result in the loss of at least 1 sportsmanship point. ***Teams who have 2 or more points deducted during the course of the season will NOT be allowed to participate in the post season tournament. Teams who lose all 3 points during the course of the season will lose the privilege of participating in future WASA seasons.*** In other words, it is in your best interest as a team to make sure the other team has a great time! "Complaints" may be made by team captains ONLY, and captains must make a designated WASA field monitor aware of the situation on the night of the game itself so that the behavior can be verified. Major incidents (fights, intentional injuries, etc) will be subject to multiple points being deducted at the field monitor and commissioner's discretion, potentially resulting in immediate removal of a team from the league.

## OUTFIELDERS

176. Outfielders should always back up one another even if they look like they have a guaranteed catch. Sometimes the ball is missed and bounces away. In the Spring 2010 tournament, I did back up a girl but she caught the ball well. She had another come to her and instead of running to her for anything she might missed, I assumed she had it. Well, it bounced off her chest and I could have easily gotten there to save it. **NEVER ASSUME!**
177. Two outfielders should be heading for every ball if at all possible. Back up each other.
178. It is easier for outfielders and midfielders to run in on a ball, than to be too close and try to run after a ball or back up to catch it.
179. Far right and far left fielders should be playing close enough to the foul line so they have a chance to catch any foul pop flies.
180. Personally, I sometimes get flustered during a game, especially if I bobble or miss a ball. It is great help for my nearest outfielder to yell out the play I should make i.e. "Second, Second, Throw to Second Base"!
181. Some outfielders are very, very fast runners and run all the way from the field and into the infield to make a play. This is good except in the case where they run and have someone to throw to that has a better chance of making the play. (I.E. your shortstop moves in-between 3<sup>rd</sup> and home to catch a throw ball by the outfielder to make a play on a runner who has just rounded 3<sup>rd</sup> to score.) A thrown ball, by a good thrower, is faster than he can run.
182. **The biggest mistake I have seen in outfielders is that they do not play back far enough when guys are kicking.** It is so much easier to run in to catch a ball verses trying to back up or run backwards.
183. Outfielders should run on the balls of their feet. Running speed comes from forward momentum, not from heel-toe action. After all you've only got a few seconds to get to the ball - it's a sprint not a marathon. This technique is also said to lessen "head bobbing".

## OUTS: FORCE AND NON-FORCED

184. **Scoring on forced outs and non-forced outs: No run can be scored during the same continuous playing action as a forced out for the third out, even if a runner reaches home plate before the third out is recorded.** As a result, on a kicked ball with two outs, fielders will nearly always ignore a runner trying to score, attempting instead to force out the kicker or another runner. **If a runner crosses home plate while the fielders are TRYING to record their third out on a forced runner, and they get the out, the run does not count. If a runner crosses home plate on a play where the third out was NOT on a forced runner, and made it to home before the non-forced out occurs, the run WOULD count. (If a non-forced runner is hit with the ball BEFORE another runner crosses home plate in "third out" situations, the run does not score.)** In this case he or she made the 3<sup>rd</sup> out "before" the runner crossed the home plate.  
**A run is not scored** in these circumstances: If the last out of the inning **is a force out** or if the last out of any inning **is a caught pop fly out.**
185. **An appeal play** may also be a force play; for example, with runners on first and third bases and two outs, the kicker gets a hit but the runner from first, misses second base on the way to third. After a proper appeal, this runner will be called out. This is a force out because the runner was out for **failing to touch a base to which he or she was forced**; this force out is the third out and thus the run does not score. However, most appeals are not force plays, because appeals usually do not involve a forced runner. **Interpretation by Nate 2009: The burden is on the defense to notice** (even though the ump should notice)... if they don't appeal, there is no call when a runner misses the base. **However, I, personally would NEVER call a runner out in kickball for this... just doesn't seem to be within the spirit of the game, although it is technically a rule.**
186. A force out is when a runner **MUST** go to the next base, because there is a runner behind them, forcing them to move up. The play remains a force play until the runner is either "retired", or reaches the base safely. If a runner crosses home plate while the fielders are trying to record their third out on a forced runner, the run does not count. If a runner crosses home plate on a play where the third out was NOT on a forced runner, however, the run **WOULD** count.
187. **A force play in reverse:** A runner leaves first base **before** the kicker's pop fly is caught. However, the ball is thrown to first before the runner can go back and tag the base. This runner is out.



188. If a forced runner, **after touching the base in which she was forced to advance**, retreats for any reason toward the base last occupied, the force play is reinstated and the runner may again be put out if the defense **tags the runner or the base** to which the runner is forced. **SITUATION :** With one out and Runner 1 on first base. Runner 1 is off with the pitch as Kicker 3 hits a line shot to Fielder 7. Runner 1 has touched second base on her way to third and thinking that Fielder 7 has made a diving catch on Kicker 3's hit, turns around and retreats to second base on her way back to first. She is half way to first when she sees Kicker 3 rounding first base for second. Realizing the ball was not caught. Runner 1 turns around and tries to regain second base. In the meantime, Fielder 7, knowing she "trapped" the ball, throws to second base before Runner 1 arrives.
189. **If a runner has the "option" to run back to the base they came from, no forced out can occur on that runner. That runner must be touched or hit with the ball. (However, the force does get reinstated if they touch the base they were running to and retreat from that base.**
190. As soon as the **runner has reached the base they are being forced to, the force is removed.** Once the runner over-runs the base they are going to, the force is removed, and the runner **must** be tagged for an out to be recorded. Whether or not someone is ahead of them is irrelevant. It is the runner behind them that creates a force situation.
191. If bases are loaded the 3<sup>rd</sup> base runner can be played as a force out at home plate if that runner has been forced to leave 3<sup>rd</sup> base by an oncoming runner THAT has no option to return to 2<sup>nd</sup> base.
192. I have seen the 2<sup>nd</sup> base runner go to 3<sup>rd</sup> and both runners were on 3<sup>rd</sup>. One of the runners must leave the base. In the case that the 2<sup>nd</sup> base runner **was forced to 3<sup>rd</sup>**, and made it, the runner on 3<sup>rd</sup> base is going to be tagged out since the 2<sup>nd</sup> base to 3<sup>rd</sup> runner is safely on the base. If the second base runner returns to second he or she must be tagged. This is not a force play. Yes, the runner felt forced to return to 2<sup>nd</sup> base but has the option to do so. **Rule: If two runners are occupying the same base in a situation where there was no force out, the lead runner has the right to the base, and it would be the trailing runner that would be out once tagged.** However, if the occupying runner leaves the base to the trailing runner and takes off towards home, they can be tagged out or the ball thrown to home which would be a force out at home (assuming the catcher is touching home plate).
- HOW TO PLAY IT:** If the bases are loaded, and the runner at second base runs, but the runner at third base does not run, here's what the fielder should do. They should first tag the runner at third base (because they are forced to go home, and no longer have a right to 3<sup>rd</sup> base), and then step on third base to record the force out from the runner going from second to third. If the fielder touches the third base first, and then tags the runner who did not advance home, then only the runner going from second to third is out. Touching the base recorded the force out of that runner, and removed the force on the runner that was at third base, so they can stay put if they would like.
193. If a kicker kicks a light ball and is tagged out by, let's say the pitcher, the force on the runner already on first base is removed. We had a case where the kicker was tagged out by the pitcher; the first base runner had left the base and was returning to the first base. They threw the ball to first and she was called out which was in error. The pitcher could have run towards the first base runner, tagged her and then stepped on first to force out the kicker. That would be an appropriate double play.
194. **"Touching"** someone with the ball above the shoulders counts as an out. But, once someone tried to touch the runner but the ball popped out of her hand and hit his head. He was safe because WASA rules say **"hitting" above the "shoulders" does not count.**
195. Nate at WASA tells me **"touching"** means any part of the body, **including clothes.**  
**Situation:** A player had the ball in his hand and barely had time to touch the player. He did not tag the player with the ball but with the back of his hand holding the ball. Nate said, it is the same as a tag with a ball because in softball all you have to do is tag the runner with the glove holding the ball and he is out.

196. **Hitting the runner with the ball above the shoulders is prohibited. Any runner hit above the shoulders with a ball shall be awarded the base, regardless of the action of the runner (ducking, dodging, etc). It is the fielder's responsibility to use caution with their throws.**

**My Note on this: If a runner is hit in the head after leaving a base before a pop fly was caught, they do not get awarded the next base but have to go back to the base they left early and tag up.**

197. If a kicked ball is in fair territory and hits a runner or the kicker himself, the player is out, except in the scenario of a double kick.

(That is if the double kick occurs on or behind home plate)

If a runner is hit by the ball in ANY way, he or she is out. That means being hit by a thrown ball, a ball that hits the ground and bounces into you, running into the ball, a fielder deflects a ball into you or if the ball bounces off another player and hits you, you are out. **However, per Nate: If a ball is thrown towards the head and the runner blocks it with his hand or arm, that is not a "hit in the head" call.**

## PITCHER/PITCHING

The pitcher is an important element to a kickball team. If a pitcher can charge a bunt, catch infield flies, know to let a fast rolling ground ball roll past them so it gets to 2nd base instead of being stopped (by the pitcher), can control the ball at the mound so play stops and can throw or run the ball to first base, it is invaluable to the team.

198. A legal pitch must roll along the ground with minimal bounce as it makes its way to home plate. So keep the pitch flat at all times.
199. Pitches must **be thrown/rolled at slow speeds at all times.** "Fireballing" is not allowed.
200. Additionally, pitches may not have intentional spin or any type of curve placed on them by the pitcher.
201. ~~The pitcher may advance from the pitcher's mound towards home plate until ball is kicked. **There is no limit on advancement towards home plate by the pitcher,** but be careful that kickball doesn't leave a permanent imprint. **My paraphrase (The only person that can "charge the play" prior to the ball being kicked, is the pitcher.** A pitcher may follow their pitch and advance towards home plate.)~~  
Since there is no bunting allowed, pitchers are no longer allowed to advance towards the plate until AFTER the ball is kicked. The kicker will be allowed to re-kick if a pitcher advances towards the plate intentionally after a pitch, before the ball is kicked.

We had a game where the pitcher yelled and waved arms and ran all the way to the plate as the guy kicked. Legal according to Nate but I think it was in bad taste and if it happened much, some boundary would have to be set.

202. The play ends when the **"pitcher" has the ball in control and is near the mound or a runner intentionally tries to touch or stop the ball.** *Don't be "that guy" who keeps running when everyone knows the play is over.*

However!!!! If someone kicks a short kick the play does not stop just because the pitcher grabs the ball. Any touching or picking up the ball BEFORE the umpire calls the short kick a foul ball (see bunt rule), results in the ball being played and no foul on the kick.

If a runner has already left the base he or she may continue their run to the next base. **If the pitcher moves from the mound and/or is in the act of throwing the ball to make a play (example a pitcher moved towards first, arm cocked to throw, in an attempt to keep the runner from continuing to second. In this case, the runner over ran first to the left instead of to the right, so he was fair game), the play is active again.**

**Situation:** We watched a team where the kicker hit a line drive to the pitcher and the pitcher caught it. However, the runner on 3<sup>rd</sup> tagged up and then ran in for the score. The pitcher actually dove and caught the ball. Nate said, play never stops in baseball but he would not have allowed the score because play ends once pitcher had the ball and was near the mound.

203. **The pitcher should stay near the mound or help cover home base if the catcher is chasing a ball,** otherwise if the pitcher moves to participate in plays at other bases there is no one at the mound to catch a throw and stop the action.
204. **It is very important for the pitcher to glance around and make sure all outfielders have gotten back in place before pitching the ball.** Many times I have seen outfielders move in for a girl kicking, she may end up safe or out but then the kicker is quickly ready to go and the pitcher pitches before their fielders can get back into position.
205. The pitcher must grab only grounders he or she can catch. There is no reason for a pitcher to attempt to stop a ball by deflecting it with one hand especially if there is a play on second. If the ball is rolling to the short stop the pitcher should only intercept it if the ball is rolling very slow, otherwise let it get to the shortstop so a play can be made on second base. The pitcher needs to look around and be aware of where the next play is. Too many times pitchers try to slap and stop a line drive ball or fast grounder when it should be allowed (in most cases) to roll to the short stop or 2<sup>nd</sup> baseman to make a play on a runner.

206. It is very important that the pitcher think strategically. In the event the pitcher cannot throw the ball very far, there is a force play on 2<sup>nd</sup> or 3<sup>rd</sup> base and the ball is a, full swing, ground kick, it is best to let the ball roll past you to one of the shortstops or basemen to get. Otherwise, your intercepting the ball will not allow a play to be made on the runners.
207. If throwing the ball from the pitcher's mound to first base is a little to far, try grabbing the ball and running towards first as fast as you can and then lob or throw the ball to the first baseman while you are on the run.

208. **"We Want a Pitcher.... Not a Belly Itcher!" – Once per game, the kicking team may request that an opposing player be removed from the pitching position. The kicking team may only invoke this rule if they feel that pitches have been unsatisfactory, with home plate umpire approval. If you don't like the pitches, then this is your remedy. DO NOT complain about the pitching to the umpire! Use the rule... that's why it's there..**

**(By the fielded team not per request of the kicking team, that is only once per game.)**

**Note:** Just as in softball, the pitcher that was replaced cannot pitch again in this game.

## **PLAY THE BALL NOT THE RUNNER**

209. Basically, you need to know where the runners are and what they need to do prior to the pitch. Once the ball is kicked you need to keep your eye on the ball position, not the runner or runners.

## **PRE GAME**

210. It is imperative that you stretch for at least 10 minutes. Make sure to do slow, even stretches and do not bounce your stretch. Every season I see young, healthy folks pull quads or hamstrings once they start running the bases.
211. I also like to study my notes to have rules and techniques fresh in my mind.
212. I think it to be valuable to come early and practice kicking and catching.

## **REGULATION GAMES**

213. A regulation game shall consist of (7) innings or a time limit of (50) fifty minutes. If a game starts late, it shall be played until (5) five minutes before the next game's starting time.

214. The away team shall bat first. The home team gets last at bat if the time limit is near AND if they choose to play in the field first. It is their choice. **Captains will play rock, paper, and scissors to decide** who is home or away. The winner decides the sides (home or away).

215. Umpire should do the following to get the game started:
- Show the team captains rock, paper, scissors steps. I.E. 1,2, 3 and 3 is the determining one.
  - Vote on sliding or no sliding.
  - Advise both teams: "First base is the only base that can be overrun. In order to avoid collisions, the runner is to run over the outside base UNLESS rounding to second. Baseman is to play the inside base."

216. The head umpire may call a game if an inning may not reasonably be completed before the (50) fifty minute time limit. **An inning cannot begin (50) fifty minutes after the hour unless it is the last scheduled game.**

217. A game is considered official when (4) four full innings have been played.  
**Tie games may continue** into extra innings only if there is time remaining from the (50) fifty minute limit, with a recheck of the clock after each full extra inning. Regular season games may end in ties. Tie games in the tournament will be broken with 1 inning playoff.

You need to play out a full inning if you start one. So factor this into the time. I went an eight inning and it was 53 minutes and did not effect anything. Basically, Nate wants us to try not to end in tie games.

218. Postponed games may be played at a future date if it can be coordinated with the local facility. Any games not replayed shall be counted as a tie in the standings.

## SCHEDULING

219. Nate announces the date the schedules will be up. However, as he makes changes those changes occur real time. Many times the schedule is incomplete until such time he sends an email advising everyone the schedules are up. He adds the umpire assignments last.
220. When schedule starts I usually print the schedule of our times of play and umpiring in word. Instead of printing the schedule from team page I print the main big schedule and highlight our times. Need to always watch for double headers. Easy to miss if I don't print Ballbarian team schedule only.
221. On a questionable weather day WASA usually sends a cancellation notice to everyone. However, it will be posted by 5 PM on the website if any games are cancelled.

## SUBSTITUTIONS / PLAYER'S ALLOWED (WASA has under "Designated Runner/Player Positions.

You can have someone run for a kicker or kick for a kicker **IF** the kicker has an injury precluding them from kicking or running. You cannot pinch kick just to put a star kicker in the lineup when you might need them. Substitute runners can be used by a base runner **ONLY** if an injury causes them to feel they cannot run or continue running. Substitute runners can be used by a kicker when a partial injury is such that he/she is able to kick but unable to run. There has been confusion because softball requires a batter to make to first base before a substitute can take their place

222. If a kicking / running player is injured, a time-out may be called for a player substitution of the same sex who made the last out. The team inserting the substitute runner must inform the opposing team of their actions.
223. An injured player may kick, while a substitute player runs for them, as long as the sub is of the same sex and the opposing team is made aware of the situation.

202. **Roster Substitutions:** A team must have 8 players to play and a maximum of 11 defenders. If a team is short on players, they have two options:

**Option 1** – borrow subs that are not currently on another team in the division to fill in their roster... bring friends, coworkers, sister, mother or whatever. They can do this with **NO PENALTY**. The more new people we can expose to the league, the better it is for the league!

**Option 2** – borrow subs from one of the other teams in the division to fill in their roster for the evening. Teams wishing to use other divisional players to complete their roster for the evening will be allowed to do so, but must concede 1 penalty run to the opposing team for each of the divisional players used, **unless "pardoned" or by their opponent or not called by their captain prior to the first inning per Zach (2012)**. (That is **PER GAME**, not per inning.)

## TEAM CAPTAINS

203. It is very important to start emailing people a couple months in advance of the season starting. Arty recruits on Craig's list and Sportsvite.
204. As a Team Captain not only do you have to email your roster listed on WASA and roster not listed on WASA as to the start time, who is umpiring but also who will **NOT** be there. I also like to include: Always remember to touch the player with the ball, toss the ball to a baseman for a force or tag and **ONLY THROW THE BALL** as a **LAST RESORT!** 90% of thrown balls miss and runners easily advance bases.
205. Also, Captains such as myself want to win games especially since 2012 counting total season points and wins as to league position. The winner of your league can choose who they want to play in the tournament. I do not know when this was implemented.
206. While I have wanted to bring some of our great sub kickers and catchers to help us, Arty made a very important point. We should never bring in a sub and increase benching of paid players even if we only have 11 paid players coming. If we know we are told in advance that certain players will not be there and most of the players (usually the case) do not R.S.V.P. then we should bring subs in for the missing players.
- 207.

## THROWING THE BALL

204. Avoid wild throws to your basemen. Take your time to focus and throwing straight trajectory. If you react because a runner is heading for the base and throw too fast, your control will be lost. Many times you can take a brief moment to focus and then make up time by throwing the ball faster.
205. Feel and see the ball in your mind going right to that baseman or hitting that running player.
206. **Don't overreact; get control of the ball before throwing it!** Many times outfielders or others will yell, second, second, second! I get all flustered thinking I have no time to throw and throw before I have control of the ball. Better to miss the throw than to throw a sloppy ball too quickly.
207. Throw balls at runners ONLY as a last option. So many times, the ball misses or the runner dodges the ball.
208. Never throw a ball at a runner if the result of your missing them will allow runners to gain bases. Especially, ~~overthrown balls to the non-fenced side which allows runners to advance any number of bases.~~ Changed in 2012 but was not in written rules: **Any overthrown ball-only one base advance.**
209. Never throw the ball at a runner going home, IF, there are other runners on bases. At the very least those runners will be entitled to another base on an overthrow. If it is the last runner and he or she is heading home, then the throw may be your only option.
210. If you have runners on 1st and 2<sup>nd</sup>, it is best to throw the ball for a 3<sup>rd</sup> base force out to eliminate the closest (lead) runner to the home plate.
211. If you are a 2<sup>nd</sup> or 3<sup>rd</sup> baseman and get the ball, the only play is the runner going to first, and you do not have a good throwing arm, immediately lob it to a thrower to get the ball to first.
212. If a force out can be made, ALWAYS throw the ball to a baseman versus trying to throw the ball at a runner.
213. Avoid throwing the ball at a runner from a distance unless you have to attempt it to stop **the last** runner heading for home base.
214. Depending on the distance, you must "lead" a runner. That means not throwing at the runner but in front of the runner. If you are 10 feet away and throw "at" the runner, by the time the ball gets there, the runner will be a step ahead of it or on longer distance the runner may be 3 feet ahead of your thrown ball.
215. In one game, one of our players threw the ball to the referee standing by first base (our baseman was not on the base) and I threw a ball to second but only noticed a player 5 feet from 2<sup>nd</sup> with his hands up. I threw to the wrong player and our second baseman was there. **YOU must see the base and who is on it!**
216. **Slap Shot:** I have never used this before the 2008 tournament. Twice a ball was kicked very hard and rolled to the inside of third base and about 5ft and 10ft into outfield. I could get to the ball but only had time to stop it with one hand. So I simply slapped it with one hand to the third baseman and she made the plays.
217. **End the Play** before throwing to the pitcher! Just throwing to the pitcher has allowed many players to continue to a base. Better to throw to the base they are heading to than to the pitcher in most cases.
218. Forget about the arm. Start with the legs. Line yourself up so a line from one shoulder goes through the other on its way to the target. Then work on turning your back leg in to release your hips. As for the arm the basic rule is thumb to thigh then circle to the sky. In other words keep your hand on top of the ball and circle back to establish a bigger arc with your arm.
219. In Spring of 2012 I had an easy throw at a girl running home. I usually never miss these throws, however, the wind was blowing extremely hard and I figured a 10 ft throw right at her would work. It did not. Next time I need to throw to the runners wind side so the ball carries into them. Only a foot would have made the difference at that distance.
220. **Never Throw or Lob a ball at a player's legs.** Simply have seen too many just go through their legs.
221. There has been a force out at third we made and I had a straight throw at the 3<sup>rd</sup> base runner going home. I seldom miss these straight on throws and sometimes make them even if they have someone on 2<sup>nd</sup> to get the out, avoid the score and especially if it is the third out.

## TOURNAMENT (SEASON END)

222. Morning play will be a "modified round robin" format, not true round robin. Every team will play 3 games and will be seeded randomly. You may or may not play every other team in your bracket.
223. Games will last 5 innings or 35 minutes, whichever comes first.
224. Game may end in a tie during the round robin portion of the tournament.
225. The top team from each "group" will advance to an 8 team, single elimination mini tourney for the Keg.

226. Ties in the round robin standing will first be broken by a **1 inning playoff at 2:45**
227. In Spring 09 they had us play the one inning playoff immediately and had to kick boy girl even though we only had 3 girls.

## TOURNAMENT TO BRING

- Fold out tent AND tent top in separate bag
- Paintball Tent and Rolling Cart
- Sunglasses
- Headband (keep sweat and lotion out of your eyes)
- UVA, UVB Sun lotion
- Camo Chairs
- Extra balls and backpack
- Extra Shirts-my Cut off shirt
- Ball Cap
- Roster and Kicking order
- Water, Gatorade, snacks and cooler
- Sun umbrellas
- Playing bracket/times schedule highlighted
- Master Rolling Cart
- Ballbarian Flag
- **Make A Wish Tournament: \$50 to \$200 to buy winners of Wasa entry (WASA will donate a team free entry for a season) Zach forgot to do this last time and asked that we email him to do so.**

## AVOIDABLE PLAYING MISTAKES

1. Getting overly anxious. It can be easy to over react resulting in ball fumble or to react too quickly and without thinking resulting in a blown play.
2. I was playing short stop and a ball came to me. I went after the runner coming to second, basically to touch him for fun. (I thought it was third out but it was only 2<sup>nd</sup> out). BUT, while this was going on, a runner made it to home so I should have not wasted time trying to touch this runner who was trying to avoid me and instantly got the force play on second and then thrown the ball to the pitcher to stop the play and keep the runner at 3<sup>rd</sup>. Or I should have thrown the ball to the catcher if the runner had already left third base and was heading to home base. **Even if it was third out, always go for the force play so a runner cannot score at home base.**
3. I got another ball and was only a few feet from a girl on second. She had to run. I simply turned and lobbed the ball at her and at point blank range, I missed. I wasn't thinking. I should have touched her and gone and stepped on second for a double play. I was right there and blew everything!
4. Let's say you made the play. You throw the ball and hit a player out. That is not the end. The ball will usually roll after the hit. Go after the ball, right away. Play is continuing.
5. **Next season I need to slow kicks way, way down and just place kicks, especially if Greg is following up. My hard kicks go fairly far but are mostly pop ups that are caught. Slow placing, toed or shoe laced kicks seems best for me. One team we played chipped us away with mostly closer in and placed kicks. They just brought in one runner at a time, over and over. A couple of times, they had boomer kicks that brought in loaded bases.**

## UMPIRING:

1. The ump needs to be in control and get the team captains to do rock, paper, scissors to determine who the home team is. The winner should choose outfield first but some have chosen to kick first.
2. **Rock, paper, scissors:** Players must shoot at the agreed time and precisely. Example: If one captain throws rock and the other throws what looks like a reaction to seeing paper (does rock but continues to open fingers for scissors), the win goes to rock even if the scissor thrower felt he or she honestly was going to throw scissor. Players have to decisively throw at the same time.

3. Teams playing double headers do not have to umpire. Under WASA as example a 6 and 7 PM double would be impossible to ump since 7PM teams ump 6pm teams and visa versa. If double at 7 and 8 PM it would commit a team to 2 hours of umping and 2 hours of play.
4. Umps need a watch to make sure games start and end on time. Recently, we had a tied game at the 7<sup>th</sup> inning and 20 minutes left to play. Knowing the time allowed the tie breaker innings to continue until time ran out. The game ended after 9 innings with one team winning by two points.
5. **Teams failing to provide umpires for assigned games will result in the loss of that team's first turn at bat in their next game. (I have no idea how this can be policed and be remembered week to week.)**
6. **If a team's referee's are determined to do a poor job by WASA field staff, that ref or refs will be removed and their respective team will loose their 1<sup>st</sup> up to bat (next time the team plays).**
7. Teams like decisive calls even if you aren't 100% sure. I was told many ump's just say they don't have an answer for a play. Players want you to make a call, one way or the other.
8. Home ump should track strikes/fouls, balls, outs and innings on a clicker. It really helps!! However, some clickers do not have the innings so the field ump needs to help and communicate with the home ump. Players in the outfield are always asking the field umpire what inning and how many outs there are.
9. If a kicker overruns first and get hit by the ball, they must stay on first. If they run to first and start rounding to go to second base and they are hit by the ball, they are out.
10. Tim and I communicate with these signals: closed fist for no outs on the kicking team, 1 finger up for one out, index and pinky fingers up for two outs. We also will call out the others name and say, "inning" and show the inning count by fingers, with our hands pointing up or down to indicate bottom of that number inning. Example: Bottom of the fourth would be four fingers point down.
11. Make sure not to talk to or divert attention from the home plate ump at the time of a kick. I did this once and Tim did not catch the kicker, kicking way in front of the plate.
12. An umpire MUST NOT automatically call back a kick in front of the plate. The play must unfold and if the kick result is an out, that is it. If the kick does not result in an out then the ump MUST give the defenders the choice of having the kick called back as a foul.
13. A Home Plate Ump is responsible for anything at home plate, including balls, strikes, fair ball, foul ball, innings, number of outs, score, and also helps on any calls at third base. **NOTE ON THE CLICKER:** Most have innings but we had a clicker that had strikes, balls and outs. Tim just kept track of the 7 innings by using the four balls as the first four innings and the three strikes as the final 3 innings since **WASA now has no called balls or strikes. EXCEPTION: The field umpire should watch plays unfold at third (if a play is unfolding there, there should be no reason for the field ump to pay attention elsewhere.) In the event the home umpire did not see the play, and makes no call or players are yelling out what they thought the call, should be, the field ump can make the call. The field ump has a side view of the baseman's foot and can see if the baseman was touching the base or had their heel lifted from the base at the moment of ball catch. On controversial calls, if the field ump clearly saw the play, he/she may want to run to the home umpire to tell them what they saw and maybe the home ump agrees to amend his call and end the controversy.**
14. The home plate umpire needs to watch carefully if a player is running for home and the third out on a player is a hit or tag out. If the runner gets to the plate before that out is made, the run counts.
15. ~~Home plate itself is fair. Sometimes kickers top kick the ball and it just spins at home base. If the ball does not leave the base, leave fair territory or cross the foul lines, that ball is fair.~~ **Not now with the fall 2008 bunt rule. (unless bunting is reinstated under the mercy rule).**
16. The field umpire responsibilities would be safe and out calls at first base, and second base, and also make any decisions about whether a fly ball was caught or not. Also, you would watch for runner interference or defense obstruction. **Exception: The home umpire has the better straight line view of the foul line so he should make the foul ball calls, UNLESS, the field umpire is standing (like I do), in a straight line behind first, which then gives me a closer view of the foul line at or near first base.**
17. Generally, if you have a third base umpire, he would not overrule the home plate umpire on a foul ball call. The home base umpire always moves so that he can clearly see the entire foul line and where the ball lands. Whereas, the third base umpire is usually standing perpendicular to the foul line.
18. The field ump should stand in first base foul territory when no one is on first base. Otherwise, the field ump should stand between first and second so he/she can move closer to first or to second and see whichever play unfolds.

19. **Angle is everything in umping.** I was watching a play unfold at second but was position to see the back of the runner. I need to see the side of the runner and the base.
20. **New technique:** Brian says ump school says you cannot see two things at once so on close calls; **watch the ball being caught and listen for the runners foot to land on or slap the base.** However, on slides you still need to be back and at an angle to attempt to see the catch and their foot touching.
21. Signals for safe, out or fouls should be made correctly:
  - a. Hands and out in front and then to the side of you for safe
  - b. Thumb up and behind you like hitch hiking for out.
  - c. For a foul, put both arms straight down and then in the air pointing to the travel area of the foul.
  - d. Make sure to say safe, out or foul with the signal. Say it loudly.
  - e. Tim and I found an easy way to signal innings to each other. After three outs just show fingers pointing up or down. Example: All five fingers up equal's top of fifth. All turned down, bottom of fifth inning.
22. Field ump needs to make sure that the orange first base is on the inside of the line and the outside runner's base is on the outside of the line. **The bases are to be separated by the width of the boundary line.**
23. **If a play is made on the "white runner's base" that play does not count. However, we had a case where the first baseman straddled both bases and the force out was not even close. Nate said he would let it stand.** If the runner was obstructed in a close call by the baseman standing on the white, the play would not count.
24. Field ump needs to make sure any bases that are slid out of place are put back in place before next pitch. However, the home umpire should make sure that third base is in line with home and the outfield foul line.
25. If a base, (usually it is third base because the field ump can always adjust first base) is way out of position, (I.E. It is out of line of home and the outfield foul line) and no one corrects it, how does the umpire make a call? Tim called a ball fair because the ball rolled over the base. However, had third base been in position, the ball would have been rolling foul the whole way. The players wanted the play called back based on third base being out of position. **Nate's Answer: The location of 3rd base should never change... therefore a foul ball should be judged based on where the base should be, rather than where it is, in the case of the base moving way out of position. Kickball is so in-exact, that a lot of this comes down to the "spirit of the rule". In the example above, I would have called it foul, because that is the "spirit" of the rule. The actual "foul line" is the factor.**
26. A player ran to third and the base slipped, resulting in throwing him to the ground and the base moving about 3 feet. He was no longer touching the base. The third baseman tagged him out but the home umpire left it as "safe" because it was the base that caused the mishap, not the player (who did not slide on purpose, which then, of course, would be that players responsibility to stay touching the base. **Nate's Response: You have to go with the "spirit" of the rule. The home plate umpire made the right call. The runner got to third base in time, and then the base slipped away (which would never happen in baseball), creating an awkward situation where he was not actually touching the physical base any more. I would have called him safe as well, and replaced the base.**
27. When the field ump is between 1<sup>st</sup> and 2<sup>nd</sup> (a player is on first so the play is at first and second), many times balls will come right at the umpire. You have to move quickly out of the way as to not interfere with the ball or players going for the ball. Even in pro football games umpire get run over because they can't get out of the way fast enough
28. The field ump should not be moving towards a play (i.e. trying to catch up to a play) as the play unfolds but anticipate where the plays will occur, go there and watch play unfold. This means the ump may be running from the first base area to see a play that can occur at second base. **Sometimes you have to run with the runner heading to second, if, you think the defense might make a play on that runner. When you do, remember a runner who is rounding first to go to second will make a big arc if they are pretty fast. As an ump you want to be back far enough as to not be in that runners arcing space but still stick with that runner so you can see what happens as they land on second base.**
29. I found it helps to wear a striped umpire jersey. Many times, since I run to get the best view, players had confused me with the runner. Now they don't with the black and white stripe ref jersey.
  30. RARELY would the umps overrule each other... unless one is confused, or unless one ump didn't see something. Then we might defer to the other umpires opinion. The home plate umpire should not be making calls on plays at first or second base unless the field umpire asks for help
31. If there's ever confusion, sure, it's ok to discuss it with the other ump before you make a final call.



32. **I think it is better for ump's to run and talk to each other about a controversial call instead of agreeing to overturn a call by talking at a distance and of course, other players chiming in their opinions.**
33. Umpires can talk with folks but should never give play advice such as "run" or "stay where you're at".
34. Seems like it is best to not be on top of the base but back far enough to see ball being caught and runner touching the base, at the same time. If on top of the base, you might only see one or the other.
35. If you see someone **lead off**, just remind them that there is no leading off allowed, and **then if the person does it again, it would be an out**. In 7 seasons, I've never had to call anyone out on this rule. The reminder is usually enough. Also, watch for **"jump offs"**. A jump off is where a player runs off the base just prior to the kick verses after the kickers foot makes contact with the ball. Call the play back if it is a close game or the kicking team has a monumental lead (**WASA philosophy**).
- An Exception:** On the jump off. The game was still 13 to 0 in the fifth inning. The same bootlegger girl jumped off of first before the kickers foot connected. It was a grand slam home run. The runners on 2nd and 3rd base did not jump off. Normally the call would be to replay the kick, **AFTER**, the play unfolded against the defending team. However, this was tough because the 2 base runners and kicker did nothing wrong. This was a new twist and I should have just voided the first base runner's score and assigned the kicking team an out. I let it stand being the first game, the other team had no chance and did not win all last season and the one point just didn't matter. However, I will call someone out the next time vs. redoing the kick and thus penalizing 3 out of four runners that did everything right. Basically, her action did not affect the game or the good actions of the kicker and the her teammates running from 2<sup>nd</sup> and 3<sup>rd</sup> base.
36. Umpires should count players, 10 max in field and one catcher. **9 or more you must have catcher** and a max of 6 men.
37. At second base a ball is thrown and the runner touches the base but the ball is caught maybe a 1/2 second before the runner gets there. So I instantly signal out but within that same second or two the same runner is sliding and bumps into the baseman's leg and the baseman instantly drops the ball to the ground. It all happened within 1 or 2 seconds tops. Basically, caught, runner touched base, runner slid into baseman's leg, baseman dropped ball, almost all at once. I do not know for sure had the runner not bumped his leg whether he would have dropped it or not.
- There is no such thing as holding the ball "long enough" in establishing a catch. The defensive player must show that he/she had control and that his/her release was voluntary and/or intentional. If you felt the player caught the ball it is an out. If you felt the player bobbled the ball, the runner is safe. At the moment the ball was caught, I was right there and signaled out. Then the second baseman instantly dropped it and other referee called it fair. (If the runner caused the drop, the runner is out).**
38. **Obstruction Situation:** With RUNNER 1 on second and RUNNER 2 on first and no outs, Kicker 3 hits a ball to the gap in right field. While advancing to second base, RUNNER 2 collides with FIELDER 3 and both players go to the ground. RUNNER 1 has touched third and is advancing toward home when Kicker 3 passes RUNNER 2 on her way to second. By the time the ball comes back into the infield, RUNNER 1 has scored, Kicker 3 has reached second base safely and RUNNER 2 has crawled back to first base. **RULING:** When RUNNER 2 collided with FIELDER 3, the umpire should have signaled and called "obstruction" and at the end of playing action, or if RUNNER 2 was tagged out, called "time." RUNNER 1's run would score and the umpire would put RUNNER 2 and 3 on the base(s) he/she felt they would have reached had there been no obstruction. In this case, the umpire would likely have given RUNNER 2 third base and left Kicker 3 at second base.
39. Team 1, kicked. They threw the ball to first and instantly threw it for a double play. Well, the first base girl did a wonderful catch. Problem, her heel was an inch off the base and no one saw it but me, the ump. Everyone would have gone crazy if I undid the play. I let it be close enough and let the play stand. Then +Team 2 kicked a home run **BUT** the kicker failed to step on second as he blasted around the base. Again, it was close enough and no one else saw it but me. I let the homer stand. Afterwards, I told both teams since it was once, each in their favors. They thought I made the right call, as it fits in with the WASA philosophy.
40. Sometimes an ump might even let a real questionable call stand if it favors a team that is getting slaughtered. Trying to accomplish both teams having fun is important in this case. **WASA PHILOSOPHY.**

41. Runners must stay within the base line. Runners who are obstructed by passive fielders (fielders not making a play on the ball) within the base line shall be awarded the base.

If a runner was "obstructed" by a fielder and the umpire believes that runner could have made it to the next base or bases and/or home plate, that runner may be awarded those bases even if the award results in a score.

42. Nate further said that if someone goes too far out of the baseline (usually to avoid being tagged), the umpire can call them out. However, overrunning 2<sup>nd</sup> or 3<sup>rd</sup> would not be an out by virtue of leaving the baseline. That player must return to the base (or could run to 3<sup>rd</sup>) and must be tagged out. Also, keep in mind that if you are playing "no sliding" then overrunning 2<sup>nd</sup> or 3<sup>rd</sup> base is much more common.

43. **Infield Flies - While there will be no automatic outs called on infield flies, if a fielder purposely attempts to drop an infield pop up in the hope of turning a double play the runner already on base will be allowed to return to their base without being forced out and the kicker will be called out.**

44. Keep an eye for an "intentional ground". Disallowed in WASA. I.E. a kicker kicks a pop fly to the short stop between 2<sup>nd</sup> and 3<sup>rd</sup> base. There is a runner on first and second bases. If the short stop drops the ball, instead of making the catch, it creates a force at third. He can throw or toss to the 3<sup>rd</sup> baseman and then the third baseman can throw to second creating a double play.

45. A ball came rolling right to me when I was home umpire. I instinctively reached down to stop it. That is a no no. The pitcher bumped it out near the side line. That ball was still fair play.

46. **Situation:** Saw something new that is not covered in WASA rules. The kicker kicked a head high, not too fast, line drive about two feet foul, past first base. Our first baseman was playing about 8 ft back from first base and was quickly on his way to make an easy foul catch. However, the opposing team's coach simply caught the foul ball eliminating the catch effort by our first baseman. If a coach of the opposing teams intercepts, catches or deflects a ball that clearly had a chance of being caught by the defending team, the defending team should be awarded that out.

**NATE'S ANSWER:** On this specific play... TECHNICALLY... you'd be correct. The defensive player is entitled to an opportunity to make a play, so if there is interference by a base coach, opposing player, or even a fan in a major league baseball game, the umpire typically would award the out to the defense.

In this particular case, and recognizing it was an honest mistake, I would probably have ruled in the same way Zach is suggesting... allowing it to go, replaying the pitch, educating the base coach not to interfere with a ball in play, and then if it happened again, call it an out. I think that approach follows the spirit of the game and the league, so I think he is giving the right advice on that from a kickball point of view.

47. **Home teams usually choose to play in the field first** so they can be the last to kick. If the home team is ahead at the Top of the 7<sup>th</sup>, there is no need for them to finish out the 7<sup>th</sup> inning. They won!!!!

48. I personally warn once for kicking out of order. ~~After that an out will result for every player who kicked out of order.~~ **All players present may kick, however the kicking order must remain consistent throughout the course of the game.** It is not necessary to use guy / girl order, but all players must kick each time through the line up. **Teams suspected of kicking out of turn in order to gain an advantage will be required to kick in numerical order for the remainder of the game.**

49. If an umpire needs a break (restroom), then the other umpire should just fly solo until he/she returns.

50. Someone from an actively playing team cannot fill in as an umpire, nor can they act as an umpire in the event and umpire or umpires do not show up. Potential bias can occur. **However, 2008 rules state that in the event umpires do not show, the teams playing must EACH provide an umpire.**

51. For heavens sakes, umpires, turn off your cell phones. I have actually seen an umpire answer his cell phone during a game.

52. Field umpire makes sure to warn defenders when they play in front of the baseline prior to the ball being kicked. Nate says: If they were in front of the line or charged the ball before it was kicked; If it didn't affect the play, I would just remind them of the rule. If it dramatically affected the play, or directly resulted in an out, I would probably have the kicker come back and re-do.

53. **MERCY RULE (Updated for 2009) -** Any time a team is trailing by 10 or more runs, they will be allowed to start the next, and each following inning with runners at second and third base (to remove the force out) as long as the opposing team's lead continues to be 10 or more runs. **The runners assigned to the bases shall one guy and one girl who kicked in the previous inning.** (My note: Used to be last two kickers) If at any point the lead drops below 10 runs, then the trailing team will go back to starting the next inning with the bases clear.

49. . **THE TRAP-** Nothing in WASA rules addresses this. Here is what happened. The first baseman caught the ball while leaning way forward to catch it and had his foot on the base. He instantly lost control but his hands followed the ball to the ground. (The catch was made maybe a foot and a half above the ground. Had he caught it higher, the ball would have clearly left his hands. However, he touched the ball all the way to the ground and it was the ground that allowed him to trap it there. I called the player out but he would have never caught it had it not been for the ground. Nate asked, were his hands on the sides of the ball, showing he could pick it up in a controlled manner or were his hands just on top of the ball?

**Situation 2:** Had a game where the ball was thrown to the second baseman and ended up rolling on the ground. The baseman reached out and stopped the ball with her hand on top of the ball. Nate said if the ball was stable and not wobbling around, she had control and player was out on the force. Softball rules say a trapped ground ball that can be picked up constitutes possession. It would be my call that IF the defender was trapping the ball to the ground with the “back of their hand”, they would not be able to pick the ball up and that would not be possession even though the ball was under a degree of control. Nate and I agree this subject to interpretation.

This is one of those grey areas where some umpires and monitors might have a slightly different interpretation. My point is that I can see why it would be called either way. A lot of my opinion of the call would depend on the specifics of what is happening. If a player was lying on the ground with the ball clearly wrapped up, touching the base with the foot, I would probably make an out call, but I can see why another umpire might not, if they're going off pure baseball experience, because the baseball rule is slightly different. If a fielder had hands on top of the ball, pressing it towards the ground but not holding the ball, I would probably lean towards a safe call on that, because they're not holding the ball. I think there's room for interpretation on this one. Note: Some players with big hands could squeezed into a kickball they had their hand on top of and pick it up.

50. **RUNNER ON BASE HIT BY THE KICKER'S BALL:** A kicker slammed the ball and it hit the runner on 3rd base. Any ball going over third is fair. Does a ball have to go past third, past the midline of the third base or just make it to third to be fair? Also, there was some question as to the runner ducking to try to miss the ball and the ball clipped part of his arm sticking out of bounds. I know it is the runner's responsibility to not get hit by the ball but this runner never moved off 3rd base and was hit by the ball.

**Nate says:** Not completely sure, but I would think if the runner is on the base, that they are then an extension of the base, so it would be fair... **unless** you can tell that` the ball was obviously foul when touched (like the runner was leaning into foul territory or something). If the ball makes it to any part of third base, it's a fair ball.

51. **RUNNER ON BASE HIT BY THE KICKER'S BALL. ANOTHER SITUATION:** A guy on 2<sup>nd</sup> base was hit by a kickers hard line drive. He never left the base. He was called out because the runner already on first base was forced to second base so the 2<sup>nd</sup> base runner no longer had the right to the base even though he was hit while still standing on the base.

52. I had a new one. They were able to throw the ball at the runner going to first. It hit her upper leg but I did not see where her bottom leg was in relation to the base. I normally watch for the catch and listen for the foot slap on base. This ended up as a challenge because I could not rule and Tim did not have a clear view.

53. There was a bunt and they let the ball roll to a stop but the other team was yelling for her to play it and just after the ball stopped she picked it up and threw it. Tim could not see the third base line, which the ball was close to so it was my call. Nate, agreed that until the umpire calls the ball foul (dead ball), the players cannot make a play or attempt to make a play without such actions making it a legal kick instead of a bunt.

54. Umpires **MUST** leave their positions to call a “foul bunt”. We had a home umpire that may a safe kick call without coming and looking to see that the ball was 6 inches inside the foul line. Both I as 3<sup>rd</sup> base coach and the defensive player could see the ball did not make it to the foul line. The defensive 3<sup>rd</sup> baseman did not ask the home base umpire to come look at the ball's position which was a big error on his part.

55. **PITCHER HIT BY THE BALL:** The ball was kicked hard, hit the pitcher in the legs and bounced foul. **THIS** is a **FAIR BALL** even though pitcher had no chance to react and make a play or try to catch it.

56. **INFIELDS IN FRONT OF LINE BEFORE KICK:** Nate says: Warn them and not just let them get penalized. If it didn't affect the play, just remind them of the rule. If it dramatically affected the play, or directly resulted in an out, I would probably have the kicker come back and re-do.

57. **MAKE SURE PLAY UNFOLDS FIRST ON CALL BACKS/RE-KICKS:** One game a team was massacring the other team. That team's runner jumped off base before the kick and I immediately tried to call the play back. Not realizing they were still able to get the runner out at first, which they did. No need to call back if the defenders get the out and no run gets scored.
58. **TOUCHING THE BASES IN ORDER AND RETOUCHING** It's understood that a runner must advance from first to home by touching the bases in order. Where the confusion comes in for some people is when the player must go back to their original base. In this case the player must retouch all bases in reverse order. This situation occurs most often in the following example: Runner on first base. Ball is hit into the outfield and the runner thinks it's going to drop. He runs past second base and the ball is then caught by the outfielder. He needs to get back to first base before the throw in order to not be forced out. The correct way for him to do this is to first retouch second base before running back to first. If he runs back to first without retouching second base, the correct call would be for him to be out. The only exception to the rule is on a dead ball. If the ball goes foul for example, the ball is dead and the player doesn't have to retouch second on his way back to first.
59. Sliding determination: If no sliding is adopted for the game and a player clearly slips, his feet slide out from under them and then he or she makes a dive to the base, I do not call that a slide, resulting in an out, even though it was a form of unintentional slide.
60. A few times, games end early. I had one that ended 7 innings in 32 minutes. After asking the other referee if he would stay for some non official games, we asked the team Captains if they would like to continue playing. All but two players stayed. They loved it and this is the WASA way of doing things.
61. Interference calls: In Summer of 2010 a player had an easy infield foul catch. He started to run to catch the ball but stopped since the ball went in where the team was standing on the sideline (Teams should stand behind and to the side of home plate). This ball was very near first base area. The player stopped trying for it, otherwise, had he kept going for it and missed, I would have called interference on the kicking team for not moving out of the way and/or for being in an area that interfered with play.
62. Umpires should never respond to a player or player's rule challenge or reaction to a call by the umpire with: "tough shit", "who cares", "fuck you", "it's just kickball", "shut up" or anything else that discounts a player.
63. Players in WASA kickball leagues are never to wisk, touch, push, aggressively jester to, brush an umpire or get in his or her face and argue a call.
64. This was a weird 2011 play but worth noting. A ball was kicked. That ball bounced off a runner's back who was on 2<sup>nd</sup>. The shortstop then caught the ball. It is an out because the ball never touched the ground.
65. **Situation One:** First, a girl was running home and a guy threw and hit her in the face so she was awarded home. However, the catcher went for the ball that bounced off her face and two more runners came on in. One was over half way to home and the other right behind him. I awarded all three runs.

On the first one, if the ball remained "in play" after it hit the first girl, then yeah.... I would have to say the runners can keep going. If the ball went "out of play", I then I probably would have to let the run who was half way home score but held the other runner at 3r...kind of like an overthrow. The head shot is kind of a weird play, because everyone kind of stops waiting for a ruling, so a lot of times I might call a dead ball,.....judgment for sure.

66. **Situation Two:** A girl had an easy catch at first but it came right down where the runner on first was standing on the base and he became an obstacle for her to get the catch. They wanted interference but I felt he had the right to stay standing on the orange first base so her having to go around him was just bad luck. What do you think

With the first base catch, I think you made the correct call. If the runner is off the base, they cannot obstruct a fielder... fielder has the right to try and make a play. But if they're on the base, well, they are not really capable of interference..... They're just field obstacle at that point ...like an umpire or foul pole

My thoughts are that most of the teams out there are not going to be taking the game very seriously... but some are! So, if a ref is too nonchalant, those more serious teams get all over them. You are certainly on top of all the plays, and all the rules, but for teams that aren't taking it all that seriously, you'll probably need to find a umpiring "demeanor" to match. Getting too picky or too aggressive in your dealings with teams like that will certainly turn them off... so a more subtle, more lenient approach is probably better.

You can be well versed in the rules, and still be easy going as an umpire... remember in my last email to you I mentioned the "spirit" of the rule? A lot of that same concept applies here. Like you said... if a team is getting killed, then obviously if a play is close, you're going to lean towards the losing team. And I think that's how it should be in kickball.



**FAIR BALL**

Point towards fair ground with hand closest to infield. No verbal call.



**FOUL BALL**

First give DEAD BALL signal. Verbally call, "Foul Ball."



**TRAPPED BALL/SAFE**

Extend arms straight out with palms down. Verbally call, "Trapped Ball" or "Safe"

**HELPFUL UMPIRE SIGNALS**

**CONFUSING PLAY SITUATION**

I was called out for interference. I know the baseman has the right to make a play. However, when the baseman (in this case she was playing 2nd base) moves totally on top of the base and the runner is all out trying to beat the throw, is it still runner interference? We had no sliding so there is no choice for the runner but to step on the base AND try to not overrun it at the same time. The result was I knocked the poor girl completely over. I have seen these "stand up" crashes happen throughout the season of our games. Now, I did it. I felt bad about the hit. They called me out but again, if a baseman does not play the base corner to give the runner room, isn't that a baseman error?

**Spring 2011 New Notes put out by WASA**

The WASA field monitors are your primary resource if any questions about a rule or scenario arise during a game. **This means that any and all rules disputes need to be directed towards your field monitor, and NOT your volunteer umpires (which will be explained in more detail).**

Also, Littleton Monday and Fridays are different requiring 1 ref per team for 8 weeks and the other night 2 refs per team for 5 of the 8 weeks.

**NATE'S RESPONSE:**

That's a tough one... The runner has a right to the base, but the fielder has a right to make the play as well. In baseball, the runner would have gotten the benefit of that situation, and been called safe... however, seeing as WASA kickball has a formula for toning down the competitive juices, that makes this one less clear cut. The responsibility probably lies on you as the runner to avoid the collision if possible, and minimize the collision if you can't avoid it. I don't think that interference was the right call in this situation, as that's usually a call reserved for a fielder getting in the way of a

runner.... but I think the ump was trying to preserve the overall atmosphere of the game by making that call. And I certainly can't argue with his / her motives on that one. Clear as mud?

## PROPOSED IN 2008

This is not in the first set of Spring Rules posted to the web but Nate told me the monitors had agreed that no challenges were to be allowed in the 7<sup>th</sup> inning. **This was not adopted in the fall rules per Nate and is not in 2009 rules either. Some monitors mistakenly are enforcing this rule in 2010.**

## PROBLEMS I SEE WITH NOT ALLOWING SLIDING

1. If a player is forced to another base and is trying to get to the next base before the baseman catches a thrown ball, there is no way not to overrun the base. This is what I did. I beat the throw but could not stop. A slide would have helped. In this case, the baseman was off the base with one foot on it. However, many times basemen are standing on the base. Collisions are now guaranteed.
2. Also, Abe took a very rough fall to the ground. Had he been able to slide, such a hard hit would have been avoided. Everyone thought he was hurt. He got up pretty slow. What happened is he was racing to third. Having to stay upright and not slide was the danger. I threw the ball to the third baseman. Since Abe was not a forced out the baseman had to simply extend his arms out, with the ball, into Abe's chest to tag him out. But the momentum of Abes running and being stopped at chest level took his legs right out from under him. A slide might have let him be safe and certainly would not have resulted in such a hard fall to the ground. In football, this would clearly be an incomplete catch but here it is not a pass but a catch assisted by the ground.
3. **May 2<sup>nd</sup>, 2008** Email to Nate: Also, I witnessed two major collisions, unavoidable between runners and basemen in the act of making a play, due to the teams decision to not allow sliding. Please talk to your monitors. They expressed they are seeing this also in their games. I highly recommend you get back to mandatory sliding is allowed. Please research the reasons behind sliding. It is a technique for runners but while sometimes runners can break a wrist, the collisions are looking far worst to me. You are the boss but I ref every single game and have done so for over two years. At the very least allow sliding and just disallow dive or forward slides. **Nate's Response:** *As for sliding... whenever 2 people are trying to occupy one base, there are going to be collisions. I cannot stop that. I can only try and reduce the severity of those collisions, and what I know is that I'd rather have 2 people bump chests and fall to the ground than have a fielder with their legs in a vulnerable position, and a running player sliding into those legs. A chest bruise will heal a lot faster than a torn ACL. I've left it up to the captains to decide if they want to accept the risk of sliding, but again, I won't be able to eliminate all contact.*

## TERRIBLE FALLS DUE TO BASES

1. I am seeing hellacious falls due to the orange bases sliding out from under folks. I was not sure a couple people were going to get up. Human nature has folks that take falls usually try to break their falls by putting their hands out. I know you like safety and it seems a few bucks spend on securing bases would be very proactive and preventive maintenance. Again, I am only one umpire. Certainly, your monitor can confirm or deny this very potential danger. Also, I wear cleats and have had the base go right out from under me as I was rounding a base. Don't most softball and hardball use safer and more secure bases? **Nate's Answer:** *As for the bases, the only reason why baseball bases stay in place is because there are anchors permanently placed in the ground on a baseball infield that the official bases attach to. We don't have that out in the grass. Anchored bases are also about \$200 per set. Mine are about \$40 per set, plus they transport easily, set up and clean up quickly, and do not cause injuries such as rolled ankles, cut hands, etc. That being said... I can't fool proof it. If it's wet out, then people need to be smart and not step right in the middle of the base. Step on the edges and avoid the slip& fall.*

## **Ballbarian Game Philosophy (Guy)**

**We have players like me that never let up and others that do. I basically went along with letting up last night because many of our team members felt the other team had no chance.**

**However, when we played Drunken Hillbillies and others, they don't usually let up and certainly didn't on us when they aced us.**

**In my case it might be my years in business and martial arts in my case that pushes both my fun and competitive button. Another reason I like to always do my very best every kick, every run, every catch are things like that team scoring 8 points in one inning on us and we only won by one point. In the first 3 innings we hammered them and the mercy rule worked so well in their favor, they came all the way back from 12 to 2 with the score ending 29 to 28. I tend to never underestimate even a bad team getting lucky.**

**The other thing is that WASA has gotten more competitive than before. Even though they call it fun kids game, and it is, they now go by runs scored, number of wins and losses and points differential in order to determine standings. That is why I like to get as many runs as possible. Prior to 2012 WASA did not have that system.**

**Additionally, (not as applicable to summer play), the top teams get to choose the bracket they want to be in at the tournaments. I did not know that until this year.**

**In the rules it states that a team using subs from another team must give up a point per sub. I don't particularly like this rule. I asked Zach (one of the monitors and owners of WASA), if I could take the sub points towards the end of the games and he said no. There is no rule about that but he makes me take them up front or not take them at all. I would prefer to take them only if we needed them.**

**Arty and I have different thoughts on the sub points rule. I think the rule should be gone but I use the rule. Arty thinks the rule should apply to all subs used and not just subs if they come from a different team. Arty only uses the rule spring and fall because of tournament positioning. He says, "Having played in WASA & CYAS here is my thoughts: 1. Everyone playing in your game/team needs to be listed on roster. In CYAS they can not play in the tournament if they aren't. 1a. In CYAS if they are subbing for a game or 2 they sign a waiver for insurance purposes. After 2 games they need to be added permanently to the roster. WASA does this to but it's when you register. But allowing only the captain to register a team without the other players listed is no good in my opinion for the liability & so that that team doesn't bring ringers for the tournament.**

**2. I think you should get penalized anytime a team brings a sub."**

**WASA's motivation is to have it so that teams get their own players which increase the player base vs. relying on other teams to bail them out. Consequently, losing points for WASA team subs is a deterrent.**

**I also think that WASA should limit the number of kickers. I have played more than one team that brought 13 or 14 guys and 5 girls to beef their kicking game. Also, there is nothing in the rules precluding subs or penalize a team for bring pro soccer subs or semi pro college soccer subs. In fact, Drunken Hillbillies were almost entirely semi pro, won 149 games, never losing, in a 7 years plus won every WASA tournament until last year. Don't have an answer for that.**

**Zach told me last night that Mile Hi Bootleggers who are number one in Littleton also take the points for sub use. I have to do what is best for the team so I take the points when applicable. I also study the tournament techniques (hard to believe that have actual tournaments) for rock, paper, scissors because the more often I can win to kick in the bottom of the seventh, the more optimum is the chance for us to win.**

**The other thing I try to do is get our base kickers (infield kickers etc.) to be followed up by our power kickers. This helps us get multiple runs in and in cases of a power kick being caught; it allows time for tag up and running to additional bases.**

**Umpiring: WASA requires every team to umpire games. We go along with enforcing that a team who does not provide umpiring in an evening, that they forfeit one at bat. On Aug. 8, 2012 our Westy Ballbarians. The result was they got to kick for two inning straight, another wards getting 6 outs before the team kicking ended.**

**I want to make sure we are having fun and the Ballbarians continue to have fun events besides just WASA sports. Additionally, it excites me to see a team work so well together and end up with a winning combination. Of course, we have had Ballbarian teams not do so well and we still had a great time. I guess winning is a bonus.**

**I value all team members input and opinions. When one player felt bad about always staying in the field every inning, I changed our system, even for Arty who I never took out. My goal is to make sure the team's needs are met and everyone is happy. I mix that with my desire to know every rule and my personal efforts to put in 100% until it is over. However, fun, the team and happiness supersedes and effects my decision because I am only one vote of 15, even though I am Captain, love doing well as a player and enjoy winning more than losing. As you know, we have had great fun even in games we lose. Again, if our team mostly wants to let up on a team we are slaughtering and my thinking is in the minority, then we go with the team because this is not pro sports. We play sports to have fun (do our best too), however, I respect anyone who wants to slow down aggressive play should we be slaughtering a team. Also, if that is the case More than once I have not done a challenge when asked because we were so far ahead.**

**Anyway, I thought I would explain some of this so there would be a clearer understanding of why certain things happen as they do. Write me any time with your input, changes you would like to see etc.**

## **The Secret to Winning at Rock, Paper, Scissors**

Basically, there are two ways to win at RPS. First is to take one throw away from your opponent options. i.e. - If you can get your opponent to not play rock, then you can safely go with scissors as it will win against paper and stalemate against itself. Seems impossible right? Not if you know the subtle ways you can manipulate someone. The art is to not let them know you are eliminating one of their options. The second way is to force you opponent into making a predictable move. Obviously, the key is that it has to be done without them realizing that you are manipulating them.

Most of the following techniques use variations on these basic principles. How well it works for you depends upon how well you can subtly manipulate your opponent without them figuring out what you are doing. So, now that the background is out of the way, let's get into these techniques:

### **1 - Rock is for Rookies**

In RPS circles a common mantra is "Rock is for Rookies" because males have a tendency to lead with Rock on their opening throw. It has a lot to do with idea that Rock is perceived as "strong" and forceful", so guys tend to fall back on it. Use this knowledge to take an easy first win by playing Paper. This tactic is best done in pedestrian matches against someone who doesn't play that much and generally won't work in tournament play.

### **2 - Scissors on First**

The second step in the 'Rock is for Rookies' line of thinking is to play scissors as your opening move against a more experienced player. Since you know they won't come out with rock (since it is too obvious), scissors is your obvious safe move to win against paper or stalemate to itself.

### **3 - The Double Run**

When playing with someone who is not experienced at the RPS, look out for double runs or in other words, the same throw twice. When this happens you can safely eliminate that throw and guarantee yourself at worst a stalemate in the next game. So, when you see a two-Scissor run, you know their next move will be Rock or Paper, so Paper is your best move. Why does this work? People hate being predictable and the perceived hallmark of predictability is to come out with the same throw three times in row.



#### **4 - Telegraph Your Throw**

Tell your opponent what you are going to throw and then actually throw what you said. Why? As long as you are not playing someone who actually thinks you are bold enough to telegraph your throw and then actually deliver it, you can eliminate the throw that beats the throw you are telegraphing. So, if you announce rock, your opponent won't play paper which means coming out with that scissors will give you at worst a stalemate and at best the win.

#### **5 - Step Ahead Thinking**

Don't know what to do for your next throw? Try playing the throw that would have lost to your opponents last throw? Sounds weird but it works more often than not, why? Inexperienced (or flustered) players will often subconsciously deliver the throw that beat their last one. Therefore, if your opponent played paper, they will very often play Scissors, so you go Rock. This is a good tactic in a stalemate situation or when your opponent lost their last game. It is not as successful after a player has won the last game as they are generally in a more confident state of mind which causes them to be more active in choosing their next throw.

#### **6 - Suggest A Throw**

When playing against someone who asks you to remind them about the rules, take the opportunity to subtly "suggest a throw" as you explain to them by physically showing them the throw you want them to play. ie "Paper beats Rock, Rock beats scissors (show scissors), Scissors (show scissors again) beats paper." Believe it or not, when people are not paying attention their subconscious mind will often accept your "suggestion". A very similar technique is used by magicians to get someone to take a specific card from the deck.

#### **7 - When All Else Fails Go With Paper**

Haven't a clue what to throw next? Then go with Paper. Why? Statistically, in competition play, it has been observed that scissors is thrown the least often. Specifically, it gets delivered 29.6% of the time, so it slightly under-indexes against the expected average of 33.33% by 3.73%. Obviously, knowing this only gives you a slight advantage, but in a situation where you just don't know what to do, even a slight edge is better than none at all.

#### **8 - The Rounder's Ploy**

This technique falls into more of a 'cheating' category, but if you have no honor and can live with yourself the next day, you can use it to get an edge. The way it works is when you suggest a game with someone; make no mention of the number of rounds you are going to play. Play the first match and if you win, take it as a win. If you lose, without missing a beat start playing the 'next' round on the assumption that it was a best 2 out of 3. No doubt you will hear protests from your opponent but stay firm and remind them that 'no one plays best of one for a kind of decision that you two are making'. No this devious technique won't guarantee you the win, but it will give you a chance to battle back to even and start again.

#### **9. The Bamboozle**

I have seen players here the instructions, do the rock, paper, scissors and then say, "wait, I thought we were going on the 4<sup>th</sup>" etc." Basically, they lose and then come up with an excuse of being confused to do a redo.

Mostly I have seen team captains, including myself do two or three rocks in a row. In 2012 I found 70% of the women were throwing rock on me after I signaled I might throw rock. (Signal by actually saying "go on 4 and I am doing 4 rocks while they watch"/ I am doing paper against most players and winning. It is also best to introduce yourself and ask the captain how long they have been playing WASA. The savvy players almost always throw paper or scissors. If you do a challenge, go back to rock because they will remember your move and most likely do scissors.

## BASEBALL BATTING STRATEGY

The **batting order**, or **batting lineup**, in baseball is the sequence in which the nine members of the offense take their turns in batting against the pitcher. The batting order is the main component of a team's offensive strategy. The batting order is set by the manager before the game begins (although substitutions may subsequently take place). If a team bats out of order, it is a violation of baseball's rules and subject to penalty. When the player who led off the inning makes a second plate appearance, it is called "batting around."

In modern American baseball, some batting positions have nicknames: "leadoff" for first, "cleanup" for fourth, and "last" for ninth. Others are known by the ordinal numbers or the term #-hole (3rd place hitter would be 3-hole).

### HidePositions in the lineup

#### #1

The first player in the batting order is the leadoff hitter. Generally, the leadoff batter is the fastest baserunner on the team. He bats more often than anyone else in the lineup. His goal is to ensure the team has baserunners on base when the later, more powerful hitters come to bat. His need for a high on base percentage (OBP) exceeds that of the other lineup spots. Because leadoff hitters are selected primarily for their speed and ability to reach base, they are typically not power hitters. Leadoff hitters typically hit mostly singles and doubles and draw walks to get on base. However, speed is not essential, as was shown by Wade Boggs, but it is highly desired among leadoff hitters. Once on base, his main goal is to get into scoring position (that is, 2nd or 3rd base) as quickly as possible, either through steals, hit and run plays or intelligent baserunning decisions, and then on to score.

Examples of classic leadoff hitters are Jackie Robinson, Phil Rizzutto, Richie Ashburn, Maury Wills, Lou Brock, Pete Rose, Rod Carew, and Tim Lincecum, with some having somewhat more power (Lou Whitaker, Rickey Henderson, Paul Molitor, Derek Jeter).

#### #2

The second batter, most often just referred to as in the *two-hole*, is usually a contact hitter with the ability to bunt a baserunner over or get a hit. His main goal is to move the leadoff man into scoring position. Often, these hitters are fairly quick, competent baserunners and tend to avoid grounding into double plays. Managers often like to have a left-handed hitter bat second because of the potential gap in the infield defense caused by the first baseman holding the leadoff batter. On a very good team this batter can have characteristics of both a leadoff hitter and a power hitter (Curt Flood, Joe Morgan, Robin Yount, Alan Trammell).

#### #3

The third batter, in the *three-hole*, is generally the best all-around hitter on the team, often hitting for a high batting average but not necessarily very fast. Part of his job is to reach base for the cleanup hitter, and part of it is to help drive in baserunners himself. Third-place hitters are best known for "keeping the inning alive". However in recent years, some managers have tended to put their best slugger in this position.

Typically the greatest hitters for a combination of power and OBP on their teams bat third, as is shown by the use of such hitters as Babe Ruth, Mel Ott, Ted Williams, Willie Mays, Barry Bonds, Mickey Mantle, Carl Yastrzemski, Albert Pujols, Joey Votto, Miguel Cabrera, Josh Hamilton, Evan Longoria, Jose Bautista, and Hank Aaron in this position in the lineup. Even without the combination of extreme power (Yogi Berra, Al Kaline, George Brett) or high batting average (Ernie Banks, Harmon Killebrew, Johnny Bench, Mike Schmidt, Reggie Jackson) this batting position contains an inordinate number of hitters who eventually become members of the Baseball Hall of Fame.

#### #4

The fourth player in the batting order is known as the cleanup hitter, and is almost always one of the best hitters on the team, often the one with the most power. Baseball managers tend to place hitters who are most likely to reach base ahead of the clean-up man, so that the fourth batter can "clean" the bases by driving these baserunners home to score runs. His main goal is to drive in runs, although he is expected to score runs as well. In fact, the fourth spot in the order has the luxury of being somewhat "protected" from bad situations early in the game: the batter only rarely faces a spot with two outs and no baserunners in the first time through the order—possible if, for example, one of the first three

batters hits a home run and the other two make outs or following a home run by the #3 hitter. If nobody gets on base, the cleanup hitter has a chance to start a rally in the second inning by being the first batter, with zero outs. However, hitting cleanup also requires an exceptional level of talent, and the ability to deliver big hits in important situations (such as the bases loaded with two out). Examples of #4 hitters include Lou Gehrig, Eddie Matthews, Willie McCovey, Billy Williams, Tony Pérez, Eddie Murray, Alex Rodriguez and Prince Fielder.

The theory behind the cleanup hitter concept is that at the beginning of the game, the first three batters will reach base with a single-base hit, walk, or equivalent, thereby loading the bases, and enabling the cleanup hitter a chance to hit a grand slam. But even without the grand slam, this batter can extend an inning with a high batting average and frequent walks.

The #3 and #4 hitters can often be switched in roles. For example, the 2011 Detroit Tigers had Miguel Cabrera as their #4 hitter but moved him to the #3 hitter after acquiring Prince Fielder as a free agent before the 2012 season.

### **#5, #6**

The fifth and sixth (and sometimes seventh) batters have traditionally been RBI men, with the main goal of driving runners home, especially with sacrifice flies. The 3rd, 4th and 5th hitters in the lineup are called the "heart of the order," signifying their collective ability to get on base, hit for power and drive in runs. Modern sabermetric baseball theory suggests that even the 5th and 6th batters should have high on-base percentages, though this approach has not been universally adopted. The fifth batter is usually a team's second-best power hitter, and his purpose is often to "protect" the clean-up hitter in the batting order. He is expected to pose enough of a threat that the opposing team refrains from intentionally walking the clean-up hitter in potential scoring situations. The sixth hitter serves as a backup to the fifth hitter in case he fails to score runs or to drive more in himself if another scoring opportunity presents itself.

### **#7, #8**

The seventh and eighth batters are often not as powerful as the earlier batters, and do not have as high a batting average. They are often players who are in the lineup more because of their defensive ability (typically catcher, second baseman or shortstop) than their ability as hitters. They are still expected to produce (as is the case for *any* regular starter), but they have less pressure in those spots. The main pressure on the eighth hitter comes when there are two outs: in this case, he must battle the pitcher to get on base so that the ninth hitter can come up. That way, even if the ninth hitter gets out, the top of the order comes up next. Very often the #7 hitter is a catcher, commonly the slowest baserunner on a team whose lack of speed would contribute to a large number of double plays higher in the order even if he is a good hitter (Bill Freehan). The eighth batter is often a good contact hitter, and can be used as a back-up #2 hitter. In leagues without designated hitters (DHs), the catcher often bats eighth, as they are often employed for their defensive skills and handling of the pitching staff, and tend to have a relatively low batting average. However, this is by no means always the case. In a situation where the pitcher is batting in the #9 slot, #8 hitters are sometimes intentionally walked to get to the pitcher's spot in the #9 hole; however, with two outs the opposing pitcher is expected to battle the #8 hitter, so in the event of an out the pitcher leads off the following inning.

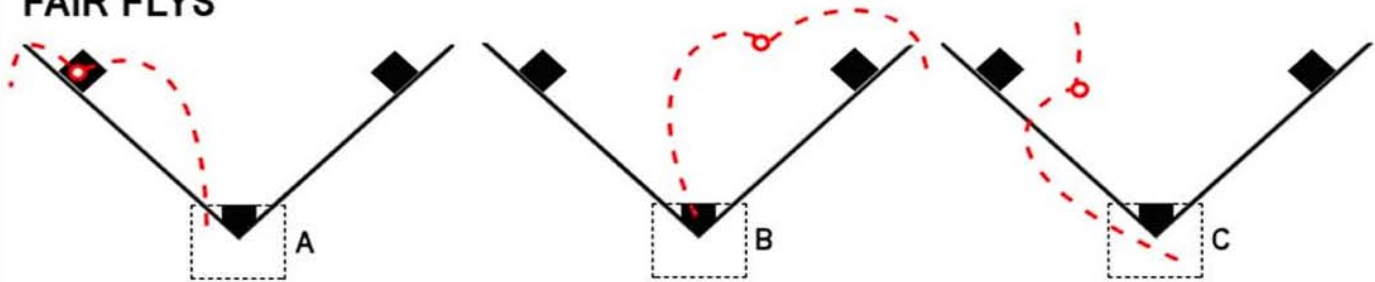
### **#9**

In the presence of the designated hitter, the ninth batter is often like the second leadoff. Nine-hitters tend to be fast, and have a decent on base percentage like the leadoff hitter.

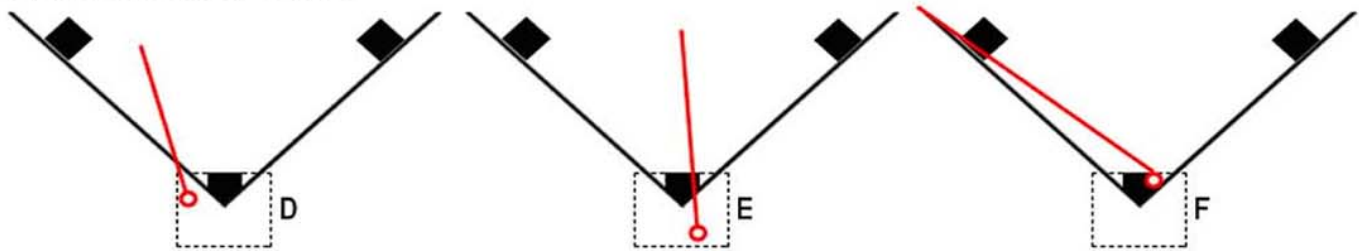
In leagues where the DH rule is not in effect, the starting pitcher almost always fills the ninth spot, although relief pitchers may occupy a different spot due to a double switch. If there is a man on first or second base with fewer than two outs when the ninth hitter is up, he almost always bunts. However, a notable alternative exists to this, in which the pitcher or weakest hitter actually bats in the 8th slot, and another player with decent OBP and speed bats in the 9th slot, thus creating a kind of second leadoff hitter, at the bottom of the lineup, that loops to the top of the order afterwards. This has been used sparingly in the major leagues, but was notably employed by St. Louis Cardinals manager Tony La Russa in the second half of the 1998 baseball season, and again in August 2007 and in 2008, and by Milwaukee Brewers manager Ned Yost in 2008.<sup>[1][2]</sup> Former New York Mets manager Bobby Valentine occasionally employed this technique, having Rickey Henderson hit leadoff and Roger Cedeno bat ninth.

# Wasa Modified

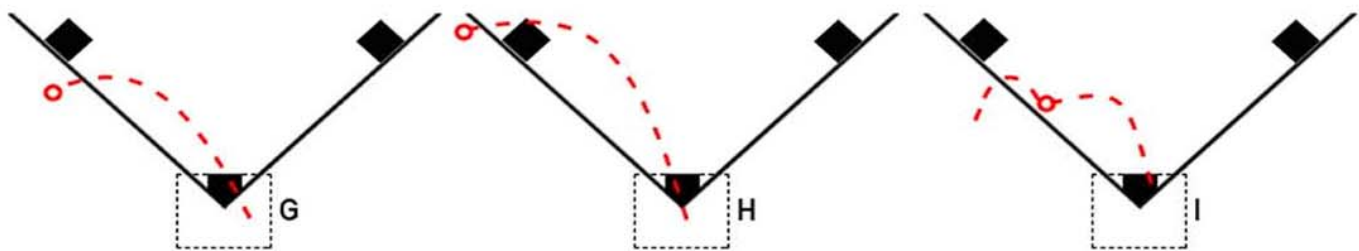
## FAIR FLYS



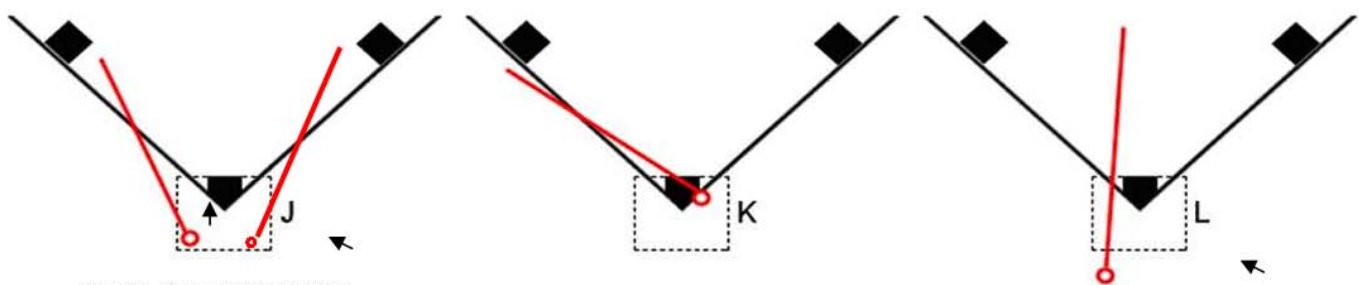
## FAIR GROUNDERS



## FOUL FLYS

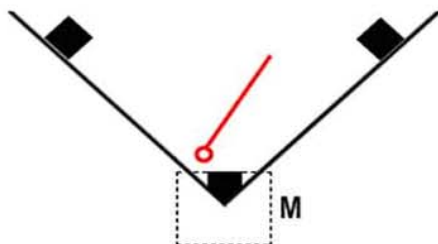


## FOUL GROUNDERS



"J" IS FAIR IN WASA

"L" IS FAIR IN WASA



Path of ball in the air	- - -
Path of ball on the ground	—
First ground contact point	○
<b>LEGEND</b>	