



KICKBALL TOURNAMENT RULEBOOK

2026 BIG APPLE SPORTS CLASSIC V1



**Big Apple
Recreational
Sports**

UPDATED 08/06/2026

SECTION 1: BEFORE THE GAME

FOOTWEAR & UNIFORMS: Players are required to wear appropriate footwear while playing kickball. This includes cleats or athletic shoes. Metal cleats are not allowed. All players are expected to wear a consistent team uniform appearance. Exact style is not regulated; however, team colors and overall look must match. Failure to comply may result in a forfeit.

PLAYER LINE-UPS: Teams must begin and finish a game with at least 8 players to avoid forfeiting. All players who arrive late may join at the end of the line-up, regardless of the inning. If they are already included in the starting line-up, but are not present for their turn to kick, will result in an out. Any player who is a registered player and is present at the game must be allowed to play, unless they are physically unable or violate the BARS Code of Conduct. Each team will write their kicking order for the umps.

HOME TEAM: Home team will be determined by Rock-paper-scissors. For all tournament/bracket play games, the higher seeded team may choose to be the home or away team.

TOURNAMENT INTEGRITY: The competitive integrity of tournament play is paramount. Any team found to be misrepresenting its skill level or division will be removed from competition during seeded rounds.

SUB-SECTION A: PLAYER REMOVAL FROM THE TOURNAMENT

BARS reserves the right to remove participants for any action that is illegal, harassing, threatening, unethical, and detrimental to the success of the event or constitutes cheating at the discretion of Ref officials. Any player exhibiting unsportsmanlike conduct, by the perspective of the umpire or BARS officials, will be subject to a Yellow Card or Red Card.

A player can only receive one Yellow Card before receiving a Red Card. Per the ump's discretion, a player can be subjected to a red card without a prior Yellow Card. A player shall be removed from the current game and possibly the tournament upon receiving a Red Card. Removed players are not eligible for refunds.

Unsportsmanlike conduct can be defined by, but not limited to, inappropriate behavior, verbal abuse, intimidation, dangerous play, intoxication and match fixing.

SUB-SECTION B: FORFEITS

Teams will forfeit their game if they have less than 7 players at the game's start time. Teams will forfeit their current game if any player consumes open containers of alcohol on the field, or, any consumption of alcohol, if prohibited by law. Teams may also forfeit if the team's behavior proves to violate the BARS Code of Conduct, including physical violence, disruptive behavior, continued outside distractions from teammates or friends/fans of teammates, or overly loud music.

If a team chooses to forfeit an ongoing game voluntarily, then the team that does not forfeit shall receive 7 runs for the current inning, and the game will end.

SUB-SECTION C: CANCELED GAMES

A game that is called off by the Referee after three (3) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. A game that is called off by the referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may be rescheduled

SECTION 2: BASIC GAME INFORMATION

GAME LENGTH: Game length is 7 innings or 45 minutes. Once the game reaches the 35-minute mark, the head ref will announce the final inning. If this time is called at the top of the inning, this will be the final inning. If it is the bottom of the inning, the next inning will be the last.

Semi-Final and Final games are (7) innings or 50 minutes.

Every competitor playing must kick and run. If they cannot kick and run, they may not play. The same ball must be used for the entire game, unless both captains agree to exchange or the ball is irreparably damaged.

MERCY RULE: A team may not score more than 6 runs in an inning. Once 6 runs are scored, that half of the inning is completed.

SLAUGHTER RULE: The moment a team has a run differential more than 12, the game will be considered complete with the final score input as is since no game can have more than a 12 score differential.

EQUAL PLAYING TIME: It is expected that all players will be allocated equal playing time

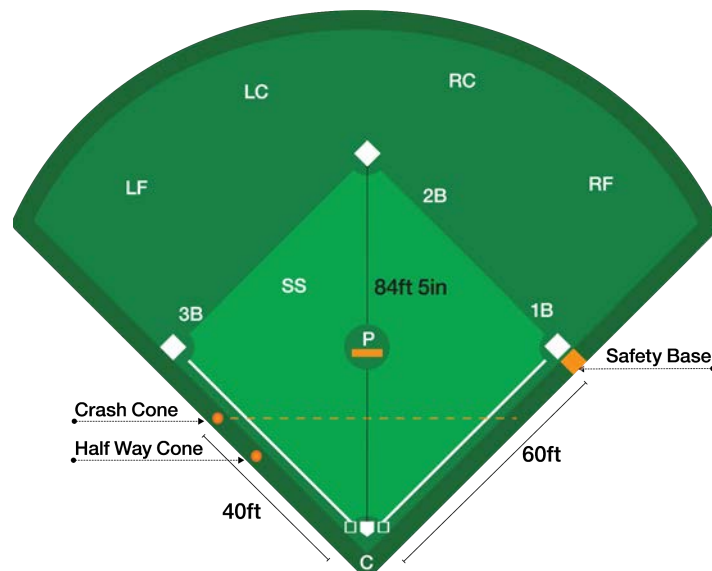
- Captains are responsible for creating fair and even lineups for all games
- Upon request, captains must provide a copy of the team's lineup with fielding positions and innings each player will be sitting out
 - All players must be slotted to field an equitable number of innings as possible per game. No player may sit out a second time before another player has sat out

their first time. A player may sit out a second time the same inning another player sits out their first time. Etc. (No 3rd out for player A before player B sits out twice).

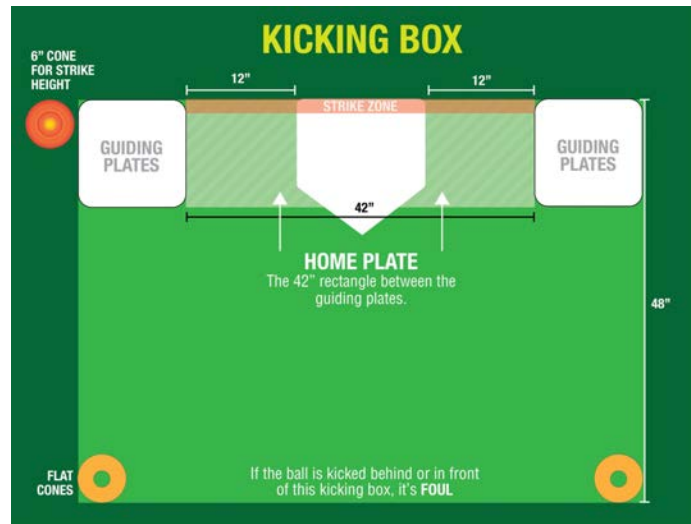
- Captains may substitute players off/on the field, or switch players after the inning has started, only in the event of injury or illness. The replacement fielder must be a player who has the least slotted starting time of the available benched players.
- If a captain believes there is a violation of this rule by the opposing team, they must challenge this with the Head Ref who will further review the challenge for evaluation. If The Head Ref finds that the violation is true, they will report it to the league's Kickball leadership and Kickball Commissioner for assessment of the associated penalty.

SUB-SECTION A: FIELD SIZE

Field Size is 60ft from base to base. Home plate to 2nd base should measure 84ft 5in from the back tip of the plate to the base. Home plate to the pitching rubber should measure 42ft 2.5in from the back tip of the plate to the rubber. Infield is anything within the baseline. The outfield is 15ft behind the bases. The crashing start line is 2/3 mark between home plate (40ft) and 3rd base, or home plate and 1st base. An invisible line is drawn between the two sides.



SUB-SECTION B: KICKING BOX/STRIKE ZONE:



SUB-SECTION C: PLAYER LOCATIONS

10 players on the field: 6 in the Infield and 4 in the Outfield. If you have less than 10 players, you may place players in any position so long as they don't violate the maximum number of infield and outfield positions. The catcher may position themselves behind or to the side of the kicker's box (on the intermediate or advanced days). Catchers may not interfere with play or cross into the kicker's box until the ball is kicked.

SUB-SECTION D: NON-ACTIVE PLAYERS

Players must remain in or around the dugout. Exceptions are allowed for a 1st base and 3rd base coach. On-Deck kickers must remain in the dugout, or they may use a designated on-deck box. If any non-active player obstructs play for the opposing team (e.g. touching a ball, blocking players movements, etc.), that player will receive a Yellow Card and play stops. Base runners will return to their previous base. If it was a fair ball, play stops, and the kicker will be given a foul ball. If the play would have been an "out", the UMP would use their discretion and decide. If a non-active player's actions obscure the umpire's ability to call a play, the umpire may use their discretion and stop play with whatever call seems just. Base coaches are not allowed to touch their teammates during active play. If they do, the play stops, runners do not advance, and the play will result in an out. Active play is when the ball is live.

SUB-SECTION E: CONTESTING CALLS/CHALLENGES/RULE CLARIFICATION

CONTESTING CALLS: Captains may challenge a call. Each team's captain is allowed one

CAPTAIN'S CHALLENGE, per game. A captain's challenge will cause the game's clock to stop for 1 minute to discuss the play with the umpire and the other captain. At the end of 1 minute, the umpire's call is final. If the call is resolved in the captain's favor, the captain reserves the right to make an additional challenge.

1. If any captain attempts to consistently challenge calls, thereby causing a delay of game or obstructing game from continuing, captain may be Yellow carded/Red carded.
2. If a captain has no more challenges but attempts another, the team will be penalized 1 run for each additional challenge, and the challenge will be ignored.
3. If the captain persists, they are subject to a Yellow Card.
4. A “challenge” is considered a contest of a call and includes any query of any ump’s decision that interrupts or slows the process of the game for the purposes of revising an ump’s decision. Clarification of a rule is not a challenge. However, if a captain chooses to argue the specific call, thereby halting play, this will be considered a challenge.

SECTION 3: WHAT IS CONSIDERED AN OUT

SUB-SECTION A: WHAT IS AN OUT?

STRIKE OUT: An opponent receives 3 strikes or 3 fouls while kicking.

1. If a kicker receives 2 strikes, the next foul ball would be considered a strike, and the kicker is out.
2. If a kicker receives 2 strikes, and the next foul ball is obstructed by a foreign object, the kicker will get one additional foul.

TAGGING A RUNNER: An opponent is tagged with a ball.

1. If a base runner is tagged with the ball, they may not otherwise intentionally touch the ball. If they do, play is considered obstruction, and play stops.
2. If a base runner is in contact with the ball at any time (whether intentional or not), and is not on a base, the runner is out.

FOUL OUT: A kicker receives 4 fouls.

1. If the kicker receives two fouls and the third foul is obstructed by a stationary foreign object in fair territory (e.g. tree branch, overhead fencing), the kicker will get one additional foul.
2. If the object is in foul territory, the ball would be considered a foul, as normal, and result in an out.

FLY OUT: An opponent catches the ball in fair or foul territory.

1. If the ball is caught in foul territory, the ball is considered live and base runners may advance.

FORCED PLAY: A force play occurs when a baserunner is no longer permitted to legally occupy a base and must attempt to advance to the next base. The runner can be forced out by tagging the next base before they arrive. The base player must have decisive control of the ball while touching the plate prior to the runner reaching the plate."

1. If a forced play is applied to a runner who is behind an advancing runner, once that runner is out, the force is removed.

- Example: If a runner is on first and second, and the forced play is made at first base, the force no longer applies to the runner on second base.

THROWING A BALL: An opponent throws the ball at a runner and makes contact with them, shoulders or below.

1. If the thrown ball connects with the base runner's head, the base runner will be called safe.
 - The head is above the shoulders.
 - If a runner is sliding or ducking, any part of the runner may be hit.
 - If the base runner is not in running motion, and the ball contacts their head, they may be called out at the discretion of the umpire
2. If a player throws a ball at their opponent, and the opponent deflects the ball inadvertently, play continues and play is not considered obstruction.
3. If the player attempts to deflect the ball after they are out, this will be considered obstruction of play, and play will end. The player is subject to a Yellow Card.

KICKING OUT OF ORDER: An opponent kicks out of order. Any kicker in the line-up who is not present for their turn to kick will be considered an out. This does not apply to a kicker in the lineup who has not yet arrived on the field.

BASE COACH: An opponent's base coach touches a player during active play.

SAFETY BASE: An opponent does not utilize the safety base when running through first base.

SLIDING: A player illegally slides with cleats up, accidentally or otherwise.

SLIDING INTO FIRST BASE: This is illegal and will result in an out.

RUNNING OUT OF THE BASELINE: If a runner deviates more than 5ft from the baseline, they will be considered out.

LEADING OFF: If a player leads off the base before the ball is kicked, the player would be called out.

TAGGING UP/FIRST CONTACT: If a player leaves their base, after the ball is kicked, and the ball is caught in the air (before contacting the ground), the runner must return to their previous base and tag it, before advancing.

1. If a runner stays on their base until the ball is contacted by a fielder in the air (regardless of whether it is ultimately caught), the runner may advance.

a. This would be considered tagging up, as first contact counts as allowance to advance.

COLLIDING WITH ANOTHER BASE RUNNER: If a base runner touches or passes another runner, the leading runner will be considered out.

SUB-SECTION B: FAIR AND FOUL TERRITORY

Fair territory is the area from home plate extending along the foul lines by 1st and 3rd base and into right and left field. Within those bounds is fair territory. Outside of those bounds is foul territory.

FAIR BALLS

Any ball contacting the ground in fair territory beyond 1st or 3rd base.

Any ball that passes 1st or 3rd base after contacting the ground in fair territory. This includes: (i) Balls passing over the 1st or 3rd base in the air; or (ii) touching all or any part of the base.

1. If the ball is deflected into foul territory, from fair territory, it is still fair.

FOUL BALLS

Any ball contacting the ground or an object in foul territory before contacting the ground or a player in fair territory.

Any ball entering foul territory before passing 1st or 3rd base.

1. If a ball enters foul territory from a direct kick, the ball is considered foul.

A. If the ball rolls foul and then fair, it is still considered foul.

B. If the ball is kicked from the kicker's box, starts in foul territory but then enters fair, it is still foul.

2. If a ball is deflected from foul territory into fair territory, the ball is still considered foul.

SECTION 4: KICKING, PITCHING, RUNNING & DEFENDING

SUB-SECTION A: KICKER'S BOX & KICKING

The kicker's box is 42" wide by 48" deep. Contact must be made with the ball, while the ball is within the box, to be considered live.

1. The umpire will make their call once the ball passes the back of the kicker's box. Once the umpire makes their call, no other action can be taken.
2. If the kicker kicks the ball behind the kicker's box, but before the umpire call's, the ball will be considered a foul ball.
3. A kick is defined as a leg in motion. If the leg does not move forward, it is not a kick and will be called whatever the pitch would be if contact was not made.

SUB-SECTION B: STRIKES

STRIKE: A strike is a penalty against the batter. 3 strikes or 2 strikes followed by a foul, is an out.

1. A strike is any pitch that passes through the strike zone that is not kicked.
2. A strike is any pitch that a kicker attempts and misses.
 - a. This includes missing an attempt to kick a ball, but the ball hits the resting back leg/inactive leg.
 - b. If a player decides to hit a ball with any object but their leg (arm, chest, etc) that will also be considered a strike.

BOUNCING PITCHES: A pitch that bounces at least 2 times before reaching the plate and is within the strike zone.

- a. If the second bounce lands on the plate, the ball is considered a strike.
- b. If the ball's second bounce is before the plate (within 8" of the plate) and then bounces below the 6" mark strike zone, depending on where the ball crosses the front of the plates' plane may consider the ball a strike.

The strike zone is 42" in width and 6" in height. The strike zone is the negative space between the two strike plates. The strike zone is considered the front of the plate only, unless a ball bounces directly on the plate.

SUB SECTION C: FOUL BALLS

FOUL BALL: A foul is a penalty against the batter. Three fouls is an out. If a foul ball is caught, the play is considered live, and both teams may make further actions to advance the game.

A foul ball is defined as one of the following:

1. Kicking in front or behind the kicker's box.
 - a. The kick is where the ball is, not the planted foot. Thus, the ball must be kicked at, or before, leaving the kicking box.
2. Kicking the ball, knee or above.

3. Trapping the ball at home plate, without forward momentum.
4. Any ball kicked into foul territory (see above in FOUL Section)
5. Kicking the ball into an obstruction or foreign object
 - a. If the third foul is caused by such an action, the player will get one additional foul.

DEAD BALL: A dead ball is considered a foul ball, but is unplayable by the defending team.

1. Double kick in kicker's box.
2. Ball hitting a foreign object that is not part of play.
3. EXCEPTION: Ball Popping due to a kick. The kick is ignored, and the action is replayed with no penalty on the batter.

SUB SECTION D: BALLS

BALL: A ball is a penalty against the pitcher. Four balls is rewarded one base (a walk). Four consecutive balls, prior to any strike/foul, is rewarded two bases (intentional walk).

A ball is any of the following:

1. Any pitch that is completely outside the strike zone.
2. Any pitch that crosses the base above the 6" plane at the front of the plate.
3. Any ball that does not bounce at least twice before reaching the home plate.
4. Any player who encroaches in front of the pitcher, while pitching. (see Crashing)
 - a. If the pitcher encroaches closer to the mound than 5ft.
 - b. If the catcher advances in front of the home plate before the ball is kicked.
5. SOCIAL LEAGUES ONLY: Any catcher who advances in front of the batter before the ball is kicked or any ball not pitched with smooth rolling and minimal bouncing.

SUB SECTION E: PITCHER'S RULES

Pitchers are allowed two (2) warm up pitches only once per game. Pitchers may pitch the ball in any fashion they wish, pursuant to the parameters presented below. Pitchers must release balls at the pitching rubber/plate. The ball cannot be released in front of, or to the side of, the rubber/plate.

*****Social Kickball (C Division) pitches must be released underhand with a moderate speed and little-to-no bounce. Any pitches outside of these parameters will immediately be called a ball.***

1. Any pitch released away from the pitching rubber/plate will result in a ball.
2. If a field has an obstruction at the pitcher's area, the rubber/plate may be moved to accommodate.
3. The pitching rubber/plate is marked with a cone or a visual object.
4. Pitchers must release the ball in a timely fashion. If the pitcher is perceived to be "stalling" at the discretion of the umpire, they are subject to a Yellow Card.

PITCHER CRASHING: The pitcher is allowed to leave the pitching rubber/plate and move towards the kicker once the ball is pitched.

1. Pitchers are allowed to move as close as 5 feet to the kicker's box.
2. If the pitcher advances closer than 5 feet to the box before the ball is kicked, the pitch will be considered a ball.

Play stops when the pitcher decisively touches the pitcher's rubber plate.

SUB-SECTION F: RUNNERS

A base runner must use the safety base when running towards 1st base, or they will be out.

1. If the safety base is obstructed, the runner may use 1st base.
2. The runner does not need to use the safety base if advancing to 2nd base. A base runner is only allowed to overrun first base without penalty.
3. The player is expected to turn right once passing through the base to ensure it is clear they are staying on their base.
4. If the runner turns left, this may be considered an intent to run to second base and the runner may be tagged out.
 - a. Intent is up to the discretion of the umpire.
5. Overrunning any other base does not protect the kicker from being tagged out. This includes being forced to return to 1st base. If a runner overruns a base, the opposing team must tag them with the ball, to complete the out. Running out of the baseline is considered an out and play will stop.
6. As running out of the baseline can be considered obstruction of play, without clear instruction from an umpire, play will stop and runners will not be able to advance further.

TOUCHING A BASE OR NOT TOUCHING A BASE

If a runner does not touch the intended base they are running towards, a courtesy will be given if the runner is in the immediate vicinity (relative inches). If a runner does not touch a base, or is further than the distance mentioned, a captain may challenge the call, and the runner would be considered out. If any runs scored as a result of this action, but would not have if the out was called, the runs may be rescinded. Home plate is considered the 42" by 12" rectangle, and not the pentagonal mound. Base runners may not steal bases or lead off.

FORCE OUT/WHEN PLAY ENDS

If a forced play is applied to a runner who is behind an advancing runner, once that runner is out, the force is removed.

Example: If runners are on 1st base and 2nd base, and the forced play is made at 1st, the force no longer applies to the runner on 2nd base.

BASERUNNING OBSTRUCTION: If a defending player is in the baserunner's path, is not actively making a play, and obstructs the runner resulting in an out, the baserunner will advance to the next base and be considered safe. If it not a forced play and the next base is occupied, the player will return to their previous base. If the defending player is actively making a play, then any collision outcome will continue as normal.

BLOCKING THE BASES: Defending base players should avoid blocking their bases from advancing runners. Blocking a base may result in an obstruction play, determined by the specific play and umpire's discretion.

TIES: If the base is tagged at the same time the runner's foot hits it, a tie will always go to the runner.

SUB-SECTION G: DEFENDING/FIELDING PLAYERS

6 Players are allowed INFIELD, and 4 Players are allowed OUTFIELD. The outfield is defined as 15 feet behind any base. All fielding positions are locked after the inning has started and may not be changed with the exception of switching due to injury or illness. Defending players are required to be in their position BEFORE the ball is kicked. Once the ball is kicked, fielders may move anywhere they wish.

INFIELD POSITIONS: 1st, 2nd and 3rd Base, Short Stop/Charger, Pitcher and Catcher

OUTFIELD POSITIONS: Right, Right Center, Left Center and Left.

BASE PLAYERS

Base Players will do their best not to obstruct the path of the base runners while making active plays, however, a base player is not obstructing play by making a play for a ball.

1. Base players are recommended to stand outside of where plays are being made, to avoid collisions with players and injuries to themselves.

2. Catchers are recommended to stand in front of home plate as opposed to standing in the baseline.

Base Players may force an out by tagging a base while holding a ball, or touching the ball to the base (so long as it's in their possession)

1. Force plays only occur when a runner is required to advance to the next base.
2. Base players must tag a runner when there is no force at the base, or when a player over runs a base other than the runner's advancement to 1st base from home plate.

BASE PLAYERS "CRASHING" THE PLATE

Once the ball is pitched, any defending player may advance towards home plate, provided they do not pass the pitcher.

1. A base player must start at a distance of 40 feet (minimum). Note: The pitching rubber is two-thirds the distance of the baseline. The cone or marker closest to 3rd base is the designated 2/3's mark.
2. This line extends from 1st to 3rd base and can be marked by cones.
3. If a player advances in front of the pitcher, the pitch will be considered a ball unless the kicker decides to kick the ball.
4. The pitcher may not crash any further than 5 feet before the plate. Otherwise the action is considered obstructing the player's ability to kick the ball. The pitch will be considered a ball.

PITCHER

Play does not stop until the pitcher decisively touches the pitching rubber/plate, holding the ball. When play stops, runners must return to their previous base, unless they are more than halfway, in which case they will be awarded the base to which they were advancing.

1. Once the pitcher decisively touches the pitching rubber/plate, pitchers may not continue to make active plays.
2. Once the pitcher has the ball in hand and touches the rubber pitcher's plate, the head ref will call "time" and blow a whistle to signify the end of an active play.

SUB-SECTION H: END OF INNING

If there is a forced out for the last out of the inning, no runs scored will be counted.

1. Force out includes: tagging the base the runner is advancing to, or tagging the runner/base if they are forced to run.
2. If a runner is tagged out when they were not forced to run, if any runs have scored before the out occurs, these will be counted.

3. If there are 2 outs in an inning and the ball is kicked in the air and the ball is not directly and decisively caught and a runner scores (e.g. a runner advances from 3rd base to home plate before the player completes the catch) the run will score.

SECTION 5: CONDITIONAL RULES

SUB-SECTION A: OVERTHROW - 1 BASE MAXIMUM

If a player overthrows at 1st base, that runner is allowed only one extra base. However, if there are runners on other bases, those runners may advance more than 1 base.

1. An overthrow is when any player makes a throw to the 1st baseman for the purposes of a force out.

2. The overthrow rule does not count when throwing the ball at the runner. If a player attempts to hit the runner with the ball, and misses, the player may advance past the one extra base.

SUB-SECTION B: BALL OUT OF PLAY - 2 BASES MAXIMUM

If a ball falls out of natural play (e.g. into the streets, in a dug out, into a trash can, etc..) regardless whether a player threw the ball or it was kicked, the runners are only allowed to advance a maximum of two (2) bases.

1. If the ball falls out of play and it is deemed intentional by the ump as an effort to prematurely end the play, it is the ump's discretion to decide if the play should be allowed to continue.

SUB-SECTION C: PINCH RUNNERS

Pinch runners are not allowed.

SECTION 6: GAME RULES BASED ON PLAYOFFS OR MULTIPLE GAMES

SUB-SECTION A: MULTIPLE GAMES ON SAME FIELD

The following applies if there are multiple games being played on the same field, and a player/ball interferes with the other game:

1. If a ball goes into play of another game and the play is active in the other game, or the ball hits another player on another team, the play stops immediately, and the ball is considered a ground double for all players. If play is not active, play continues.

2. If a player hits another player accidentally (while running for a ball) and play is obstructed, the ball will be considered a double and play stops.

SUB-SECTION B: STANDINGS to DETERMINE SEEDING

Rankings are determined by the following:

1. Overall Record

2. Head-to-head record (only if all teams that are tied have played each other)

3. Run Differential

4. Total Runs Scored

SUB-SECTION C: OVERTIME / TIE GAMES)

Overtime Games will not occur during pool play. Overtime games are played as normal innings with the “one pitch rule” applied. The game will continue until one team ends the inning ahead of the other.

ONE PITCH RULE: The start of each inning shall see the last kicker, from the previous inning, placed on second base. Each kicker will receive one pitch only. Foul ball: = OUT | Strike: = OUT | Ball = WALK | Kicked Ball: Outcome of play. Obstruction Foul is allowed one courtesy additional pitch.

SECTION 7: PLAYER SAFETY

SUB-SECTION A: SLIDING

Sliding is allowed, but at your own risk.

1. BARS does not advocate risking your safety without proper training or gear for sliding.
2. You cannot slide into 1st base or the safety base.
3. Your foot must be pointed towards the ground.
4. You cannot slide with two feet.
5. You may slide hands first.
6. If a player slides into any base, and the player collides with the baseperson, if there is evidence of cleat markings, or a failure to control the slide (based on the movement of the whole body, versus using one leg or arm) the player will be called out, regardless if the player is safe or not.
7. If you are perceived to be using your cleats to endanger other players, you will be ejected.

SUB-SECTION B: INJURIES

If a player is injured during the game, play immediately stops. Time will stop, and the player’s health and safety will be managed as a priority. The game will continue once the player has been safely removed from the field. The umpire will complete the game with the time allotted, and if able, make up any lost time.

1. If the player had been out before the injury, the player would be considered out.
2. If the player is in the outfield, play will stop, and all runners will remain on their current base, or base they advanced too.

3. If the player is safe but unable to continue in play, the last player out may take the player's place as a runner.

4. If any player receives an injury to the head resulting in dizziness, mobility issues, confusion, or otherwise physical impairment, appropriate protocol for a possible concussion will be followed. The injured player, once treated, is not allowed to return to play without proper clearance.

SUMMARY OF UPDATED FOR v2:

1. Footwear and Uniforms - Section 1
 - a. Added team t-shirts and pronoun bracelets
2. Equal Playing Time - Section 2
 - a. Added that field positions are locked after the inning begins and may only be switched in the event of injury or illness.
3. Fair Balls and Foul Balls - Section 3/Sub-Section B
 - a. Further clarified and defined foul and fair balls.
4. Defending Players - Section 4/Sub-Section G
 - a. Added that field positions are locked after the inning begins and may only be switched in the event of injury or illness.