



Fieldmojo

Official Rules

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Field Mojo Rules

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1. Overview

Field Mojo Kickball is a team sport, played by two teams on a rectangular field. The goal is to score the most points during the allotted time. The offense scores points by kicking a ball into the field, and then running from one end of the field to the other and back without getting tagged by a ball.

The defense tries to stop the offense by touching the runner with a ball, either by throwing the ball or tagging the runner with the ball. Unusual features are that players called chasers protect the runner, there can be multiple runners and kickers at one time, and the offense may have up to 6 balls.

2. General Rules

a. Terminology

A player is any individual currently playing Field Mojo. The ‘player’ includes the person’s body, their hair, clothing, pinnie, and any balls in their possession.

These following terms may refer to players:

- On the kicking team: offensive players, kickers, runners, and chasers.
- On the fielding team: defensive players and fielders.

b. Materials

- At least 6 kickballs, preferably of different colors.
- Pinnies in at least two different colors.
- Disc cones - Approximately 40 used for making the field, out of four different colors (traditionally red, orange, yellow, and white) and an additional 20 for keeping score.
- Two brightly-colored running belts.
- Timer.

c. Teams

(1) Two Teams

Field Mojo is played with two teams, one offense and one defense.

(2) Choosing Pickup Game Teams

- (a) When Field Mojo is played as a pickup game, teams are chosen before each game. Players divide into two teams of roughly even skill.
- (b) The method of dividing can vary, but we do not recommend the traditional method of two team captains alternately choosing players, leaving the weakest players until last. This method does not promote the spirit

of the game, where all players are valued. If the “team captains” method is used, selection should occur away from everyone else and the order of player selection should be kept secret.

- (c) A team of 7 to 9 players is ideal, but more or less can work. Depending on the number of players, more than two teams may be advisable. Games with more than two teams will be discussed in section “2d. Games”.

(3) Team Composition

Teams should be relatively balanced with each team having a similar mix of skill levels and genders.

(4) Player Limits

- 1) Any number of offensive team players may play at once.
- 2) No more than 9 defensive players can play at a time. Additional players should rest away from the field of play. New players are given priority so they may learn the game and no player should sit multiple times, barring injury or some other reason.

(5) Pinnies

All players must wear pinnies during each game. Tucking a pinnie into shorts does not count as wearing it.

(6) Substitutions

No substitutions are allowed during an inning in the field except in the case of injury.

d. Games

(1) Playing with Two Teams

Each game consists of two 12-minute halves. Each half is divided into two 6-minute innings. During the first inning, one team kicks and the other team fields. This is determined randomly in a manner both teams agree upon. The teams then switch their roles for the second 6-minute inning with minimal pausing. At the completion of this second inning, the first half is over and teams may have an extended rest. When the game resumes for the second half, the team that kicked first kicks again. The second half proceeds as the first half did. After the completion of the final inning, the scores are compared and the team with the highest total score wins.

(2) Playing with Three Teams

Each game consists of two 18-minute halves composed of three 6-minute innings. During each inning, one team kicks, one fields, and one rests (see below). Pauses between innings should be short, with consideration given to weather since one team has been waiting for 6 minutes. Once all teams have kicked twice, scores are compared and the team with the highest total score wins, the team with the next highest finishes in 2nd, and the other team comes in third.

(a) Innings

When there are enough players for three teams, the teams rotate between offense and defense, with one team sitting out each inning. When there are three teams, there will be six innings per game instead of four.

(b) Rotation

For three teams; A, B, and C the rotation per inning is:

1.	A kicks. B fields. C rests	A vs. B
2.	B kicks. C fields. A rests.	B vs. C
3.	C kicks. A fields. B rests.	C vs. A

4.	B kicks. A fields. C rests	B vs. A
5.	C kicks. B fields. A rests.	C vs. B
6.	A kicks. C fields. B rests.	A vs. C

(c) Playing with Four Teams

If four teams are necessary, there are two options. First, the host can setup two fields with matches running simultaneously, but this will require two sets of equipment. Alternatively, two games can alternate on one field: two teams sit while the other two play. At the end of each inning, both teams rotate. This results in 6 minutes of play followed by 6 minutes of rest for each team, and may be ideal for hot weather. Once each pair of teams has kicked twice, scores are compared within each pairing and the team with the highest total score wins. In this case, there will be two winners since two games were played on the same field.

e. Innings

A typical inning lasts six minutes. After the first game, players may decide to reduce the length of the innings to four or five minutes.

f. Timed Game

Field Mojo is a timed game. There is no limit on the number of fouls or outs. There are no strikeouts. Thus, the offense benefits by having players ready to kick at all times.

In the absence of an official timer, players typically time the game on a phone. Players try to keep an eye on the time and alert the kicking team of the time particularly when one minute remains and when 30 seconds remain. If there are more than two teams playing, than a player from a resting team should take responsibility for watching the time.

g. Multiple Balls

Field Mojo is played with six balls. There may be anywhere from zero to six balls in play at any time. The offensive team may kick one or more balls at any time. More than one player may kick and run at the same time or in quick succession.

h. Self-Officiating

Field Mojo is intended to be played without referees. The guidelines below outline how players should officiate the game without a third party referee.

(1) The Spirit of Mojo

The Spirit of Mojo is a key part of the game. There are few places where it matters more than in self-officiating. Players are expected to give their opponents the benefit of the doubt on any play, regardless of what may have transpired or whether they are on offense or defense. Remember, this is a friendly game about going out and having fun. This being said, Field Mojo can also be played competitively and there will arise times when players see things differently. **The guidelines laid out below govern how these differences should be amicably and quickly resolved.** “It is better to lose a call than a friend” - Attributed to a wise Mojonaut named Dennis.

(2) No Arguing During the Game

- (a) Players may not argue about calls or rules during the game. Arguments about rules should be taken to the host after the game.
- (b) Players should not dispute rules or argue the result of calls made during the game.
- (c) It is important to keep the game moving while getting the call correct. Remember the Spirit of Mojo (above). If you feel strongly about a call, politely indicate this, but remember that everyone is here to have fun and that you should give your opponent the benefit of the doubt.
- (d) To avoid prolonged discussions, disputed calls should be resolved in favor of the offense.
- (e) The intent of field mojo is to be a fast-paced game. The goal of this rule is to ensure that discussions do not unduly slow down the game.

(3) Who Can Make the Call

Only players near the play or scene of the call should be involved in making a call. Spectators or players far away should not initiate a call. If asked, they may give their opinion (see ‘Disputed Calls’ below).

(4) Disputed Calls

If a call cannot be quickly resolved, the default is for the call to go to the offense, except for foul balls.

The general progression of a call should be the following:

1. The offensive team makes a call
2. The defensive team accepts the call or indicates they disagree
3. The offensive team then decides whether to maintain or reverse their original call.

If the defensive team makes a call, such as getting a runner out, then the following progression should be followed, except for foul balls:

1. The defensive team makes a call
2. The offensive team accepts the call or indicates they disagree
3. The defensive team can insist that their call is correct, but must allow the offensive team to make the final decision.
4. The offensive team declares if they are accepting the call.

Foul balls are solely called by the defense and cannot be disputed by the offense.

(5) Try to Make it Right

When there is an incorrect call, do what you need to do to quickly try to make it right.

i. Timeouts

(1) Injuries

In case of possible injury, any player may call “timeout”. All nearby players should also call “timeout”, so everyone hears. All players—on and off the field—who are not helping with the injury should remain in place. Clock should be stopped. After the timeout, reset as best you can to where you were. The state of the game should return to where it was. During timeout, players should not conduct any actions related to game play. This includes shagging balls.

(2) No Timeouts to Discuss Rules

Field mojo is a fast-paced game. Rule disputes should not occur during the game.

3. Playing Field



a. Size

The standard field is 50 feet by 80 feet. The foul line is 50 feet into the field. The kicking line is 15 feet behind the front line.

b. Layout

The field is delineated by small, short cones, in three colors such as red, yellow, and orange. Cones are placed at roughly 3 foot intervals. Red cones mark both end lines of the field; orange cones are placed on the sidelines up to the foul line. On each side of the field at the foul line, yellow cones are placed in line immediately next to the last orange cone. The back end of the field is delineated in red cones. The kicking line is white.

c. Lines

The line is part of the field. If any part of the runner's body is touching the ground outside the line, the runner is outside the field, and thus in a safe zone or out of bounds.*

d. Out Box

The out box is adjacent to the field, roughly 10 feet away, and in line with the field. It is delineated by cones and is about 5 feet per side. Its shape and color is not important. It may be on either side of the field.

4.Offense

a. Scoring

The offensive team scores a point after a player kicks the ball into the field, and then runs from one end of the field to the other and back without being touched by a ball. The player must cross both the red line at the back of the field and at the front of the field without being touched by a ball to score a point.

A safely completed run is worth 1 point. To record the point, a player adds a cone to the score pile. Scoring must be done in a timely manner and can be done by someone other than the person who scored. You may not wait until the very end of the round and then add all of your points to your team's score. A runner who has just scored can kick another ball and run again without scoring their point, but only if there are no other players at the kicking line OR if they have another team member record their point on their behalf.

b. Kicking

Once an inning starts, any number of players can kick at any time and in any order so long as the players are not "out" and the rules below are followed.

(1) Kicking Position

Players may kick from anywhere behind the kicking line. The ball must be on the ground and must be still.

(2) Kick Forward

Players must kick the ball forward, toward the field. They may kick straight or at an angle.

(3) Fair Balls, Balls in Play, and Collisions

The ball must travel past the front line of the field to be in play and fair. The ball is now considered a "live ball" and remains that way until it becomes "dead" or "foul". The runner is not a live runner until the ball has crossed the front line. See 'Foul Balls' (4c) and 'Dead Balls' (5b) below for more details.

When two balls collide, the collision does not change the status of either ball. Live balls are still live, dead balls are still dead.

(4) Kicking a Ball into a Fielder

A kicker may kick the ball into a fielder who is either on the field, off the field, or in the front safe zone. If the ball hits a fielder and then touches the ground, the ball is dead and the runner is live (see 5b). If the ball hits a fielder without touching the ground and then any fielder retains possession of the ball without it touching the ground, the ball is live and the kicker is out (see 4g).

If a ball hits a fielder, without the fielder gaining possession of the ball, and then hits another player (such as a chaser or runner), the state of the ball does not change. In other words, if the ball hits the ground, it is dead. But, if another defender catches it, the ball is still live.

- If prior to the deflection described above the ball had hit the ground, then the 3 second halo rule applies and the deflection is akin to a “pass” during the 3 second halo.
- If prior to the deflection described above the ball had not yet hit the ground, then there is no 3 second halo rule, and the deflection is akin to a pass without the 3 second halo.
- Thus, it is possible for a kicker to kick a ball onto the field and for the ball to deflect off of a fielder (prior to hitting the ground), and for that deflection to result in the live ball hitting a runner on the field. This would result in the runner being out, and the kicker to either be safe or out, depending on whether a fielder takes possession of the ball.

c. Foul Balls

There are many occasions in which a kicked ball will become foul. Below is a list of all known situations.

- (1) If a kicked ball lands in the field and then rolls out through a foul line, the ball is foul. However, if it appears that a ball is going to be foul, a defensive player may pick it up before it rolls out of the field and bring it into play as a live ball. A ball that rolls towards a foul line, but stops before crossing the foul is a fair ball.
- (2) If a ball is kicked in the air and the ball lands outside the field without touching a player, then the ball is foul.
- (3) If a kicked ball hits an offensive player (chaser or runner), the ball is foul.
- (4) If an offensive player kicks the ball but enters the field of play before the ball crosses the front end line into the field, the ball and the player are foul.
- (5) If a ball enters the field and then rolls back over the front end line, entering the front end zone, the ball is foul.
- (6) When a kicked ball goes directly over the dividing line, it is foul. If defensive players cannot tell whether a ball is foul or not, the ball is foul.
- (7) If a kicked ball hits a player in the head before the ball hits the ground or touches another part of a defensive player’s body, the ball is foul.
 - A defensive player may not intentionally maneuver their head in the way of a kicked ball. If they are hit because of this, the ball is not foul.

d. Dealing with Foul Balls

1. There is no penalty for a foul, and there are no limits on the number of foul balls. An offensive player may immediately retrieve a foul ball.
2. If a player kicks a foul ball, the player may kick again, using the same ball or a different ball. The same player may kick again immediately or may wait until after another player kicks.
3. Players should not yell “foul” if a ball is going toward the foul line. Only yell “foul” by itself if the ball has gone foul. If you wish to indicate a ball is going foul, use alternative language or additional words.

e. Balls That Are Not Foul

1. An offensive player may not intentionally foul a kicked ball. If an intentional fouling occurs, then the ball is given to the fielding team and the runner remains either “live” or “out” depending on their state at the time of the intentional fouling.
2. If a ball is kicked in the air and the ball touches a defensive player AND then lands outside the field, the ball is considered fair, but is now a dead ball (see Dead Balls) since it was dropped by a fielder.
3. If a ball is kicked in the air and a defensive player catches it outside the field before it touches the ground that ball is considered fair and the kicker is out. The ball is live and can be used by the defense.

f. Running

Once a player kicks a ball into play, if the ball is fair, the player becomes a runner. At each end of the field is a safe zone where the runner can wait or return to at any time. To score a point, the runner must successfully reach the back safe zone and then return to the front safe zone without getting out (see 4g). There are three possible outcomes for a runner: they score a point (see 4a), they get out (see 4g), or their ball ends up foul (see 4c).

- (1) After a player kicks a ball into play, the player may move onto the field once the ball has crossed the front end line (see b3 above). The player may choose when to move onto the field; it does not have to happen immediately.
- (2) The player is safe as long as they are in the safe zone (see 3d above), and may return to the safe zone at any time. While in either safe zone, if a ball touches a runner, the runner is safe. This includes if the runner catches and then decides to drop a ball in the safe zone. If a runner possessing a ball enters the field, they must then carry that ball for the remainder of their run, even if they return to a safe zone.
- (3) Mojo is a timed game and time spent at the end of the field may not be productive. Players may just step into the back safe zone and then immediately re-enter the field.
- (4) After the player re-enters the field, the player runs back to the front safe zone. If the player successfully reaches the front safe zone without being touched by a ball, the player has scored one point.
- (5) A player that has entered the field from either safe zone may return to either safe zone at any time, as often as they wish. As long as the player is touching the safe zone, they are safe (see f7 below).
- (6) If a runner kicks in a ball and either scores or gets out and then the ball goes foul, the play still stands, and the ball remains foul. If the defense can pick up the ball before it goes foul after they make a play on the runner, the ball is still live and can be used by the defense.
- (7) If a fielder throws a ball and hits a runner in the head, the runner gets a free walk to the next end line. This may result in a score, however, runners must score before time expires. The runner should complete their “walk” with their hands in the air, indicating they cannot be tagged or thrown out.
- (8) A player who is in a safe zone does not enter the field until the following two conditions are met:
 - (i) They are no longer touching the safe zone
 - (ii) They are now touching the field

- Thus, a player who leaps into the field is still “safe” until their body touches the field. Conversely, to be considered “safe”, a player’s body must be touching the ground in the safe zone.

g. Outs

(1) Becoming Out

Only runners can become out. A runner becomes out when:

- a fielder throws a ball, the ball hits the runner, and the runner does not catch the ball,
- a fielder throws a ball, the ball hits the runner, and prior to the runner catching the ball, the ball is touched by or touches any other player in the game (see ‘Runner catches ball’, 4g, below),
- a fielder tags the runner with a ball,
- a player kicks a pop fly, and a fielder catches it in the air, or
- a runner runs outside the sidelines of the rectangle.
- a runner slides on the ground to prevent being tagged by a ball. **A runner may not avoid a tag by going to the ground.** This rule was established to maintain player safety, as players on the ground put both themselves and other players at risk.
- If a runner is on the ground, and a fielder demonstrates that they can place the ball directly above the runner on the ground, the runner is out. The fielder can do this while moving. The fielder must announce that the runner is out.

(2) Runner Catches Ball

- If a fielder throws a ball at a runner, the runner may catch the ball and still be safe. The catch must be unassisted, and the ball may not have been touched by ANY other player after hitting the runner.
- If the runner catches a ball, the runner must hold onto it the rest of the run.
- A runner who catches a ball may use it to deflect other balls thrown at them.
- If a thrown ball touches the fingers of the runner who is holding a ball, the runner is not out. In this scenario, fingers are considered part of the ball. If the ball touches the runner’s hand or arm, the runner is out.
- If a runner is in a safe zone when a ball first touches the runner, and the runner proceeds to then catch the ball, while remaining in the safe zone, the runner may either drop the ball prior to leaving the safe zone OR the runner may enter the field with the ball. If the runner chooses the latter option, the runner must hold onto the ball for the rest of the run.
- If a runner and a fielder make a simultaneous catch, the tie goes to the runner, but this should be resolved based on section 2h, self officiating.

(3) After Getting Out

1. If a player is out, the player should raise their hands to indicate that they are out.
2. If still on the field, the player should immediately exit at the closest edge while keeping their hands up.
3. A player who is out must go to the out box and wait to be freed by a chaser. On the way to the outbox, it is customary to keep a hand raised if near the field.
4. While on the way to the out box, a player may not shag balls, nor kick/toss balls to their teammates.

(4) Unlimited Outs

There is no limit on the number of outs.

h. Chasers

- (1) The offensive team starts each inning with one chaser and may add a second chaser. The first player who gets out may become the second chaser. The player may intentionally get out to become the chaser.
- (2) The chaser wears a yellow sash, called a chaser belt. The chaser must wear the belt properly over their shoulder to be a chaser. For the purpose of safety, the belt may not be tucked into clothing, and it may not hang solely around the neck.
- (3) The chaser's job is to protect the runner. The chaser may block balls from hitting the runner. The chaser does not get out when hit by a ball. The chaser may step out of bounds.
- (4) The chaser may also act offensively, by touching defensive team players who are holding a ball. If the chaser touches a defensive player--or the ball a player is holding--the ball that player is holding is dead.
- (5) To switch out chasers or to empty the outbox, a chaser must relinquish the chaser belt. To do this a chaser, must physically give the belt to a player in the out box. This may be done through a handoff or a toss as long as the belt ends up in the box. The former chaser may then go kick again.

i. Shagging Balls

- (1) "Shagging a ball" means bringing dead balls back to the front end of the field, so they may be kicked again.
- (2) Only chasers and players in the kicking line may shag balls.
- (3) Runners and players who are out may not shag balls. Players who are out may not shag balls on their way to the out box or while they are in the out box.
- (4) A player in the kicking line who is shagging balls must put their hands up if they plan to shag a ball at the edge of the field or in the field of play.
- (5) Offensive players who are not chasers may not shag balls by sending them through or over the field. Shagged balls must go around the field. If a player puts a shagged ball onto the field, fielders may kick it to the side.
 - (a) Exception: Chasers may shag balls back to the kicking line through the field. The ball should not interfere with the field. If the chaser can't send the ball to the kicking line in one throw or kick, the defenders may send it off to the side.
 - (b) A chaser who shags a ball that is in the field may return it to the kicking line only if it does not interfere with the play.

j. Unfielded Balls

When a ball is kicked into the field, the kicker or another player on the kicking team may count loudly to 10 once the ball stops moving. "Loudly" is defined as loud enough that a player in the middle of the field can hear the count. If a fielder does not field the ball by the time the fielder says the "t" in ten, the ball is dead, but the runner is still live.

k. No Direct Deception

All players must admit to their status if asked; for example, if they are a live runner or out, shagger, etc... Players who are out and not in the out box should have their hands in the air.

5. Defense

The defensive or fielding team's goal is to prevent runners from scoring points. This is done by obtaining balls, passing them to their teammates, and ultimately, getting runners out.

a. The Basics

- (1) There are only 9 defensive players allowed on the field (see 'Teams', rule C5).
- (2) Players may position themselves however they like on the field, including outside the field.
- (3) Defensive players are allowed to play out-of-bounds and may get a runner out from out-of-bounds. Defensive players are NOT safe from chasers when out-of-bounds.
- (4) A fielder with a ball may go into the front safe zone. A fielder in the front safe zone or off the field can be hit by a kicked ball, making the ball dead, and the runner live.
- (5) When a ball is dead, roll it gently off the field parallel to where it became dead.

b. Six Balls in Play

When there are six live balls, an offensive player must clearly and loudly announce that there are six live balls ("Six live balls, all balls in, 1, 2, 3" or something similar). Defensive players with balls must move in-bounds within three seconds. After three seconds, any balls outside the field are dead and offensive players may shag them. A ball is live if it is NOT dead or foul. Once at least one ball becomes dead (leading to less than six live balls), defensive players with balls may move out-of-bounds again.

c. Dead Balls

A ball becomes dead if:

1. It touches the ground after it touches a fielder
2. A fielder is holding a ball and a chaser touches the fielder
3. A chaser touches a ball while the ball is in possession of a fielder
4. A chaser catches (takes possession) of a thrown ball
5. A defender with a ball goes behind the kicking line*

Reminders:

- Dead balls must be rolled off to the side of the field (see 5a).
- Players should not throw dead balls far or send them towards or behind the end line.
- The offensive team must pick up, or "shag", the dead balls, and bring them back to the kicking line.
- Offensive players should not throw shagged balls through the field of play nor enter the field to retrieve a shagged ball. If an offensive player must enter the field to retrieve a shagged ball, they should do so with their hands up to make it clear that they are not a live runner (see 4i).
- A chaser may pick up a dead ball and throw it back to the kicking line (see 4i).
- A dead ball may never be used to interfere with a play.
- Players who are out or in the out box may not shag balls (see 4i).

- If a defender is in foul territory and is hit by a fly ball, and the ball then hits the ground, the runner is live and the ball is dead. However, if the fly ball hit the fielder in the head, then it is a foul ball (see 4c-e).

d. 3-Second Rule

When a defensive player fields a ground ball there is a 3-second halo given before any aggressive plays can be made. The fielding player must count loudly to 3 during this time.

During the 3-second halo, the following apply:

- (a) A chaser may not tag or harass the fielder with the ball.
 - (b) A chaser may approach a fielder with the ball, but not aggressively and must allow them the chance to pass the ball away safely. They must maintain a 2 arm-lengths distance (see below).
 - (c) A fielder may not throw the ball at, tag, or harass a runner within the 3-second halo.
 - (d) A fielder must remain 2 arm-lengths away from the runner during the halo (The runner and defender must not be able to reach out and touch each other).
 - (e) A fielder may not out-maneuver a chaser during the 3-second halo.
 - (f) A fielder may pursue a spot downfield to make a play after the 3-second halo expires.
 - (g) A fielder may run away or throw the ball to a fellow teammate.
 - (h) If the ball is passed to a teammate, the 3-second halo expires when the pass is caught.
- (1) If the player holding the ball doesn't count, and the call is close, the ball is dead.
 - (2) If a player catches a pop fly, the 3-second rule **does not apply**. This means that the defender may immediately use the ball to get a runner out. It also means that chasers may aggressively pursue the fielder who caught the ball.
 - (3) If a defender deflects a pop fly, it is considered a live ball. This means chasers may interfere with the ball.
 - (4) If a runner attempts to intercept a pass between fielding players during the 3-second halo, they put themselves at risk and can either catch the pass and be safe or, if the runner fails to catch the ball, is out.
 - (5) A chaser may intercept a pass from a fielder during their 3-second halo, but only if the chaser is guarding or marking the fielder to whom the pass is being made to. A chaser closer to the fielder with the 3-second halo may not interfere with a pass during the 3-second halo.

6.Safety Rules

Safety rules are not optional. They apply to all games and must not be ignored.

a. No Stripping

If any player possesses a ball, that ball may never be physically taken by another player. This includes a runner who has caught a ball. In this situation, the ball is returned to the runner and they get a free walk to the next end line (see 6e for details).

If a fielder tries to tag a runner with a ball, the runner may not remove the ball from the fielder's hands.

(1) Intentional Strip

If a runner intentionally grabs or knocks a ball from a fielder's hands, **all runners on the field** are automatically out. Additionally, the ball is returned to the fielder. An intentional strip must be called by the fielding player.

(2) Unintentional Strip

If a fielder drops a ball during a tag, the fielder gets the ball back without any further recourse. The runner is still out if tagged.

If at the time the ball was dropped the fielder was within an arm's length of the chaser, the ball is ruled dead. A chaser must make this call, demonstrating that they could have touched the fielder.

b. No Jousting or Sword Fighting

If a runner catches a ball, the runner may use the ball to deflect thrown balls. The runner may not use the caught ball to block a tag with a ball by a fielder. A tag is still an out.

c. No Picking or Blocking

These rules apply to defensive players without a ball in their possession. This rule was added to avoid physical collisions and contact between defensive and offensive players. Often, picks are unintentional, but these unintentional picks can result in chasers being unable to run with their kickers.

- (1) Fielders without balls may not position themselves to impede a runner or chaser going towards the end line or front line. Runners and chasers have the right-of-way toward the end line and front line. They have the right to the place they are standing in and the place directly in front of them.
- (2) Defensive players don't have the right to their space.
- (3) It is a violation to impede the runners or chasers regardless of the direction they are running. However, picks should generally be called only if a runner is heading toward the front or end line. There are exceptions to this. An intentional pick to a runner or chaser should always be called.
- (4) Defensive players should take great care to give space to the runner and chaser going toward the end line and the front line because those are the general directions of play.
- (5) Defensive players are allowed to run alongside runners and chasers who are moving toward the end lines, but they may not block or interfere with runner or chaser movement.
- (6) A runner may use a defensive player as a blocker against another player with a ball. This IS NOT a pick and should not be called as such.
- (7) It is a **pick** if a defensive player without a ball intentionally puts themselves directly in front of a runner or chaser or intentionally does not move out of the way of a runner or chaser. This happens if a runner or chaser's only options are to stop, change directions, or collide with the defensive player.
- (8) The penalty for a **pick** is that any runners potentially affected advance to the next end line. This may result in a score. The runner must still cross the line before time expires.

d. No Grabbing Players

- (1) No player may grab another player, or a player's chaser belt, pinnie, clothing, etc.
- (2) A runner may touch a chaser while running, but may not hold onto the chaser.

(3) If grabbing occurs, a player should be given a warning. If it occurs a second time, the player (normally a runner) is out.

e. No Head Shots

1. If a kicker kicks a ball into a fielder's head, the ball is foul.*
2. If a fielder throws a ball and hits a runner in the head, the runner gets a free walk to the next end line. This may result in a score, however, runners must score before time expires. The runner should complete their "walk" with their hands in the air, indicating they cannot be tagged or thrown out.

f. No Sliding

A runner may not avoid a tag by intentionally going to the ground. Players on the ground put both themselves and other players at risk. If a runner intentionally goes to the ground to avoid a tag, the runner is out (see 4g).

That's all, folks!