

# Game Rules

Trikeball follows the basic rules of baseball, with a few modifications to accommodate players on their trikes.

There are two sets of bases. The **Red Bases** are the target for the **Base Runners**, **Gray Bases** are the target for the **Fielders**. This avoids trike contact.

**NO PURPOSEFUL TRIKE BUMPING!** This will cause a penalty.

All players have a “Stickmitt” in place of a glove. Stickmitts are used for retrieving the ball from the floor and tagging out a Base Runner. A penalty will be called if hands are used for either or if the Stickmitt touches a person.

There are round discs on all four corners of the batting trikes for tagging out a runner.

**NO HANDS MAY TOUCH THE FLOOR AT ANY TIME!** This will cause a penalty.

All players must remain seated on the trikes at all times. The game is played from the seat of the trikes. Players who leave the trike seat during the game will cause a penalty.

When it's time for the outfielders to come in to bat they should return the trikes to their original position (1<sup>st</sup> base, 2<sup>nd</sup> base etc.) for the opposing team. They will then remain seated and wait for the whistle to be blown.

No one, including the Umpire and Floor Guards, will be allowed on the playing field at any time during the game.

If the ball goes under the bleachers the play ends.

Batting team must remain seated in the dugout area until their turn to bat.

The Pitcher, Umpire or Floor Guards may pause the game at any time by blowing their whistle, usually for safety reasons. They can also ask anyone to leave the game or game area for any reason.

No base stealing. At least one of the three trike wheels must remain on base.

No overrunning first base.

If the fielding team causes a penalty during the play of the last out, the out does not count.

## Penalty Terms

**Out-** An out occurs when a member of the batting team is retired.

**Cruise-** The base runners advance one base.

**Automatic Out-** If a batter causes a delay in the game by not swinging at viable pitches, the batter will cause an “Automatic Out” after 2 minutes.

The Batter gets 5 strikes before striking out. “Ball Calls” do not count. In other words, the Batter cannot be walked by the Pitcher. The Pitcher always intends to pitch viable balls so that the players can play the game.

**Floor-** If a player’s hand touches the floor at any time.

At no time during the game can hands touch the floor. The error will be termed **Floor**. If a base runner touches the floor, ex: reaches for a base, the base runner is **Out**. If a field player touches the floor or picks the ball up by hand from the floor, the field player causes a **Cruise**.