

# Game Rules

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

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

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.

All fielding players have a “Stickmitt” in place of a glove. Stickmitts are used for retrieving the ball from the floor, tagging a base for an out, and tagging out a Base Runner.

There are round discs on all four corners of the batting trikes for tagging out a runner. A penalty will be called if a Stickmitt touches a person.

If a player touches a base by hand a penalty will be called.

No base stealing. At least one of the three trike wheels must remain on base while the batter is up.

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 the fielding team comes in to bat, players return the Trikes to their original fielding positions for the opposing team – first base, second base etc. and remain seated until the whistle is 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 safely 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.

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

An inning ends after 3 outs or 15 minutes, whichever comes first.

## Penalty Terms

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

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

**Floor-** If a player touches a base by hand.

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

**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.