

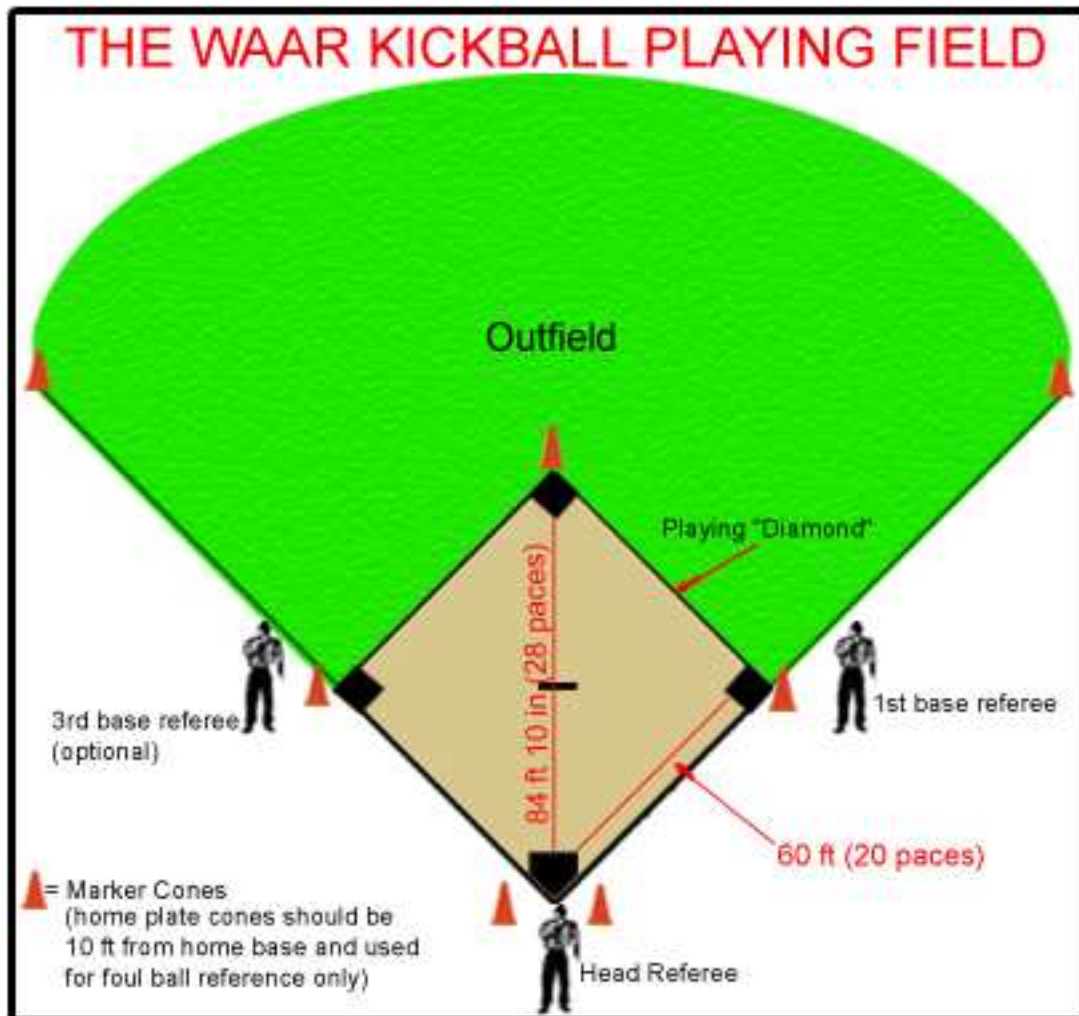
WAAR Kickball Rules



1. Playing Field
2. Equipment
3. Players and Participation
4. Officiating / Referees
5. Playing the Game
6. Other

1. PLAYING FIELD

- 1.01. An adequate playing field location will be established prior to the start of a season.
- 1.02. A "diamond" will be established for the infield region that is 60 feet on each side (or approximately 20 paces)
- 1.03. The distance between home plate and 2nd base is 84 feet 10 inches (or approximately 28 paces)
- 1.04. The pitching rubber is located in the center of the diamond, 42 feet 5 inches from home plate (or approximately 14 paces)
- 1.05. The "foul line" borders the field on both sides. The left foul line extends directly from home base through 3rd base into the outfield. The right foul line extends directly from home base through 1st base into the outfield.
- 1.06. Marker cones will be set up to help distinguish foul lines. Cones will also be used to aid runners by designating base locations.



- 1.07. Players must obey all existing field rules pertinent to their area. WAAR mandates to all players that we leave the field in the same or better condition than when we arrived.
- 1.08. Alcohol is prohibited from being on the field during play. If local laws and field regulations permit, alcohol will be permitted immediately off of the playing field and sidelines.
- 1.09. Drugs or tobacco products will not be permitted on the field during play.
- 1.10. Players breaking the rules shall be warned and, depending on the severity of the violation, may be ejected from the game by the Head Referee. Further disciplinary action will be determined by the League's Board of Directors, including possible expulsion from the league without refund.

2. EQUIPMENT

- 2.01. Each team member must properly wear and display during all games the WAAR T-shirt provided to them. Shoes are optional but players not wearing shoes do so at their own risk.
- 2.02. Shoe soles may be smooth or with soft or hard rubber cleats. Molded shoes are recommended. Metal spikes, rounded metal or metal-tipped cleats will not be permitted
- 2.03. Any player deviating from these equipment requirements will not be permitted to play. Any equipment violation discovered while the game is in progress will result in a forfeit for that team.
- 2.04. Players may wear protective equipment as long as it is determined by the Head Referee that it does not provide an unfair performance advantage. Any equipment determined by the Head Referee to be unfair or performance enhancing must be removed or the player will be removed from play.
- 2.05. The official WAAR kickball will be provided by the WAAR Headquarters. The official WAAR ball is a 10 inch diameter 2-ply rubber, RED ball. The ball will be pressurized to 1.5 psi.
- 2.06. Cones and bases will also be provided by the WAAR Headquarters.

3. PLAYERS AND PARTICIPATION

3.01. Player Eligibility

- 3.01.a. Members must be registered online with WAAR site and assigned to a team.
- 3.01.b. Members must be 21 years of age or older by the date of the first game.
- 3.01.c. Members must have adequate health insurance.
- 3.01.d. Members must not play kickball professionally.
- 3.01.e. Members must have agreed to the WAAR Liability Waiver as outlined on the www.teamwaar.com website.
- 3.01.f. A player may not be listed on more than one team roster within the same league.

3.02. Players can play any position regardless of gender.

3.03. Team Requirements

- 3.03.a. Minimum number of teams per league: 4 teams
- 3.03.b. Maximum number of teams per league: 16 teams
- 3.03.c. Minimum number of members per team: 11 members
- 3.03.d. Maximum number of members per team: 24 members
- 3.03.e. Teams must field a minimum of 8 players and a maximum of 11.
- 3.03.f. Teams must consist of both sexes. There is a minimum of 4 females required per team. A minimum of 4 females must be on the field at all times.

3.04. Ineligible players will result in a forfeiture of all games in which ineligible players played.

3.05. If there is an eligibility protest, the Head Referee will note the protest of the player and the game will continue. The WAAR Board of Directors will then decide on the protest.

3.06. Additional players that sign up as individuals, called "orphans", may be assigned to teams by WAAR administration or the League President to accommodate new members or as the need arises.

3.07. Kicking Roster – A Team Captain shall submit an official written Kicking Roster to the opposing team's Captain prior to the start of each game.

3.07.a. Once a player is listed on the Kicking Roster, he or she may not enter the line-up in any other kicking space on the roster.

3.07.b. It is the responsibility of each Team Captain (or his designated representative) to review the opposing team's Kicking Roster for accuracy during play. If a player is suspected of kicking "out-of-order", it must IMMEDIATELY be brought to the attention of the Head Referee. If it is determined that the player in fact DID kick out-of-order, then that player is automatically called out. If the player has reached base while kicking out-of-order, then they are called out, removed from the base and all runners must return to their original base position prior to the kick. The player who is actually on the Kicking Roster will then be the kicker and play resumes normally.

NOTE: If a player kicks out-of-order and it is NOT brought to the attention of the Head Referee prior to the next player actually kicking the ball, then the play stands and no protest can be made (the protest "window of opportunity" has expired). All players are allowed to remain in their base positions (including the player who kicked out-of-order). The out-of-order kicker is then "skipped" during their next kicking opportunity and play resumes normally.

3.07.c. If players arrive after the start of the game, a team may add them to the Kicking Roster as long as they are added at the END of the list. The member MUST play the field prior to be allowed to kick.

3.07.d. Any player listed on the Kicking Roster at the commencement of the game must kick but does not have to field.

3.08. Each team will designate a team Captain and a Co-Captain prior to the start of each game. Team Captains will be responsible for:

3.08.a. Ensuring that the Kicking Roster is submitted to the opposing team's Captain prior to the start of the game.

3.08.b. Ensuring that a Kicking Roster is obtained from the opposing team's Captain.

3.08.c. Ensuring that all players kick in the correct predetermined Kicking Roster order.

3.08.d. Ensuring no trash is left on field after games

3.08.e. Ensuring that their team supplies at least 2 referees to a game that they are assigned to referee.

3.08.f. Ensuring only the Captain or Co-captain disputes a call with the Head Referee. Rule violations and other protests made by the Team Captain will be ruled on by the Head Referee and the Captain must accept the final ruling. Protests submitted beyond the ruling of the Head Referee will be considered at the League President's discretion. Persistent pestering of referees by any player may result in:

3.08.f.1. a warning

3.08.f.2. an out

3.08.f.3. an ejection for the player

3.08.f.4. a suspension for the player

3.08.f.5. a forfeiture of the game

3.08.g. Designating a scorekeeper who will record game statistics in a scorebook.

3.09. **Base Coaches**

3.09.a. A maximum of two members from the current kicking team may coach their base runner. One member will be stationed at 1st base and the second member will be stationed at 3rd base.

3.09.b. Base coaches will help in the retrieval of dead balls but must not purposely obstruct or interfere in any way with an active play. Base coaches cannot physically assist base runners. Such obstructions, interference or physical assistance will result in an automatic out.

4. OFFICIATING / REFEREES

4.01. There will be a minimum of 2 referees per game.

4.02. The **Head Referee** will be stationed behind home plate and will be the final word on all disputed calls or game events. He will be responsible for:

4.02.a. Calling balls and strikes on all pitches

4.02.b. Calling foul and fair balls

4.02.c. Keeping track of the kicking count

4.02.d. Keeping track of outs

4.02.e. Calling outs at or near home base or any other area where he may have a better vantage point than another referee.

4.02.f. Keeping track of the score

4.02.g. Reminding each Team to exchange Kicking Rosters

4.02.h. Reporting the game results to the League President or League Statistician

4.02.i. Maintaining order and civility in the game

4.02.j. Upholding and enforcing the rest of these WAAR Kickball Rules

4.03. The 1st Base Referee will be stationed at 1st base and assist the Head Referee in making calls and enforcing WAAR rules.

4.04. The 3rd Base Referee (Optional) will be stationed at 3rd base and assist the Head Referee in making calls and enforcing WAAR rules.

4.05. Referees will be obtained from other teams in the league. The teams designated to supply the referees will be determined prior to the start of the season. Typically, referees will be supplied by a team playing immediately after or immediately before the current game.

4.06. Failure of your team to supply a referee may result in a penalty (see recommendations below).

Penalty Recommendations (may vary from league to league):

1) **First Offense** – Any team not supplying the required number of referees “on time” and at the proper location will be penalized 1 run for each referee that they did not supply. The run will be deducted at the earliest *future* game opportunity.

1) **Second Offense** – Any team not supplying the required number of referees “on time” and at the proper location will be penalized 2 runs for each referee that they did not supply. The run will be deducted at the earliest *future* game opportunity.

4.07. **Grace Period** – Unless conditions or unpreventable circumstances dictate otherwise, there will be a grace period of 15 minutes after the *scheduled* commencement of each game. If all playing criteria have not been met (See PLAYERS AND PARTICIPATION Section) by either team at the conclusion of the grace period, the Head Referee will then determine and announce the game a forfeit for the non-compliant team(s). If both teams are non-compliant, both teams receive a forfeit. If the present members of each team still opt to play as a scrimmage match they can. **The score of the scrimmage will NOT be recorded regardless of the desires of each Team Captain or Head Referee.**

4.08. **Injuries and Unforeseen Circumstances** - If a situation arises after play has commenced that requires a player to leave the game (injury, personal emergency, etc...) the player may be removed from the Kicking Roster without penalty and must not return to the game. If the loss of a player places the team in a "forfeit" position, then the team must either forfeit the game or allow the situation to continue to play and take an "out" each time the absent player is up on the Kicking Roster.

EXAMPLE: A team starts the game with only the minimum requirement of 8 players. Then one of the players must leave due to a family emergency. The team is now short-handed, with only 7 players (a forfeit position). The player will be removed from the game and Kicking Roster and each time the player is up on the Kicking Roster, he will be forced to take an out.

4.09. The referee is empowered to call the game at any time for reasons of safety.

4.10. **Rule Disputes** – If there is a dispute on the "meaning" of a rule or a play occurs that is either not clearly defined or included in this rulebook, the game may be temporarily be delayed at the request of either Captain until the situation can be clarified. The following personnel (if available) shall be contacted by the Head Referee to rule on the situation:

- 1) League Rules Board Member
- 2) League Vice-President or
- 3) League President

5. PLAYING THE GAME

5.01. A regulation game will last 5 innings. There is no time duration limit.

5.02. The Away team will kick first

5.03. There is no overtime. In the event of a tie after the completion of 5 innings, the game will be marked as a tie (except in tournament play).

5.04. If necessary, a game may be called at any time by the Head Referee. If the game has completed 3 or more innings the game will be considered a "regulation" game and the score at the end of the last fully completed inning will determine the winner.

5.05. A game that is called prior to the completion of at least 3 innings will not be considered a regulation game and will be rescheduled if possible.

5.06. Any team playing a non-registered or improperly registered player will forfeit that game. Additionally, if found guilty, that team MAY (pending a WAAR Board ruling) not be eligible for any local, regional or state tournaments held by WAAR. Discovery of such an infraction must be brought to the attention of the league Board of Directors for a ruling. Burden of proof lies with the team being accused. A ruling must be made prior to the commencement of the next scheduled game.

5.07. **Mercy Rule** - If losing by 12 runs or more at any point during the game, the game may be ended at the discretion of the losing team. This will be considered a regulation game. If the losing team is losing due to not being able to field the full number of players (11), the Mercy Rule is in effect at the beginning of the game and the Head Referee may end the game at any time after 3 full innings have been completed.

5.08. PITCHING / CATCHING

5.08.a. **No bouncy balls.** A pitch that "bounces" higher than 12 inches from the ground at any time after touching the ground will result in a ball unless kicked by the kicker.

5.08.b. Pitches must be pitched by hand. Pitches must be made underhand or sidearm. Failure to do so will result in a ball unless kicked by the kicker.

5.08.c. Pitches must be initiated from within 2 feet of the pitching rubber. Failure to do so will result in a ball unless kicked by the kicker.

5.08.d. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so will result in a ball unless kicked by the kicker.

5.08.e. **Strikes** – Also see section 5.11. A pitch should be called a "strike" if it does not meet the above mentioned criteria and is not kicked by the kicker and passes through the **Strike Zone**. The Strike

Zone is an imaginary box which extends 12 inches from of any edge or parallel surface of home plate. A Strike will also be called if a kicker attempts to kick a ball and misses, regardless of whether or not any of the above criteria is met. Calling a strike is left to the discretion of the Head Referee.

5.08.f. **Pre-Kick Field Position Violation:** No fielding player shall advance forward of the imaginary line between 1st and 3rd base until the ball is kicked. Additionally, the catcher must remain DIRECTLY BEHIND the kicker before the ball is kicked. Failure to do so will result in a ball.

5.08.g. **Kickers Option** – If a kicker kicks the ball and a Pre-Kick Field Position Violation has occurred prior to the kick (i.e... either the catcher positioned himself forward of the kicker or a fielder advanced forward of the imaginary line between 1st and 3rd base prior to the kick), the play is still considered a live play. At the end of the play, the runner has the option to allow the outcome of the live play to stand or opt for a re-kick.

5.09. KICKING

5.09.a. All kicks must be made by the foot or part of the leg below the knee (referred to as the “kicking limb”). Initially contacting the pitch by a part of the body other than the kicking limb, will result in a foul.

5.09.b. Double Kicks –

5.09.b.1. If the kicker kicks the ball and then contacts the ball a second time while still in the “kicker’s box” (behind home plate), the result will be a strike.

5.09.b.2. If the kicker kicks the ball and then contacts the ball a second time in fair or foul territory (prior to it being called a foul) and the contact occurs in front of home plate (not in the “kicker’s box”), the kicker will be out.

5.09.b.3. If the second contact occurs in FOUL territory and is not within the “kicker’s box”, the ball will be considered a “dead ball” after the second contact and runners cannot advance. If the second contact is made in FAIR territory, the ball is considered “live” after the second contact and runners can advance. The kicker is out in both cases.

5.09.c. A kick must occur at or behind home plate. A kick occurring in front of home plate will be called a “dead ball” foul (no plays can be made). A kicker may step on home plate.

5.09.d. Bunting is allowed.

5.10. RUNNING

5.10.a. Runners must stay reasonably within the base line.

5.10.b. Fielders must stay out of the base line. Fielders trying to make an out on a base may have their foot on base, but must lean out of the baseline unless making a play on the ball.

5.10.c. Runners hindered by any fielder in the way of the base line will be considered safe to which the base they were running toward.

5.10.d. Runners cannot steal bases or lead off base at any time. Runners may advance only after the ball is kicked. Any runner off of his/her base prior to the kick will be called out.

5.10.e. Running past another runner is not allowed. Any runner that gets passed by another runner is out.

5.10.f. Simultaneous sharing of bases does not provide safety for a runner. If two runners simultaneously share a base, either runner can be tagged out while they are sharing the base.

5.10.g. No Ghostmen are allowed

5.10.h. **Pinch Runners** - Pinch runners are only allowed if the kicker/runner reaches their base safely, but is injured during the play and cannot run. If a pinch runner is used, the pinch runner must be of the same sex and must be the most recent previous person in the Kicking Roster that had been called out. Additionally, the person that the pinch runner is replacing will be removed from the game (i.e.... removed from the Kicking Roster and can no longer play in the field).

NOTE: If a pinch runner is requested but it places the team in a “forfeit” position, then the team must either forfeit the game or use the pinch runner and take an “out” each time the injured person is up on the Kicking Roster.

EXAMPLE: A team starts the game with only the minimum requirement of 8 players. Then one of the players gets injured while running to 1st base. A pinch runner cannot be used because the injured player would be required to leave the game... thus leaving the team with only 7 players (a forfeit position). If the runner cannot continue to run, then a pinch runner can be used. The injured player will not be allowed to return to the game and each time the player is up on the Kicking Roster, he will be forced to take an out.

5.10.i. It is illegal to hit a runner with the ball above the shoulder level. Any runner hit above the shoulders is safe and can proceed to the highest base from where the infraction occurred.

Example: If running towards 2nd base and struck above shoulder level, the runner is awarded 2nd base. If caught in a rundown and running back towards 1st base (from 2nd base) and struck above shoulder level, the runner is awarded 2nd base). If the runner intentionally uses the head to block the ball, and is so called by the referee, the runner is out.

NOTE: This rule does not apply to hits above the shoulders that were caused by the runner sliding, diving, crouching or being in any other “accident prone” position. If struck above the shoulders while in this position, the hit is considered an accident and the runner is out.

5.10.j. **Tag-Ups** - After a kicked ball is caught, runners must tag their originating base before running to the next base. If the runner has not moved off of his originating base before the ball is caught, the runner may simply run forward to the next base.

5.10.j.1. As in baseball, to tag-up is to retouch or remain on the runner's “time-of-pitch” base until after the ball is first touched by a fielder. A runner must, by rule, tag-up only when a kicked ball is caught in flight. After a legal tag-up, even if the ball was caught in foul territory, runners are free to attempt to advance at their own peril. On long fly ball outs, runners can often gain a base; when a runner scores by these means, this is called a sacrifice fly.

5.10.j.2. After a caught fly ball, if the runner did not tag-up properly a fielder can touch the runner's time-of-pitch base or the runner with the ball before he tags up, the runner is out.

5.10.j.3. If a foul ball is dropped, it becomes just like any other foul ball and you cannot advance or be thrown out anywhere.

5.10.k. All ties will go to the runner.

5.10.l. **1st Base Overruns** - Runners may overrun 1st base but they must not make any attempt towards 2nd base and must proceed directly back to 1st base after the overrun (unless intending on proceeding to 2nd base). This will be a judgment call that must be made by the 1st Base Referee and Head Referee. If the runner makes any attempt or even “fakes” an attempt towards 2nd base after overrunning 1st base, they may be considered an active runner and can be tagged out.

Recommendation: To eliminate any possibility that your runner will be considered an active runner and be tagged out, it is HIGHLY recommended that the runner either turn away from 2nd base after the overrun or remain in foul territory after the overrun while proceeding directly back to 1st base. Any move towards 2nd base while in fair territory (no matter how slight) may cause the runner to be tagged out.

5.10.m. **Overthrows** – A maximum of one base will be allowed on an overthrow into foul territory. However, it is not an automatic “right” for the player to advance to the next base. The runner may advance to that base only if he can do so safely. If the runner advances safely to the next base, and no additional plays are made by the fielding team on any other runners, the play ends and no further advancement is allowed until the next kick.

NOTE 1: If a ball is thrown at and contacts a runner and then goes into foul territory, the ball is not considered an overthrow. The runner is out but the ball is live and other runners may proceed without limitation.

NOTE 2: If a ball is overthrown into foul territory and runners attempt to advance, it is advised that the fielding team “hold” the ball while returning it to the field of play. This will eliminate any confusion as to whether or not the fielding team is trying to “make an additional play” and consequently allow runners to advance even further. If the ball is thrown back into the field of play, it will be a judgment call by the Head Referee as to whether or not the ball was thrown in an attempt to make a play and if runners can advance further or if the ball was simply being returned to the field of play and runners are restricted from proceeding further.

5.10.n. **Interference** – If any ball is interfered with by any person or object on or around the playing field other than the fielding team and the interference prevents the fielder(s) from making a normal play on the ball, “interference” shall be called. Depending on the situation, interference may result in an out or merely place a restriction on advancement of runners.

NOTE: If the interference causes an abnormality in an otherwise normal play, runners are limited to a

maximum advancement of one base.

Example #1: A ball is thrown at a runner and the runner purposely makes contact with the ball to propel the ball away from a fielder so other runners can advance further. Interference shall be called and all other runners will be limited to one base.

Example #2: A ball bounces out of the field of play and the ball ends up under a nearby vehicle or gets tangled up in the spectator crowd. Interference shall be called and all other runners will be limited to one (or more) bases.

NOTE: If the interference prevents an out, it is up to the discretion of the Head Referee to call the out.

Example #1: A ball is kicked and popped up in foul territory. A member of the kicking team on the sideline interferes with a fielder who is attempting to catch the ball and prevents the ball from being caught. Interference should be called and the result should be an out. This does not apply to inanimate objects (fences, cars, trees, etc...).

5.11. STRIKES

5.11.a. A count of 3 strikes is an out

5.11.b. A strike is:

5.11.b.1. Any pitch within the strike zone (see rule #5.08.e) that is not kicked

5.11.b.2. Any pitch attempted to be kicked and missed by the kicker inside or outside of the strike zone.

5.12. BALLS

5.12.a. A count of 4 balls advances the kicker to 1st base.

5.12.b. A ball is:

5.12.b.1. a pitch outside of the strike zone;

5.12.b.2. an illegal bouncy;

5.12.b.3. any fielder or pitcher advancing on home plate before the ball is kicked; or

5.12.b.4. any catcher crossing home plate before the kicker or failing to field behind the kicker.

5.13. END OF PLAY

5.13.a. Once the pitcher has control of the ball and is in the **vicinity of the pitcher's mound** (within 10 feet), the current play ends. If a runner is between bases when the pitcher controls the ball on the mound, they are not required to return to their previous base. They may continue advancing to the base they were heading at their own peril.

5.13.b. If a runner purposely touches or stops the ball, the play ends and the runner is out.

5.14. FAIR BALLS

5.14.a. A fair ball is:

5.14.a.1. a kicked ball that settles on fair ground between home plate and 1st base, or between home plate and 3rd base;

5.14.a.2. a kicked ball that is on or over fair territory when bounding to the outfield beyond 1st or 3rd base;

5.14.a.3. a kicked ball that touches 1st, 2nd or 3rd base;

5.14.a.4. a kicked ball that, while on or over fair territory touches an umpire or player;

5.14.a.5. a kicked ball that, while over fair territory, passes out of the playing field in flight.

5.14.b. A fair fly ball shall be judged according to the relative position of the ball and the foul line, including the foul cone, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

5.15. FOUL BALLS

5.15.a. A count of 4 fouls is an out.

5.15.b. A foul is:

5.15.b.1. a kicked ball that settles on foul territory or is touched by a fielder (regardless of where the ball originally landed) while the ball is on foul territory and is prior to passing beyond 1st or 3rd base;

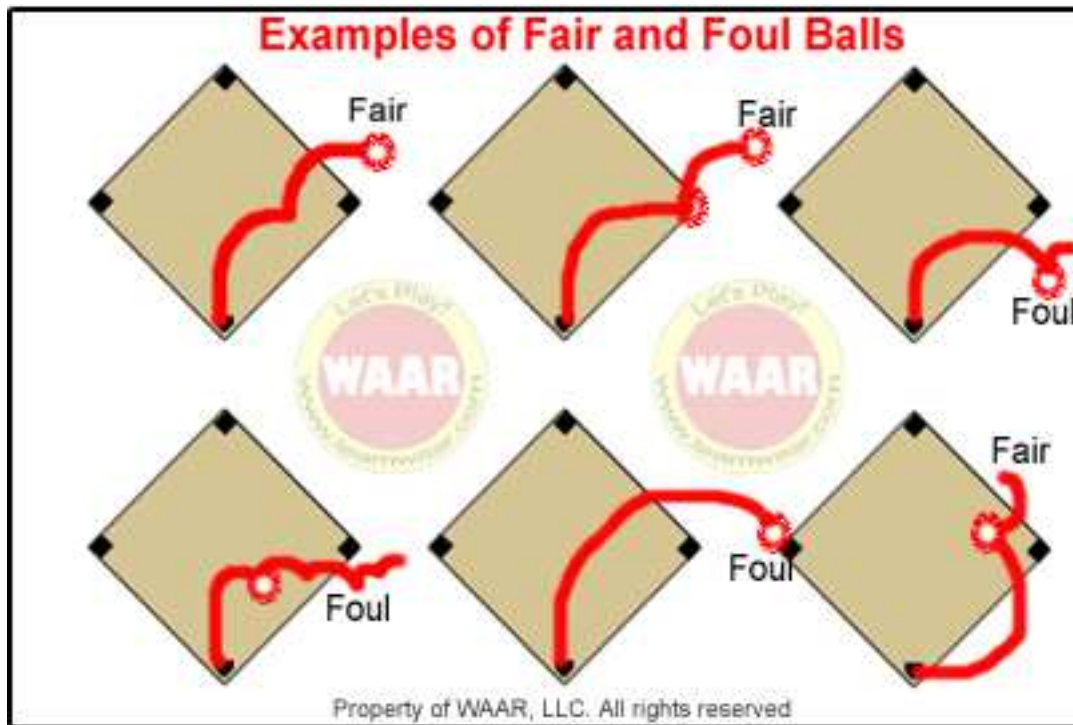
5.15.b.2. a fly ball that lands on foul territory beyond 1st or 3rd base;

5.15.b.3. a kick in front of home plate.

NOTE: A kick in front of home plate is a “dead ball” foul. Even if this ball is caught, it is not an out. It is a “dead ball” foul and should be called immediately.

NOTE: Kickball rules vary slightly from baseball rules in this regard because in kickball a kicked ball theoretically “begins” while on the ground in foul territory (behind home plate). In baseball rules this would normally deem the ball a foul ball immediately on contact. This is not the case in kickball. A ball is considered “live” until it is considered foul by meeting one of the above mentioned criteria.

EXAMPLE: A fly ball lands in foul territory and then bounces or rolls into fair territory prior to passing 1st or 3rd base and also prior to being touched while in foul territory. In baseball this would be considered a foul ball because it landed in foul territory. In kickball this is considered a fair ball... because it was never touched while in foul territory.



5.16. OUTS

5.16.a. A count of 3 outs by a team completes the team’s half of the inning.

5.16.b. An out is:

5.16.b.1. A count of 3 strikes or 4 fouls.

5.16.b.2. A runner touched by a live ball at ANY time while not on base.

5.16.b.3. Any kicked ball (fair or foul) that is caught or controlled before hitting the ground.

NOTE: Purposely juggling or bouncing a ball backing to the air repeatedly in an attempt to transport a live ball closer to the runners and keep runners from advancing is not allowed. If a fielder purposely attempts to juggle or bounce a ball repeatedly and it is determined that he has sufficient “control” of a ball, then an out should be called and runners can tag-up and proceed at their own peril.

5.16.b.4. A ball tag on a base to which a runner is forced to run.

5.16.b.5. A runner off of his/ her base when the ball is kicked.

5.16.c. There is no Infield Fly Rule. A fly ball must be caught to be an out.

6. MISCELLANEOUS INFORMATION

6.01. **Blood Rule** - A player who is bleeding shall be prohibited from participating further in the game until appropriate treatment can be administered. If adequate medical care or treatment is administered in a

responsible length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the Head Referee's judgment.

6.02. **Forfeits** – If a team forfeits their game they are given a loss in the team standings and 0 runs awarded. The non-forfeiting team is awarded a win in the team standings and 6 runs towards their Run Differential.

6.03. **Playoffs**

6.03.a. Seeding for playoffs will be based on winning percentages of the teams. In case of a tie record when entering the playoffs, the tie-breaker system will be

6.03.a.1. the winner of the regular season head-to-head game

6.03.a.2. total run differential

6.03.a.3. a head-to-head game (if time permits)

6.03.a.4. a coin toss

6.03.b. The higher ranked team will be the Home team.

6.04. Any players ejected from a game for reasons of misconduct shall be automatically suspended from the next 2 games played. Depending on the severity of the misconduct, additional suspensions may apply subject to the discretion of the League Board of Directors. Suspended players are not allowed to attend games until their suspension is lifted.