

### **Forfeits**

Forfeits will not be called by the umpire for roster violations. The player must first notify the umpire, then both the umpire and the captain must inform the Poo or a league rep after the game of the infraction. The league reps will make the decision on whether to award the forfeit or not. An umpire will call a forfeit for a team that has not turned in a roster within 5 minutes after game start time, or for gross ZTP violations. (See rule 5.5)

### **Fly Ball Contact Rules**

A player may tag up after a fielder makes contact with the ball. If he/she bobbles it, the tag up may be made at first contact. This does not constitute a dead ball. (See rule 8.9, G)

### **Pick-up players**

A team must have a minimum of its 6 core players 5 minutes after game time, or the game will be considered a forfeit. If the team has 6 players, they may pick up players from a lower tier (except LBL) and cannot pick up a multi-player. This includes 4 females. The team must meet the co-ed requirement of four girls in the kicking line-up and the total number of kickers cannot exceed 9. That means if 5 guys and one girl show up, they may pick up 3 girls and no guys. If 4 guys and 3 girls show up, they may pick up 1 girl and 1 guy. If a team has 8 guys and 2 girls show up, they may play all guys, but must take outs for the 2 girl spots and they must leave a hole in the field for the 3<sup>rd</sup> girl spot. (See rule 5.4)

### **Fair/Foul**

The ball must be touched in foul territory or out of play for the umpire to call a foul ball. If a ball lands fair and rolls foul before first or third base, then touched, it is foul. If the ball rolls back into fair territory, then touched, it is fair. If the ball hits first or third base, it is fair. There is no imaginary line in the air above first or third like a foul pole. If the ball is kicked to the outfield in the air, fair or foul is determined by where the ball lands or is touched if touched in the air. If the ball is touched, fair or foul will be determined by where the ball is when it is touched, not where the player's body is when he/she touches it. Due to the fact that foul lines are not accurate, nor do they line all the way to the fence, it is the home plate umpire's responsibility to call fair or foul, not the field ump. Vocalize "FOUL BALL" if it is foul, if it is fair, just point fair. Field umpires may point fair or foul, but should not say anything as it is the home plate umpire's call. (See rule 8.12)

### **Substitutions**

Defensive substitutions can only happen during the break in between half innings. The starter may be subbed out for a person listed as an available sub in the kicking line-up. Girls must only be subbed out for girls (subbing in), but males may be subbed out for either a guy or a girl (subbing in). This is to prevent a strategic substitution of a guy kicker or runner for a girl. Only starters are allowed to sub back in and only to their original spot in the kicking line-up. The sub who goes back out, cannot be subbed in again. (See rule 5.3)

### **Overrun at First**

A runner may overrun first base. It does not matter which way the runner turns to walk back to the base. Whether or not a runner is in play is determined by his/her intent to go to second. This includes head fakes. Turning left does not necessarily imply intent. Captains should encourage their runners to turn right to alleviate disputes. (See rule 8.9, E)

### **Catcher**

The catcher's front foot must be placed in a spot two (2) yards past home plate in a line from first base. His entire body must be on the home plate side of the line from first. Both of the catcher's feet must remain stationary until the ball has been contacted by the kicker. (See rule 8.11 and 7.1, A, 4)

### **Final Inning Call**

Games will be 6 innings or the time limit, whichever comes first. The time limit for this season is 50 mins. If the time limit expires, the current inning will be completed and the winner determined. In the event of a tie after 6 innings, or the time expires, the following rules apply for extra innings:

In the first extra inning, the LAST 2 kickers from the previous inning will start on 1<sup>st</sup> and 2<sup>nd</sup> base respectively. All kickers will start with 2 balls, 2 strikes.

In the second extra inning and all subsequent innings, the LAST 3 kickers from the previous inning will start on 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base respectively, and all kickers will start with 3 balls, 2 ½ strikes (one pitch rule) until a winner is determined.

The definition of the last kicker is the kicker in the last kicking lineup spot from the previous inning. This means that if there is an automatic out from injuries, ejections, or missing players (including missing females) there will be no player on that base. Example: You took an out as your second out in an inning, then the next kicker got the third out, in the next inning, you would have runners on 2<sup>nd</sup> if it was the first extra inning and 1<sup>st</sup> and 3<sup>rd</sup> if this was the second extra inning or later.

There will be no ties. If the score turned in to Poo is a tie, a coin flip will determine the winner. (see rule 8.2)

### **Pitching**

The pitcher must pitch from behind the 1<sup>st</sup> to 3<sup>rd</sup> line. If the pitcher crosses the line, a ball will be called. All leagues employ a civil pitch. The ball must not be pitched with excessive curve or at excessive speeds. (A good rule of thumb is the ball must not curve more than one ball width). The umpire will enforce civil pitch rules. If a captain complains, err on the side of straighter and slower pitches. A coach may not complain in later innings (i.e. the 5<sup>th</sup> or 6<sup>th</sup> inning) about non-civil pitches if it is the same that the pitcher, pitching in the same manner, that has been pitching the entire game. (See rule 8.10, A)

The ball must bounce three (3) times before crossing the cone to be a strike. The third bounce may contact the kicking line. If the ball does not bounce a minimum of three times, it is a ball. In addition to the 3 bounces, the bottom portion of the ball must cross at or below the top portion of the cone for a strike to be called. (See rule 8.10, E)

Umpires should verbally call balls and strikes loud enough for at least the pitcher and the kicker to hear. (See rule 9.4, A, 4, a)

### **Umpires Calls**

It is not the umpire's responsibility to call kickers kicking out of order. It is up to the other team's captain to catch it and request an out. Umpires should track who is supposed to be kicking. If the captain catches the error and reports it to the umpire, the umpire will call the kicker who is supposed to be kicking out, and the next kicker in the lineup is up. Similarly, if a runner misses a base, it is not the umpire's responsibility to call it. The team must tag the base and appeal to the umpire to award the out. Umpires will be attentive at all times and in a position to make calls (i.e. not sitting on the fence behind home plate or standing in or near a dugout chatting with players. Please take the time to read and understand the rule. The number one complaint every week is umpires. Please do your best to send qualified and knowledgeable umpires for your duty. Penalties (9.3) have been added for sending unqualified or unfit umps. If you have questions or are unsure of the rules, contact a league rep. (See rules section 9)

### **Popped Ball**

If a ball pops either when kicked or caught, it is a no pitch, dead ball. (See rule 8.8, E)