

**LRKA**  
*The Little Rock Kickball Association*  
**Spring 2016 Rulebook**



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**There have been some minor rules changes for the Spring 2016 season. Please read and be familiar with them as some have major consequences. Changes are in **RED**. Pay close attention to the highlighted rules which are not new, but will be enforced.**

**SEVERAL BIG RULE CHANGES. THE HIGHLIGHTED PORTIONS ARE NOT CHANGES, THEY ARE JUST EMPHASIZED TO SHOW THAT THEY WILL BE ENFORCED SO THERE ARE NO EXCUSES OR SURPRISES.**

**\* FOR THE SPRING 2016 SEASON, THE GAME TIME LIMIT WILL BE 50 MINUTES**

**Players should realize that for the benefit of the game, the players themselves, and for onlookers, the rules are intentionally slanted towards the offense**

**All situations cannot be predicted. These rules are a general guideline and should not overrule the spirit of The Big Red Ball. Any issues not addressed by these rules should refer to the original intent of the LRKA. The LRKA is first and foremost a community service organization, a social organization and then an athletic league. The League Reps and/or the Poo will have final say on all these issues. If not present, it will be the judgment of the umpire's present to make a call and move the game along.**

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## **Assumption of Risk in the Little Rock Kickball Association**

There is a risk of injuries both serious and minor associated with participation in Little Rock Kickball Association. The risks may increase in activities involving physical contact, running, jumping or otherwise leaving one's feet, diving, sliding, or interaction with moving objects that are thrown or otherwise used in the sport. The risks include, but are not limited to: injury to internal or external organs; loss of or damage to sight, hearing, or teeth; pain; and scarring or disfigurement.

IT IS THE RESPONSIBILITY OF EACH INDIVIDUAL KICKBALLER [PARTICIPANT] to know his or her own general state of health and well-being, and therefore to be able to certify knowledgeable that he or she is physically fit to participate in Kickball.

IT IS ALSO THE RESPONSIBILITY OF EACH INDIVIDUAL KICKBALLER [PARTICIPANT] to have health insurance coverage sufficient to provide for medical or dental services and/or equipment required to treat any injury, minor or catastrophic, sustained or incurred as a result of participating in the Little Rock Kickball Association.

Therefore, AS A PRECONDITION TO BEING GRANTED PERMISSION TO PARTICIPATE IN THE LITTLE ROCK KICKBALL ASSOCIATION, EACH KICKBALLER [PARTICIPANT] shall read the agreement set forth below in order to make an educated choice to participate or not participate. Your signature will signify your recognition of the possible health risks involved and your informed consent to them.

To that end, and before releasing the Little Rock Kickball Association, Inc. and Larry Betz from all actions, claims, or demands related to any injury you may sustain as a result of participating in its league, please give serious consideration to the possible ramifications. You should understand that the causes of possible injury are many, but among them are: injury from bodily contact, incidental to or inherent in the nature of the sport; slipping, falling, or tripping on the playing surface, regardless of its physical or environmental conditions; injury from warming up, practicing, or training for game participation; injury due to supervision by Little Rock Kickball Association agents or volunteers, paid or unpaid, including referees or officials, or to rules, regulations, and instructions (or lack thereof) regarding the nature of the playing conditions and the nature of the sport; or injury due to a disparity between and among other players or teams with respect to experience level, strength, height, weight, age, ability, and the relative competitiveness or maturity of, between, or among other participants.

## THE LRKA ZERO TOLERANCE FOR POOR SPORTSMANSHIP

The Little Rock Kickball Association was started in memorial in the hopes of developing a charitable social organization that at its core has a fundamental belief in sportsmanship, fair play and community building. It is the belief of the LRKA that all three of these important elements begin with individual members and extend to entire teams. Furthermore, it is the responsibility of every player, fan and supporter of the LRKA to ensure that they do their individual part to promote the core beliefs of the LRKA. While the appropriate level of competitive play is expected in the appropriate leagues, it shall be understood that at no time should the Spirit of the Big Red Ball, the original vision of the LRKA or any player, fan or supporter be made to suffer at its expense. Everyone is charged with the responsibility of developing a bond of mutual respect among all players, adherence to agreed-upon rules of play/conduct, promoting the LRKA and for fostering a love of kickball. Actions such as taunting in an extreme manner, name calling, excessive profanity, dangerous aggression, intentional fouling, or other 'win at all costs' behavior are hereby strictly forbidden and are considered contrary to both the Spirit of the Big Red Ball and to the Mission of the LRKA and must be avoided by all players

**Failure to do so will have severe consequences.**

The LRKA has a Zero Tolerance Policy for poor sportsmanship, extremely aggressive behavior, trash talking that does not fit within the LRKA code of conduct and for any behavior that is "contrary to the Spirit of the Game." Furthermore, excessive profanity, especially stemming from disagreements or during taunting will no longer be permitted and will be considered an example of poor sportsmanship and will be subject to penalties.

**ENTIRE TEAMS WILL BE PENALIZED FOR THE BEHAVIOR OF INDIVIDUAL MEMBERS**

Teams are expected to police the behavior of their members for the entire duration of the season at hand regardless of whether or not they are currently playing. Any extreme behavior "contrary to the Spirit of the Big Red Ball" occurring in the stands, after games or at any later date anywhere LRKA members are assembled will be subject to the same penalties. Understand that if any member of a team or person known to be associated directly with that team is ejected from the game or park for any violation or if a person is a constant source of controversy, THE ENTIRE TEAM MAY BE SUBJECT TO PENALTY.

Captains are expected to be the first line of prevention and expected to police their members. If you cannot control a person on or off the field, you are expected to remove them from the LRKA for the benefit of your team, fellow players and for the good of the league. If not, your entire team will suffer penalties. No exceptions.

**IT IS UNDERSTOOD THAT THIS IS EVERYONE'S ONLY WARNING!!!**

I, Larry Betz, will investigate all infractions fairly and aggressively and everyone is reminded of the following fact: as commissioner of this league, I will have final say on all matters. I also reserve the right to consult with anyone I see fit. If warranted, any of the following penalties may be additionally imposed for unsportsmanlike conduct or any behavior that is "contrary to the Spirit of the Big Red Ball":

- (a) The offending individual may be banned from all future LRKA events and will not be allowed in LRKA rented facilities.
- (b) The offending player may be suspended for an appropriate number of weeks meaning the player will not be allowed in LRKA rented facilities for the duration of that penalty.
- (c) The offending player's team may be further penalized with a 1 week suspension meaning any games scheduled for the following week will be forfeited and the team and its members will not be permitted in LRKA rented facilities for that week.
- (d) The offending team may be dropped from the remainder of the schedule or season. No refunds will be issued.
- (e) The offending team and any players associated with that team may not again be allowed to participate in the LRKA.

**Penalties are not limited to only those listed**

Any violations occurring during playoffs or charitable events will be considered the most extreme and teams will be immediately forfeited from the remaining tournament. Additionally, if that team participates in the next season, regardless of their record, without exception, they will not be allowed to participate in any playoffs or be considered conference champs if their record warrants it. No team will be allowed to participate in that next season's playoff with 3 or more members from a previously banned team. Any individual who incurs a ZTP offence at such an event will face further sanction in the next season.

It is the responsibility of captains to ensure their team is aware of the LRKA's Zero Tolerance policy.

Signed: \_\_\_\_\_

Team: \_\_\_\_\_

Date: \_\_\_\_\_

# 1. A MESSAGE FROM THE POO

The first and foremost rule of the game is to have fun. Remember we are all just of bunch of grown-ups playing a kid's game and are probably over compensating for the fact that all of us at one time or another were picked last as kids and it sucked.

The second biggie is absolutely no whining!!!

Be safe, make friends and kick da funk out of a child's 8.5 inch red playground ball!!! Also the Little Rock Kickball Association is never allowed to take itself too seriously but shall be considered the SUPREME OVERLORD of all things "kickball" and all participants shall be tasked with promoting a love of the game, sportsmanship, community and actively participate in the LRKA's community service and charitable projects. The LRKA was started to honor the memory of two dear people, to promote the public good and to give the rest of us an avenue for getting involved in our community.

All teams are reminded that the LRKA, besides being a social sporting organization, takes pride in its community works and charitable endeavors. All teams, captains and players are encouraged to participate and to remember how important that aspect of the LRKA is.

All rules contained herein are the property of the Little Rock Kickball Association, Inc. and its author and shall not be used or edited without express permission.

Scheduling: All regular season games will happen on Sunday. That means buy your beer on Saturday!!!

Thanks for participating in the LRKA, adhering to all the rules of the LRKA and for ensuring the continued success of this organization. I thank and welcome all who play and promote kickball personally.

Sincerely,

Larry Betz  
The Grand Poobah of All Things Kickball  
Founder and CEO of The Little Rock Kickball Association, LLC.  
CEO of The Big Red Ball Charitable Foundation

# 1. CONDUCT

1.1. Unsportsmanlike conduct will not be allowed and all participants are reminded of the LRKA's Zero Tolerance Policy

- A. Umpires are not required to issue warnings for the first offense
- B. For repeated offenses or serious offenses, umpires may eject a player, players, or an entire team.
- C. Serious offenses include but are not limited to:
  - 1. Intentional unwanted physical contact with opposing players. Player must make the umpires aware if he or she feels any contact was unwarranted.
  - 2. Physical violence or threats of physical violence are in no way allowed.
  - 3. Intentionally causing or attempting to cause injury to opponent.
  - 4. Overly aggressive taunting or excessive use of profanity directed at any player, spectators, or umps.
- D. Ejected teams or teams that have less than the minimum number of players due to ejection to continue will result in a forfeit.
  - 1. Ejected players must leave the field and the park immediately or risk being expelled from the entire LRKA.
  - 2. Ejected players or teams may face suspension or even expulsion from the entire LRKA.
- E. Teams are expected to police their fans, family, supporters, or spectators.
  - 1. At no time are fans to interject themselves in the game.
  - 2. At no time are fans to argue with the ump or opposing team.
  - 3. Any fans that are unruly, a constant source of controversy, or aggressive towards other fans will be ejected from the park.
  - 4. If they refuse to follow the rules, the team that they are obviously there to support will be forfeited from the game.
- F. Respect of the ballpark is expected
  - 1. Climbing on park facilities and/or fences is prohibited.
  - 2. Parking is not permitted inside any of the gates on any field at Interstate Park
  - 3. Teams are expected to leave the dugout in a clean state after the completion of their game.
  - 4. See the LRKA's Zero Tolerance Policy.

1.2. LRKA Suspension

- A. The LRKA reserves the right to suspend any player or team at any time for unsportsmanlike conduct, violation of any rules, or for being a general nuisance without any refund what so ever.
- B. Suspensions are doled out by the week, not by the number of games. This means if you are suspended for any number of weeks, you will miss every game that takes place during that time on any teams that you are rostered.
- C. Suspended players and teams are not allowed to participate in any LRKA game or function during the duration of their suspension.
- D. See the LRKA's Zero Tolerance Policy.

1.3. LRKA Expulsion

- A. LRKA reserves the right to expel any player, spectator, or team at any time for repeated unsportsmanlike conduct, violation of any rules, or for being a general nuisance without any refund what so ever.
- B. See the LRKA's Zero Tolerance Policy.

1.4. Trash Talking

- A. Trash talking is permitted as long as it is not cruel, racially motivated, hateful, or a personal attack on another player. The trash talking should only be good-natured and shall not be allowed to get out of hand.
- B. At no time, should any spectator heckle or interject themselves to the point of having a direct impact on the outcome of a game.
- C. At no time should a heckler single out one player for constant abuse. Doing so warrants a personal attack and it will not be tolerated.
- D. At any time, the umpire can put a halt to all trash talking if it is getting out of hand, is not conducive to the wellbeing of the game, its players or the league or if it is contributing to an undesirable environment.
- E. At any time, a team captain may request a stop to all trash talk either from the opposing players or from spectators in the stands.
  - 1. Any player who then refuses to put a stop to ALL trash talk or heckling will be ejected from the game and face future sanctions
  - 2. Any spectator who then refuses to put a stop to ALL trash talk or heckling will be ejected from the park and face future sanctions
- F. At any time, a league rep in attendance may call a stop to all trash talk from the teams and the stands if it is obviously contributing to an unhealthy environment.
- G. See the LRKA's Zero Tolerance Policy.

1.5. Alcohol

- A. While drinking of beer while playing is not discouraged, it is in no way a requirement for playing.
- B. **While hard liquor is no longer banned, use it in moderation. Teams will be held responsible for alcohol related infractions.**
- C. No glass containers
- D. Captains shall ensure that no one under the age of 21 is allowed to possess or drink alcohol in LRKA rented facilities.
- E. Captains shall ensure that no player is too intoxicated and/or poses a danger to themselves or others during play.

## 2. PARTICIPATION

### 2.1. LRKA Charity and Community Service Events

- A. First and foremost, the LRKA in association with The Big Red Ball Charitable Foundation, is a social/community service organization. Every team is expected to participate in some fashion in the seasonal collection drive usually averaging \$60 - \$80 per team in donated items.
  1. Any team that does not participate in the seasonal charity event will not be permitted to register as a returning team; rather they will have to wait until new team registration opens.
  2. Any team that does not participate two seasons in a row will not be allowed to return in order to make room for teams that understand what the league is truly about.
  3. It is understood that the charity event is part of your dues and each team will contribute based on the current season's charity. The GPATKB may, at his sole discretion, offer any number of teams a cash donation in lieu of the required items for that season's charity. To make it easier, plan ahead when collecting dues or negotiating sponsorships.
  4. If a team does not participate in the charity event, they will not be invited to participate in the post-season allowing room for teams that understand what the league is truly about.
- B. Secondly, the LRKA is a social organization and at no time should that be forgotten. Everyone should come out in the hopes of meeting great new people and at no time should the social aspect of the league be made to suffer at the expense of the game being played.
- C. Lastly, we are a sporting organization but it should be understood that that striving to make our community/world a better place and the social aspects of this league should always come first. Everyone should aware of the LRKA's Zero Tolerance Policy.

### 2.2. Age Requirement

- A. All players must be 21 years of age or older.
  1. The GPATKB may, at his sole discretion, allow special exemptions for any players under 21 on a case-by-case basis.
- B. All players whose age is questionable are required to have a valid state issued ID proving that they are of acceptable age. If a player is challenged and cannot produce a valid ID, the opposing captain must make the umpire aware and contact the Poo or a league rep immediately. The league rep or Poo will determine if the player is indeed legal. If the player is an illegal player, he or she will not be allowed to play.
- C. Any player under 21 who is caught drinking will be suspended indefinitely. The team in which that player is rostered, will also be suspended for an amount of time determined by the league. If the player is caught drinking during the game, the team will forfeit the game and face further sanctions.

### 2.3. LRKA Waiver

- A. All participants must sign the LRKA waiver on-line or turn in a hard copy prior to the first game in which they play.

## 3. LEAGUES

### 3.1. The LRKA is divided into four different leagues

- A. The Competitive League (CL -Tiers CL1, CL2)
  1. This league consists of **one or two** tiers with a number of teams as determined by the league and is for the more competitive players that want to play for the title of "Ultimate Kickball Champions of the Entire Known Universe."
  2. No CL team may have more than 4 multi-players:
    - a) They cannot all be of the same sex (See multi-player rule 4.4)
    - b) No more than 2 players from the CL2 tier can play in the opposing CL1 tier
    - c) No more than 2 players from the CL1 tier can play on the same lower tier team.
    - d) No CL player may play in the Novice league (NOV)
  3. LBL players do not count towards multi-player totals
  4. Any INT team moved into the CL from INT and into the same CL tier that creates a multi-player conflicts shall be granted Permanent Grandfather Status for any players impacted by this move. This special status shall remain:
    - a. if the affected player was on both an INT and CL team in the previous season and the conflict is a result of team tier migration,
    - b. if the affected player remains on BOTH TEAMS. The exemption is non-transferable and once the said player leaves either team, the Permanent Grandfather Status is revoked, and
    - c. only as long as both teams remain in the same tier
  5. The exemption is non-transferable and once the said player leaves either team, the Permanent Grandfather Status is revoked.
- B. The Intermediate League (INT- INT1, INT2, INT3, INT4)
  1. This league consists of a set number of tiers (usually 3 or 4), a set number of teams in each tier (usually 8-10), all as determined by the league, and is meant to create a niche for players not quite ready of the CL but perhaps more polished than the NOV or more serious than the LBL.
  2. No INT team may have more than 3 multi-players:
    - a) They cannot all be of the same sex (See multi-player rule 4.4)
    - b) No more than 2 players can play in an opposing INT tier, or from a CL or NOV tier

- 3. LBL players do not count towards multi-player totals
- C. The Novice League (NOV- NOV1, NOV2, NOV3, NOV4)
  - 1. This league consists of a set number of tiers (usually 3 or 4), a set number of teams in each tier (usually 8-10), all as determined by the league, and is meant to create a niche for players not quite ready of the INT but perhaps more serious than the LBL.
  - 2. No NOV team may have more than 2 multi-players:
    - a. They cannot both be of the same sex (See multi-player rule 4.4)
    - b. They cannot play in a CL League tier
  - 3. LBL players do not count towards multi-player totals
- D. The Laid Back League (LBL)
  - 1. This league consists of a single tier with a number of teams as determined by the league (usually 16-24) and is exactly what it sounds like, more relaxed, more theatrical teams who want to play for the "Poo's Spirit Cup".
  - 2. This league's playoff spots are determined by the votes of the other team's captains as well as participation in the charity event and fulfillment of umpire duties.

### 3.2. Team Placement in Tiers

- A. No team shall be guaranteed placement in any league until all registration has closed and draft tiers are compiled and reviewed.
- B. Captains are encouraged to request or make known what tier they would like to be placed but that is just a request and in no way guarantees them placement in that tier.
- C. Returning/Split team placement will be based on the following criteria:
  - 1. When the team registers
  - 2. Captain request
  - 3. Final season record from the previous or most recent season completed
  - 4. The level in which the team played previously
  - 5. The number and caliber of returning/veteran players
  - 6. Post season performance
  - 7. Teams electing to play in a higher tier than they would otherwise be placed
- D. New team placement will be based on the following criteria:
  - 1. The captain believes they could compete at a higher level
  - 2. The team includes a number of veterans or high caliber players
  - 3. If lower tier is full at time of registration
- E. If a complete roster (minimum 9 players) is not turned in by the roster deadline, that team will either be placed in a tier determined by the league, or dropped.

### 3.3. Team Migration

- A. Teams will be moved up or down at the discretion of the league based on performance, record, and team stability
- B. Teams will normally be moved up or down one tier except for the following:
  - 1. Poor placement in the previous season
  - 2. Team was new, unknown, or misrepresents itself (sandbagging) and talent warrants multiple tier change
  - 3. Team captain requests multiple tier change
  - 4. Team picks up high caliber/veteran players
- C. Team migration is by tier and may move a team into a different league

## 4. TEAMS

### 4.1. Creating a Team

- A. Players must find their own teams to join and must be aware of the rules concerning participation on teams in different leagues (See multi-player rule 4.4).
  - 1. It is the captain's responsibility to ensure all rostered players meet the multi-player requirements and that all multi-players are reported. If a multi-player is discovered during the season that has not been identified, the game in which the violation is discovered will result in a forfeit. (See rule 5.5, B, 4)
- B. If you cannot find a suitable team, the Poo will help you.

### 4.2. Team Names/Jerseys

- A. The more creative the better
- B. All team names and jersey logos which are obviously vulgar or offensive will not be allowed.
  - 1. All questionable team names/jerseys are subject to approval by the Poo.

### 4.3. Co-Ed Requirement

- A. For all teams, at least 4 of the 9 players in the kicking line-up must be female.
  - 1. An automatic out will be taken for each missing female every time that line-up spot comes up to kick.
- B. At least 3 of the 9 players in the field must be female.
  - 1. If females are not available, defense must play short.
- C. See substitution rules for substitution requirements.

#### 4.4. Multi-Player Rule

**NOTE:** Beginning Spring 2013, the definition of a multi-player has been changed. Previously it applied only to a player playing on two teams in two different leagues- .i.e.- CL, INT, NOV- and unless grandfathered under certain conditions, no player could be on two teams in the same league. Now, the multi-player rule pertains to **TIER** rather than **LEAGUE**. This means a player could now join two teams in the same **LEAGUE** but not two teams in the same **TIER**. **No team may have more than 2 players from a team in their own league. For example, a team in INT1, could not have more than 2 players from a different INT tier (i.e. INT2, INT3, or INT4).**

- A. A multi-player is defined as a player who is rostered on more than one team in **TWO DIFFERENT TIERS**. Being listed solely as a captain or co-captain on a team but not as a rostered player, does not count as a multi-player. (Note: no player can be rostered as a player on two different teams in the same **TIER** unless as a result of being grandfathered or on more than 2 different teams total)
- B. The multi-player rule has a grandfather clause which allows exceptions to the multi-player rule as follows:
  - 1. If a team is moved into a different **TIER**, that team will be allowed to play with their existing multi-players for one full season until they have time to acclimate to that league's limits. They may not pick up any new or replacement multi-players if that number puts them beyond the allowable number that current season. They may only exceed the number with the players that they brought with them and who were already on their previous season's roster.
  - 2. If a player who is already on a team's roster from the previous season joins a second team before the start of the season and before the tiers are published and they then find themselves in conflict with the existing multi-player rules on either team, the player will have to select which team to remain on. In order for the player to be "grandfathered" for that one season, he or she would have had to have been on BOTH rosters the previous season.
  - 3. No player may join and be on more than one roster in one **TIER**. If a player joins a team for the first time and then after the tiers are created, that team is in the same league, the player will have to select which team to remain on. In order for the player to be "grandfathered" for that one season, he or she would have had to have been on BOTH rosters the previous season.
  - 4. If a player is on a team's roster from the previous season and that team is moved into a **TIER** in which the player is already on another team's roster, the player may play for one season on both rosters if the player was on both team's official rosters the previous season. In order for the player to be "grandfathered" for that one season (i.e. he or she would have had to have been on BOTH rosters the previous season). In the event that the teams should meet in either the regular or postseason, it will be up to the player to select one team to play on for the duration of the game. This must be done before the kicking line-ups are turned into the umpire. The player would also have the option to sit out that game should they choose. It would also be up to each team captain if they choose to play the player or not. After that season, if both teams remain in the same **TIER**, the player must select one team to remain on. **THE ONLY EXEMPTION WOULD BE TEAMS COVERED BY RULE 3.1.A.4.**
  - 5. **The same rule that applies to a player on two teams in the same TIER would apply to captains and co-captains. In order for the captain or co-captain to be "grandfathered" for that one season, he or she would have had to have been on BOTH rosters the previous season.**
- C. Players are reminded that if they play in the LBL, they must play in the spirit of the big red ball and not be too competitive nor disrupt the theme of the LBL.

## 5. GAME MANAGEMENT

### 5.1. Roster

- A. Team size shall not exceed 20 players
  - 1. Must meet co-ed requirement
  - 2. Must consist of a minimum of 9 players
- B. All teams are required to turn in an official completed team roster with all of their players listed before the opening of the season. Failure to do so will result in team being **either placed in a tier determined by the league or dropped.** (3.2, E)
  - 1. Any player not listed on your official roster as of 5pm Wednesday before game time will not be allowed unless the team is short of the required 9 players. Then that player may be added but only as a pickup and all pickup rules must be obeyed (5.4).
  - 2. The final date for all roster changes is 5pm Wednesday before the third week of the season. After that point, no players may be added or traded regardless of circumstance.
- C. It player's responsibility to work out any scheduling conflicts.
- D. Players may switch teams before the final roster deadline of each season, subject to approval from the league reps.
- E. A legal player is defined as a player that meets the age requirement, has not been suspended or expelled, is listed on a team's valid roster, and meets the multi-player requirement.

### 5.2. Line-Up

- A. Kicking lineup can range anywhere from 9-14 players.
  - 1. Must adhere to co-ed requirement (4.3)
- B. Teams must have a minimum of six (6) core players present to compete in games for a win or loss record.
  - 1. If a team does not have at least its minimum, a forfeit will be awarded to the opposing team by the umpire.
  - 2. If a team has its 6 core players, but less than 9, see pick-up rule (5.4) and co-ed rule (4.3).

- C. A team may begin and play with as few as 6 players but they must:
  1. Take all outs required by the missing players as they occur on the kicking line-up.
  2. Must take any additional outs, if any, for not meeting the kicking co-ed requirement of four (4) females.
  3. Must make provisions to cover the defensive positions while adhering to the defensive co-ed requirement that does not permit more than six (6) male players on the field.
  4. Must assign up to nine (9) defensive players while adhering to the LRKA co-ed rule.
  5. If the team starts the game with less than nine players, they have to field what players they have.
- D. Any player in the active kicking line-up may be moved around to different positions including extra kicker and will not be considered a substitution.

### 5.3. Substitutions

- A. A “sub” is a player who begins the game on the non-active kicking lineup or sub list.
- B. Starters may be replaced from the “Available Subs” section at any time, on offense by the captain. On defense, subs may only occur in between ½ innings.
  1. All female starters may only be replaced with female players
  2. Male starters maybe replaced by a player if either sex.
- C. Captain must notify the home plate umpire of any substitutions.
  1. Failure to notify the umpire of a substitution on offense will result in the kicker being called out and the next kicker in the lineup will kick provided that it is caught by the opposing captain before another kicker has taken a single pitch. The umpire will treat this the same as the kicking out of order rule ([see rule 8.8, A](#))
  2. Failure to notify the umpire of a defensive substitution will result in the kicker being awarded 1st base if the illegal player was involved in the play if the play results in an out. The illegally subbed player will be removed from the game and the original player will come back in until the end of the ½ inning and the umpire is made aware of the substitution.
    - a. Substitutions only refer to players on the sub list, not in the active lineup.
- D. **Only** starters may return to the game but only to their original spot in the line-up.
  1. Only allowed once.
  2. Sub that is replaced by the starter is not allowed to return to the game for any reason.
  3. The starting player and his substitute may not be in the line-up at the same time.
- E. While teams are permitted to shift their defense from time to time during the inning, excessive changes or constant adjustments that slow the game will not be permitted and the umpire may limit it.
- F. Runners may NOT be substituted unless due to injury and the original runner must at least advance to first base. This substitution must obey all sub rules. There are no designated runners. Once the runner is removed for injury, that player is out for the remainder of the game.
- G. Injury substitutions are replaced the same as regular substitutions. If there are no players listed on the available sub list, the following applies:
  1. An automatic out will be taken for the injured spot in the line-up.
  2. If a team is short of fielders, catcher position must be covered.
  3. Injured players may NOT return to the game once removed due to injury.
- H. An ejected player may not be replaced in the kicking line-up regardless of whether or not subs are available and an out must be assessed each time that ejected player’s kicking position comes up.

### 5.4. Pick-Up Players

- A. Captains must notify the umpires and the opposing team’s captain that **NONE** of the potential pick-up players are multi-players and whether the potential pick-up players meet the criteria below.
  1. **NO PLAYER WHO IS A “MULTI-PLAYER” MAY SERVE AS A PICKUP PLAYER AT ANY TIME FOR ANY OTHER TEAM REGARDLESS OF THE LEAGUE. DOING SO WILL CONSTITUTE BEING AN ILLEGAL PLAYER AND COULD RESULT IN A FORFEIT.**
- B. **IF USING A PICK UP PLAYER, THE COMPLETE KICKING LINEUP CANNOT EXCEED NINE PLAYERS TOTAL. This includes assigned outs for missing females.**
- C. Teams may only pick up players who play ONLY in a lower tier. LBL teams may pick up players from higher leagues but any pickup players must play to the appropriate league level.
- D. No team may use the same player as a sub more than twice throughout the entire season, including playoffs.
- E. Any pick-ups must meet the co-ed requirements. If a team is short females and they choose to pick up females to meet the coed requirement, then their total lineup still cannot exceed nine players. This may result in a team having to sit down male players as to not exceed nine.
- F. In the event of a team being short the nine required players and they pick up players, no subs can be listed on the “Available Subs” section of the line-up.
- G. If no pickup players are available who meet these requirements, the umpires and the opposing team Captain must be notified that there are no players available that meet the criteria, then the team that is short may:
  1. May ask the opposing team captain for an exemption and pick up what players are available. The opposing team captain would then have no recourse to file a future complaint, or
  2. The team may play short, or
  3. The team may forfeit.

## 5.5. Forfeits

- A. Situations that may result in a team being forced to forfeit and take a loss are, but are not limited to, the following:
1. A team not showing up to play at their scheduled game time.
  2. Not having 6 officially rostered players present at game time.
  3. Failure to take the field or begin play in the 5 minute allotted time.
  4. Serious LRKA Zero Tolerance violations.
  5. A team that refuses to play at a specific location (i.e. Field 7, 8, or 9).
  6. A team that is reduced to less than 6 players due to injuries and/or ejections.
  7. Roster violations
- B. Any of the infractions listed below which are discovered during the game must be brought to the attention of the Home Ump by the captain, and that ump must verify that the infraction does indeed meet the standards set forth by the LRKA for forfeiture. The Umpire WILL NOT award a forfeit for the items listed BELOW, instead he will make the league representatives and/or the Poo aware of the infraction immediately following the game. The game will resume as normal and the captain asking for the forfeit must notify the league reps by email by 5PM the following Monday. In order for a forfeit to be awarded for the playing of illegal players or for a similar offense, the team captain requesting the possible forfeit MUST make the umpire aware of the complaint before the final out of the game is called. Any complaints lodged with league reps after that point will only be considered should the offense be deemed by the reps as blatant.
1. A rule infraction either intentional or unintentional that has been deemed a forfeitable offense in the LRKA Rules.
  2. Violation of the substitution rule.
  3. Violation of the pick-up player rule.
  4. The playing of illegal players, including unidentified multi-players. (See rule 5.1, E)
  5. Lineup mishandlings such as not disclosing the fact that less than 4 females are not kicking or persons on the sub list are playing defense without playing offense.
- C. Any team that forfeits or is assessed a forfeit as outlined in the rules of the LRKA:
1. May be dropped from the remainder of the schedule without any refund.
  2. May not be allowed back.
- D. Any team with more than 2 forfeits will not be allowed to play in the playoffs.

## 6. Playoffs

### 6.1. Participation

- A. All post-season play will be invitational. Playoff teams will be selected based on the team's record/standing within their tier and participation in the season's charity event.
- B. Playoffs are normally held on the first two Sundays after the end of regular season play with the Finals for all leagues being on the Final Sunday. The Final Sunday is also the end of season cookout. Teams are encouraged to bring side items and drinks to be shared by all. The Poo will provide burgers and hot dogs. If you wish to volunteer to help, please contact Poo.

### 6.2. Kickball Khaos

- A. Kickball Khaos is the playoff selection party and is normally held the first Tuesday after the last week of regular season play at Next Level Events. Any change to the time or location will be sent out via the LRKA website, Facebook page, and email.

### 6.3. Seeding

- A. Teams will be seeded (ranked) based on their regular season record within their tier. In the event of a tie, the following tiebreaker rules will apply:
1. If regular season, in-tier record is a tie, missed umpire duty penalty (see rule 9.3, A, 1) will apply, otherwise overall record will be the deciding factor
  2. If overall record is a tie, head-to-head wins will decide
  3. In the event of a 3 or more way tie, a random drawing by the team captains or representatives involved at Kickball Khaos will decide seeding
    - a. If a team representative is not present at drawing, they will lose the draw
    - b. If no team representatives are present for the teams involved in the drawing, the League Reps will draw for all teams and the winner(s) announced via email
  4. During play, the higher seed will be the home team, if the seed is the same, higher tier will be the home team

### 6.4. Exclusions

- A. Teams will not be allowed to participate in the playoffs for the following reasons:
1. Not participating in the charity event (see rule 2.1, A, 4)
  2. More than two forfeits during the regular season (see rule 5.5, D)
  3. Two or more missed umpire duties (see rule 9.3, A, 2)

### 6.5. Playoff Ump Duties

- A. Every effort will be made to arrange scheduled umps or winning teams to have follow-on ump duties. This is not always possible and losing teams may be scheduled to ump. It is also sometimes necessary to have umps that are from a different league or tier. It is expected that all umpires are aware of the rules.

- B. If a team misses an assigned ump duty during the playoffs, during their next playoff game the captain and co-captain will be suspended and not allowed to be involved in any way in the game (includes coaching). They will, however, not be ejected from the park. If the suspended players attempt to be involved in the game, the entire team will forfeit the game. (See Rule 9.3, C)
  - 1. Exception: A team may be excused if the Poo or a league rep makes other arrangements due to a game conflict. The captain of the excused team will be notified in person.

## 7. FIELD

### 7.1. Dimensions

- A. Field of play will equal the dimensions of a standard softball field. The Little Rock Kickball Association will designate the fields. In the event that the fields are extremely muddy or unplayable, a standard size field can be set up in the outfield. Both team captains must agree to move to the outfield. If both teams do not agree on where to play, then a coin toss will determine which captain selects where to play. The field is to be set up as follows:
  - 1. Base paths are 60 feet apart.
  - 2. Pitching rubber is between 1<sup>st</sup> and 3<sup>rd</sup> base with a 6 foot diameter circle around the rubber.
  - 3. The strike zone cone is placed four (4) feet from the outside edge of the plate on the 1<sup>st</sup> base side.
  - 4. The kicking line in which the kicker must kick from behind extends both to the left of the plate and the right of the cone indefinitely.
  - 5. The catcher's spot is marked at a point extending down the 1<sup>st</sup> base line, 6 feet from the back of the plate (See para. 11.2).
  - 6. See attached diagrams is section 11 of the rules.

## 8. GAME PLAY

### A. Game Time

- B. Lineups are due at the start of the scheduled game time.
- C. The game will begin immediately after both teams have submitted their completed lineup forms to the umpire.
- D. ALL TEAMS ARE TO WARM UP BEFORE THEIR SCHEDULED GAME START IN ANY AVAILABLE AREA. NO TEAM IS GUARANTEED "FIELD OR KICKING PRACTICE" OR WARMUP BEFORE TAKING THE FIELD.
- E. Any team more than 5 minutes late will be considered a forfeit. THIS WILL BE STRICTLY ENFORCED. THIS IS A GRACE PERIOD!!! NOT A SCHEDULED WARM-UP TIME AND SHOULD NOT BE ABUSED. Being late means:
  - 1. Not be physically present with enough players to begin the game at least five minutes after the scheduled start time.
  - 2. Not having your lineup form completely filled out and to the umpire and opposing captain at the scheduled start time.
  - 3. Refusing to take the field as commanded by the umpire as you are scheduled.
- F. Teams are not permitted to hold up the start of a game because they are waiting for "multi-players" who might be currently playing on a different team or field.
- G. If a preceding game runs long beyond the scheduled start time of the next time, teams should have their lineups prepared and be prepared to take the field immediately once the preceding game ends.
  - 1. Teams may be moved to a different field if the scheduled field is significantly behind schedule.
- H. If a team is umping on a different field, the game will be delayed until said umpires are available.
  - 1. The league may replace those umpires to allow scheduled games to start. Do not allow your team to leave the field based on ump duties. If the umpires are replaced, the game will start immediately.

### 8.2. Game Length/Overtime

- A. Games will be 6 innings or the time limit, whichever comes first.
  - 1. The 50 minutes or 1 hour time limit will be determined by the needs of the league and will be conveyed by email, Facebook, and/or captain's meetings.
  - 2. If the time limit expires, the current inning will be completed and the winner determined.
- B. In the event of a tie after 6 innings, or the time expires, the following rules apply for extra innings:
  - 1. 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.
  - 2. 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.
  - 3. 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 2nd 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.
- C. There will be no ties. If the score turned in to Poo is a tie, a coin flip will determine the winner.

### 8.3. Home/Visitor

- A. Home team shall be determined by the schedule, visitors kick first.
- B. During playoffs, the home team will be determined by the higher seed, or in the event of the same seed, higher tier (6.3).

#### 8.4. Mercy Rule

- A. The mercy rule will end the game if a team leads by 12 runs after 4 innings or 8 runs after 5 innings. This rule will be enforced unless:
  - 1. Losing team's captain elects to continue play.
    - a. If the losing captain elects to continue play, the game will continue until the scheduled game time for the next Game **or the time limit**. At that time, the umpire will call the game at the end of the current inning unless the losing team scores enough runs to negate the mercy rule.

#### 8.5. Weather Policy

- A. If a game is unable to start or finish due to a malfunction with the lights when they are required, the game shall be rescheduled and replayed from the start.
- B. The game will be cancelled in the event of dangerous weather or if the fields are deemed unplayable. In this event, the following applies:
  - 1. Only the Poo can call games due to weather. Players are asked to be in contact via email, Facebook, and the website for updates. Captains, feel free to call the Poo at 563-1244 for up to the minute updates.
  - 2. If no games have started, the entire day's schedule complete with umpires will be moved to a later date.
  - 3. If games have already started, and the conditions become unfavorable, any games that have completed 4 innings of play will be called complete and any that have not completed 4 innings of play will be rescheduled for a later date and started over as a new game.
    - a. If a game is called complete after 4 innings, the score at the end of the last inning played will be the final score (i.e. if a game is called in the top of the sixth, the score after the bottom of the fifth will be the final score).
  - 4. Due to the complexity of scheduling, games may have to be scheduled before noon, after 7:30, or moved to Saturday. No exceptions will be made with the move to Saturday.
  - 5. If conditions affect the playoffs or the final Sunday, all games will be shifted to the following Sunday.

#### 8.6. Miscellaneous

- A. During game play, all teams must remain in their dugout with their gate closed or sitting immediately next to the dugout outside of the field of play. Players are not permitted to move behind the backstop to harass kickers, or to sit in the stands and engage in any manner of heckling. After one warning, the player will be ejected and face further sanctions.
- B. Teams may employ a first and third base coach.
  - 1. Only rostered players are allowed to be on the field (this includes, captains, co-captains, non-playing coaches, and regularly rostered players).
  - 2. **Base coaches are not allowed to make any contact with the runners that alter the play or purposely hinder the defense. Doing so will result in an out.**
  - 3. No other persons will be allowed on the field for either the Offense or Defense.

#### 8.7. Equipment

- A. **Shoes and cleats are encouraged. The league is not responsible for injuries due to barefoot kicking.**
  - 1. Metal or ceramic cleats are NOT allowed.
- B. Team jerseys are **encouraged**.
  - 1. Unique player numbers are required and must correspond to a player's name on the game's kicking line-up.
    - a. Numbers should be on the jersey, but may be written legibly on the back of the player's hand.
- C. The LRKA uses an 8 ½ inch rubber playground ball.
  - 1. Balls will be provided by the league.
  - 2. Only those balls provided by the league may be used for regulation games.
  - 3. Both team captains must agree on the ball to be used for the game. If the captains cannot agree, the umpire will select the ball.
  - 4. Any ball determined to be warped will not be used.
  - 5. Each team is asked to take care of their ball.
    - a. Write your team name on the ball
    - b. Don't store the ball in a hot location such as your car.
    - c. Do not over or under inflate your ball.

#### 8.8. Kicking

- A. All kickers must kick in the order that they are listed on the official kicking lineup.
  - 1. A kicker has officially kicked out of order once they have readied themselves in the kicker's area and have taken one pitch. They do not have to have made contact with the pitch in order to be said to have kicked out of order and have an out accessed
  - 2. Any kicker who kicks out of order may be called out until the next kicker has taken a single pitch. After that point, an out may no longer be accessed and play continues with the kicker who kicked out of order.
  - 3. If it is determined that a kicker has kicked out of order and it is caught before the next kicker takes a pitch, an out is assessed to the originally scheduled kicker, if any runners advanced, all runners are returned to their original base, and no runs count. The next scheduled kicker (not the out of order kicker) is up.

- B. All kicks must
  - 1. Occur at or below below the knee.
    - a. If contact with the ball is made above the knee, the play is dead and a foul will be assessed.
- C. A kicker must:
  - 1. Must kick on the side of the base opposite of the catcher.
  - 2. Adapt to the catcher's spot and not interfere with the catcher.
  - 3. Must understand that if a kicked ball hits the cone and then enters fair territory and is touched in fair territory by the defense or crossed inside of either first or third base, the ball is fair and if it hits the cone and then enters foul territory and is touched first in foul territory, the ball is foul.
  - 4. Must not argue with umpire over a call of "strike" or "ball."
- D. If a kicker makes double contact with the ball:
  - 1. In front of the plate, the ball is dead and the runner is out. Runners may not advance.
  - 2. Behind the plate, the play is dead and a foul will be assessed.
- E. If a ball is popped either when it is kicked or caught initially, the kick will be considered a no pitch, dead ball. If the ball pops during defensive play, the runners will stop at the base they are running to when the ball pops.
  - 1. If the umpire deems that the ball was popped by the defense intentionally to gain an advantage, the runners will be allowed to run to the base in which they are running, plus an additional base.

### 8.9. Base Running

- A. Kickers become base runners as soon as they kick and the ball is "live".
- B. All ties go to the runner
- C. A runner must stay in the baseline or the umpire will call the runner out.
- D. The runner must touch the orange safety bag on close plays at first.
  - 1. If the runner touches the white bag during a close play, they will be called out.
  - 2. Conversely, if a fielder touches the orange safety bag the runner will be called safe.
- E. Base runners are allowed to overrun first base only.
  - 1. An exception can be made due to muddy fields if agreed to by both team captains before the game.
  - 2. A runner who overruns the base, may be tagged out if they:
    - a. Make an attempt to turn towards 2<sup>nd</sup>. This includes a head fake. THE UMPIRE WILL ALWAYS CONSIDER INTENT AS THE BASIS FOR HIS CALL. Turning left does not necessarily imply intent.
- F. Running is only allowed after the ball has been kicked.
  - 1. Leading off or stealing is not allowed. Runner will be called out in either case.
- G. After a kicked ball in the air is caught, runners must tag their originating base before running to the next base (tag-up).
  - 1. Runners may advance once a defensive player makes any contact with the fly ball (first contact).
  - 2. Failure to tag-up can result in the defense either tagging the base or the base runner for the out.
    - a. If this out results in the third out, it is considered a force out and no runs will be awarded regardless of when the out was made versus when the runner crossed the plate. (This does not coincide with baseball rules and is meant to make it less subjective for the umpire and more in line with the dynamics of kickball)
- H. If a fielder not involved in the play interferes with the runner, the runner will be awarded the base.
  - 1. Umpires must use their discretion when invoking this rule.
- I. If a fielder interferes with the ball (i.e. digs a trench in front of or kicks dirt on) in an effort to make the ball go foul or affect the play in any way, the kicker will be awarded first base and any base runners that were advancing will advance to the next base.
- J. If a ball is overthrown unintentionally and travels out of the bounds of play, base runners will be awarded the base they are running to, plus an additional base.
- K. When the PITCHER has the ball inside the pitcher's circle, the play will be considered dead. Any runners already advancing to the next base will continue to that base and must stop there. If a runner is standing on or near a base and not running, he must stay at that base when the play is ruled dead. THERE IS NO "HALF-WAY" RULE.

### 8.10. Pitching

- A. ALL LEAGUES EMPLOY A "CIVIL PITCH" RULE. THE UMPIRE MAY ENFORCE THE CIVIL PITCH RULE WHETHER THE CAPTAIN COMPLAINS OR NOT FOR ALL LEAGUES.
  - 1. A civil pitch is defined as a pitch that is not excessively fast, bouncy, or curved pitch.
  - 2. The umpire will use his discretion to determine what is civil based on the captain's complaints and his own judgment as to what is fair.
  - 3. Any pitch deemed to violate the civil pitch rule will be counted as a ball.
    - a. If the kicker kicks the ball, he may choose to take the result of the kick instead of the awarded ball.
- B. All pitches will be made underhanded using no more than 2 bowling steps.
- C. The pitcher must pitch the ball from behind the 1<sup>st</sup> to 3<sup>rd</sup> base line (see 8.14, B and 11.2). The pitcher is considered a fielder and must obey the LRKA's general fielding rules (see 8.14).
- D. If the pitcher is replaced by another player during an inning, that pitcher cannot return to that position for the remainder of that inning. They may play another defensive position unless they were subbed out.
- E. A ball is:
  - 1. Any pitch that passes outside of the strike zone.

2. Any pitch where the bottom surface of the ball is higher than the top of the cone.
  3. Any pitch that touches the plate or the cone.
  4. Any pitch where the ball bounces less than THREE times before crossing the strike zone.
    - a. If the third bounce touches the kicking line it is a strike.
- F. Four balls results in the following:
1. If the kicker chooses, they may walk to 1<sup>st</sup> base and all runners, who as a result of a force, will advance one base, or
  2. If the kicker chooses not to take a walk, they may “reset” the count to 0/0 and resume kicking. If the kicker walks again, the kicker has the option to walk to 2<sup>nd</sup> base with base runners advancing accordingly as a result of a force. The kicker also has the option to “reset” again to 0/0. Upon further walks, kicker gets 3<sup>rd</sup>, etc.
- G. A strike is:
1. A pitch that is missed entirely by the kicker who makes an obvious attempt to kick.
  2. A kick in which the non-kicking plant foot crosses in front of the kicking line that runs in front of home plate and extends to the cone and beyond in both directions.
    - a. If the kicked ball in this case is caught, it is an out.
    - b. If the kicked ball is not caught, it is a strike (same as a foul ball).
  3. A pitch thrown through the strike zone, bounces at least 3 times, and that is not kicked.
  4. A foul ball ([see fair/foul 8.12](#))
- H. An out is awarded for any 3 strikes except:
1. Foul balls are counted as strikes until there are 2 strikes. At that time, the next foul ball is considered a half strike. Upon another foul ball or a strike, an out is assessed.
- I. CAPTAINS AND PLAYERS WILL NOT ARGUE BALLS AND STRIKES. DOING SO EXCESSIVELY WILL RESULT IN EJECTION.

### 8.11. Catching

- A. This spot will be determined, marked and maintained by the head umpire before and during the game ([see 7.1, A, 4](#)).
- B. After being warned, if a catcher continues to move early, the umpire may call the play dead if an out results and issue a call of a “ball” to the count.
- C. If the catcher is incidentally hit by a kicked ball while standing in the correct position in foul territory or while making a play on the ball the ball is still foul due to the player, in this case the catcher, is in foul territory when making initial contact with the ball.
- D. **Both of the catcher’s feet must remain stationary on the ground until the kicker has put the ball into play.**
- E. The catcher’s forward most foot must be on the spot at all times until contact is made.
  1. First failure results in a warning to the catcher and a redo option to the kicker’s team.
  2. Continued failure can result in a base for the kicker and the umpire has the option to remove the catcher for the inning.

### 8.12. Fair/Foul

- A. A foul ball is:
  1. A kicked ball landing in foul territory in the outfield or out of play.
    - a. There is no imaginary “foul pole” above 1<sup>st</sup> or 3<sup>rd</sup> base.
  2. A kicked ball that is touched by a fielder, stops, or contacts the fence or other object or person in foul territory.
  3. A kick that is considered double-contact ([see 8.8, D](#))
  4. A ball that touches the catcher while he is still in his spot.
- B. Any runner on base may tag-up once a foul ball is caught for an out. Regular tag-up rules apply ([See 8.9, G](#)).
- C. A fair ball is:
  1. A kicked ball that is touched by a fielder while any portion of the ball is in fair territory.
    - a. Fair or foul will be determined by where the ball is at the time it was touched, not the fielder’s body.
  2. A kicked ball already has touched fair territory and then touches or pass the pitcher’s stripe (see field diagram)
  3. A ball that enters foul territory then crosses back into fair territory and is then touched in fair territory.
  4. A ball that hits 1<sup>st</sup> or 3<sup>rd</sup> base.

### 8.13. Outs

- A. An out is:
  1. A count of three strikes or any combination that results in three strikes.
  2. A runner touched by an in play ball while not on base.
    - a. A thrown ball that hits a runner above the shoulders is not out unless they are sliding or ducking in an attempt to dodge the ball.
  3. Any kicked ball (fair or foul) that is caught before it hits the ground.
  4. **Any kicked ball that hits a runner while running.**
    - a. **The play will be considered LIVE and the runners may advance.**
    - b. **If the runner intentionally deflects the ball and affects the play, the play is dead and the runners will return to the previous base**
  5. A ball tag on a base to which a runner is forced to run.
  6. Kicking out of order.
  7. Any line-up spot that does not have a kicker that can kick due to:
    - a. Ejection.

- b. Out taken for not meeting the co-ed requirement.
    - c. Injury with no substitute players
  - B. Three outs constitute the end of that half of the inning.
- 8.14. Fielding**
- A. When the ball is pitched, all fielders must be in fair territory. The catcher is the only exemption.
- B. Applicable fielders, including the pitcher, must not cross the imaginary line from 1<sup>st</sup> to 3<sup>rd</sup> base line (see 11.2) until the kicker puts the ball into play.
  - 1. Failure to abide by this rule will result in a warning being given and a ball being awarded to the kicker.
  - 2. After the warning, further failure results in a base being awarded for the kicker and the umpire may remove the offending player from the defense.
  - 3. If the kicker kicks the ball, he may choose the result of the kick to stand instead of a ball or base being awarded depending on if it was the first or second offense.
- C. Follow the base running guidelines (8.9) and outs guidelines (8.13) for specifics on outs.
- D. Pop and Drop is defined as an intentional dropping of a fly ball in order to get a double play or gain an advantage.
  - 1. Pop and Drop will result in all runners being called safe.

## 9. UMPIRES

### 9.1. Team Responsibilities

- A. Every team will be scheduled to ump several games throughout the season and must provide knowledgeable and serious umps to fulfill that duty.
  - 1. Two umpires are required for regular season games (3 are preferred) and 3 for playoff games.
  - 2. Each team must send representatives to the REQUIRED UMPIRE CLINICS.
    - a. These will be scheduled several times during the off-season.
    - b. Failure to attend, will be the same as a missed umpire duty.
- B. Provided umps do not have to come from one team.
- C. Teams may swap ump duties with other teams as long as they realize that they alone are responsible for the scheduled game. If the fill in team fails to ump, then the team originally assigned the duties will be penalized.

### 9.2. Conduct

- A. At all times, umpires are expected to remain above the fray and are not to be engaged with bickering with the teams or the fans and umpires are expected to conduct themselves as professionals. Any umpire that behaves badly, directs profanity at teams or players involved, or is obviously incapable of fairly umping a game will face sanctions.
- B. 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).

### 9.3. Penalties

- A. Any team that does not provide umps as scheduled or knowingly provides unqualified, thoughtless or ignorant umps will be penalized as follows.
  - 1. **FIRST OFFENSE:** Any team that fails to ump a game will be dropped one ranking or seed. This will be assessed at the completion of the season. **IF A TIE IN RANKINGS EXISTS, ANY TEAM THAT MISSED AN UMPING DUTY WILL LOSE THAT TIE.**
    - a. The league may elect to allow the team that missed the ump duty to “make up” said duty. In that case, this penalty CAN (not will) be negated thus allowing the team not to drop one seed. This decision will be at the discretion of the umpire league rep with coordination from that league’s reps and/or the Poo. The tie-breaker portion will still be enforced.
  - 2. **FURTHER OFFENSES:** Any team that misses **TWO** or more umping duties will be dropped from any playoff situations, may be forfeited from the remainder of the schedule, and may not be allowed to return based on the decision of the league and the circumstances involving the missed duty.
- B. Penalties will be enforced without exception regardless of the teams’ reasoning for missing assigned duty.
  - 1. A league representative will notify the team captain by email that they have missed an assigned ump duty.
- C. Any team that does not provide qualified umpires for postseason games when scheduled will forfeit their playoff game.
  - 1. If an umpire is grossly negligent, unfair, or too intoxicated, a league rep may relieve the umpire of their duty. If this happens, the team will be assessed a missed ump duty. (See rule 6.5)
- D. Missed ump duties in the post-season will result in suspension of the captain and co-captain of that team for the next post-season game. The suspended players will not be ejected from the park, just barred from the game (includes coaching and being in the dugout). If the suspended players attempt to be involved in the game, the entire team will forfeit the game. (See Rule 6.5)

### 9.4. Position

- A. The home umpire is the head umpire. Responsibilities include:
  - 1. Makes final ruling over disputed plays.
    - a. It is a good idea to call all of the umpires over and discuss disputed calls.
  - 2. Checks and follows each team’s line-up.
  - 3. Calls fair or foul.
    - a. The call for fair is silent (ump should point fair), the call for foul should be verbalized as well as pointing foul.

- 4. Calls ball or strikes.
    - a. Calls will be verbalized and loud enough for at least the pitcher and kicker to hear.
  - 5. Watches for tag-ups.
- B. The Field umpire(s) assist the home umpire in making calls in the field. Responsibilities include:
- 1. Watch the 1<sup>st</sup> to 3<sup>rd</sup> line for early movement.
  - 2. Calls safe or out on field bases.
  - 3. Determine if a fly ball is caught.
  - 4. Defers to the Home Ump if there is a disagreement about call.
  - 5. Ensures that players play safely in the field.

#### 9.5. Game Responsibilities

- A. Get the game started on time.
- B. End the game on time. **The game is over after 6 full innings or 1 hour, whichever comes first (50 minutes for Spring 2016 only).** In the event of extra innings due to ties, extra innings will be played according to LRKA rules (8.2 and 8.4)
- C. Keep the game's pace going so the game does not run past the scheduled slot.
- D. Determining the fielding position of the catcher as specified by the rules of the LRKA (7.1, A, 4)
- E. Collect line-ups from both teams.
- F. Keep Score.
  - 1. You may have another person sitting behind the back stop keep score for you, but it is your overall responsibility.
- G. Enforce LRKA's rules for game play.
- H. Warn and, if needed, eject players or entire teams for unsportsmanlike conduct.
- I. A vocal call takes precedence over a hand sign.
- J. Text score to Poo after game is complete

## 10. LEAGUE REPRESENTATIVES

### 10.1. Number

- A. Each league will have at minimum two representatives that will serve the benefit of the league and assist Poo in the day to day running of each league. These volunteers Will:
  - 1. Be appointed by Poo.
  - 2. **All leagues will have an appropriate number of league reps as determined by Poo (Usually 2-4). When a conflict arises, league reps from different leagues may be called in to provide input and/or vote.**
  - 3. Help collect scores and compile league rankings.
  - 4. Aid in settling disputes within their league or in deciding Zero Tolerance offences and sanctions against players or teams.
- B. One umpire league rep that will serve the benefit of the league and assist Poo in handling umpire related issues. This volunteer will:
  - 1. Be appointed by Poo.
  - 2. Will determine and assess penalties for missed umpire duties
  - 3. Handle any conflicts with umpires.

### 10.2. Disputes

- A. Anyone in any league has the right to appeal to their league reps in instances where rules do not clearly dictate how a situation is to be handled. This includes roster violations when a captain calls for a forfeit.
  - 1. Anyone wanting to have a matter looked at by their reps must, in writing, ask for them to first review the case.
  - 2. A majority of league reps must then agree that action or review is warranted. If a majority of the league reps do not feel that any action is needed, the case is closed.
  - 3. If the league reps decide to listen to the case, any parties involved will, in writing, present their sides of the situation. The reps may or may not ask for additional information.
  - 4. After the league reps have read the materials and are satisfied that they have enough info to make an informed decision, they vote and the majority rules.
  - 5. All votes are to be kept secret and once a majority decision has been made, the case is closed.
  - 6. There is no appeals process for a majority league rep vote.
  - 7. In the event that a minimum of three league reps cannot be found or are not currently seated, Poo will ask for suitable volunteers from the other leagues.
  - 8. All decision from the league reps are final.

### 10.3. Other Duties

- A. Decide what further sanctions a person or team might face after a ZTP offense or an ejection.
- B. Aid in fostering league participation in the LRKA Charity Events.
- C. Serve as an authority on the fields during game Sundays when called upon.
- D. Step in and interject when they witness any activity that goes against the standards and principles of the LRKA.
- E. Aid in the further development and refinement of the LRKA Rules.
- F. Aid in the running of the Captain's meeting, the Umpire Clinic and Playoffs.
- G. Make their contact information available to those in their league.

**11. ATTACHMENTS**  
11.1. Interstate Complex



11.2. Field Diagram

