## 2017 Lancaster Alive Kickball Captain's Cheatsheet

You should still read the rules, but here are some highlights that can be used for your quick reference. And please remember THIS IS A SOCIAL LEAGUE!!!! NO ARGUING WITH THE REFEREES, THE OTHER TEAM, OR YOUR OWN TEAM FOR THAT MATTER. THE OFFICIALS ARE EMPOWERED TO KICK OUT ANYONE CAUSING PROBLEMS. SO, THE FIRST RULE OF KICKBALL IS.......

Attitude: Don't be the team of assholes. We reserve the right to kick any individual or team out of the

league at any time.

There is a sponsor bar and we ask that all teams make an effort to support this local business by attending this establishment after your game. The sponsor bar will offer specials on food and drink that night to those people wearing their kickball team shirt.

Have fun and socialize with the other teams! That is the whole point of the league.

<u>Game Time:</u> All games will last 50 minutes without inning restrictions.

<u>Last Inning:</u> Umpires will notify both teams when the last inning begins. Regular season games can end in

a tie.

Slaughter Rule: Any team that runs up the score will receive a loss! (more than 20 pt diff.) That is based on

the final score, not just when you hit 20 points in difference. No Slaughter Rule during playoffs.

Rosters: Finalized by the end of the 2nd week of play. A team forfeits any game in which a non-roster

player participates.

<u>Uniform:</u> You must wear the shirt provided by Lancaster Alive and be a paid player.

<u>Line-up:</u> Shall consist of 10 players on the field at one time with a maximum of 6 male players and at

least 4 female players.

Teams: To start a game a team must have a minimum of 8 players, 3 of whom must be female

players. One player must be the catcher. If a team does not have the minimum number of players by 10 minutes after the official start time, then the game is considered a forfeit. The official present will announce to both teams when the start time begins, and when 10 minutes

has passed. See rules for exceptions.

<u>Kicking:</u> All players must kick, but no more than 2 male players may kick in a row. More than two

women are allowed to kick in a row.

<u>Score Book:</u> Team captains are responsible for keeping their team score in the official score book.

Injury: If an injury occurs but the player reaches first base safely, the player may designate a runner.

However, the injured player may not return to the game.

Halo Rule:

There is a "halo" around 2nd base and <u>It is considered a big fat base and is for use by the FIELDER AND RUNNER only on plays at 2nd base. The fielder is only required to touch within the 'halo' to make an out and does not need to actually touch the base. A runner must have at least one foot in the 'halo' to be considered "on the base". In all situations (other than a force out play at second) the runner must touch the base ie running to third.</u>

We are going to mark the halo on the field. The "halo" concept is in effect to prevent contact between the runner and fielder. It is for your safety so please don't argue with officials about the close calls at second, this isn't Major League Baseball.

Home Base: There is always a force out at home.

Baserunning: NO Sliding. Automatic out.

NO leading off base. A runner leading off base before the ball is kicked is out.

NO stealing bases.

Hitting a runner above the shoulders is not allowed and the runner is safe. Exceptions: if the runner ducks, slides, or dives attempting to dodge the ball, it is the umpire's judgment. Runners may advance only one base on an overthrow or if the ball is deflected into foul

territory.

<u>Pitching:</u> The count begins with 1 Ball, 1 Strike.

The kicker is out after 3 strikes. A foul ball that is kicked after 2 strikes will be the third strike

on the kicker.

<u>Calls:</u> A kicked ball not passing the 1st to 3rd diagonal line is a Foul Ball.

Other Rules: Coaches are responsible for controlling their team.

Coaches are responsible for keeping track of batting order, innings, and score in the score

book.

The umpire has final ruling.

<u>Ejections:</u> Hopefully this won't be an issue, but see the Rules for ejectionable offenses.