

Revised 8/26/2013

Love, Chloe Foundation Kickball Jam

1. **Player Eligibility:** Participants must be 16 years old to play.

2. **Team Rosters:** All team managers shall file a roster listing the players' first and last names, email address & phone number. All roster changes must be done through the Love, Chloe Foundation.

a) **Minimum Players:** Teams must carry a minimum of 10 players on their roster.

b) **Maximum Players:** Teams may carry a maximum of 18 players on their roster.

c) **Adding/Dropping Players:** Players may be added and/or dropped from the roster, but their names must be listed on the roster before that player can participate.

d) **Ineligible Players:** Any team playing a player who is ineligible in any way will forfeit all games in which that player participated.

3. **Games:** Once a game is scheduled, it will be played according to the date, time and place listed..

a) **Forfeited Games:** The time reserved for forfeited games belongs to those who showed. They may use the diamond for practice or for a "pick up" game. Officials shall work such a game and shall call the game 10 minutes before the scheduled starting time of the following game.

b) **Rain-out Games:** Rain-out games will be rescheduled as diamonds and schedules permit.

c) **Regulation Games:** Games that are not considered regulation or regulation tie games shall be replayed from the beginning. Original lineup may be changed when the game is replayed.

4. **Game Time:**

a) **Home Team:** The top team listed on the bracket shall be the "Home Team".

b) **Lineups:** The lineup must be presented to the scorekeeper at least (5) FIVE MINUTES before game time.

c) **Coed Line-ups:** A line-up consists of five (5) men and five (5) women. The leadoff kicker may be of either sex; however, the following kickers must be of alternate gender throughout the remaining batting order.

d) **Minimum Players:** A game may be started with seven (7) players; however, at least one-half of the team on the field MUST be women (i.e., 7 players/at least 4 women ... 9 players/at least 5 women). At no time may teams use more male than female players. Teams failing to field (7) seven players at the scheduled starting time will forfeit the game. If a team has at least seven players present at game time, the game must be started on schedule.

e) **Maximum Players:** A maximum of 18 players may be in the original line-up or added at the bottom of the line-up any point in time of the game as long as the male/female rotation is maintained.

f) **Pick-up Players:** Teams are permitted a maximum of 2 non-rostered pick-up players in order to make a full line-up. These players must be eligible rostered players. Both team managers must be in agreement to allow the pick-up player(s) to play.

g) **Automatic Outs:** Automatic outs will not be charged for a team playing with less than a full line-up. An automatic out will be taken for each missing female every time that line-up spot comes up to kick.

5. **Free Substitutions:** Substitutions may be made by gender only. A male must substitute for male and a female must substitute for a female.

6. **Game Officials:**

a) **Field Supervisor:** A field supervisor will be available for facility concerns, rule interpretations, etc.

b) **Umpires:** The umpire shall be in complete charge of the game.

7. **Game Length:** No new inning shall start after 45 minutes or 6 innings from the recorded starting time unless the teams are tied. If tied, the game shall continue until a winner is declared.

8. **Run Rule:** A maximum of 10 runs can be scored per half inning per team. The 10-run rule shall be in effect any time after the completion of 4.5 or 5 innings, 15-run rule after 3.5 or 4 innings, or 20-run rule after 2.5 or 3 innings.

9. **Field Dimensions:** Base lengths will be 65 feet. Pitching distance will be 50 feet.

10. **Balls:** The official game 8.5" rubber playground kickball will be provided which will be the official size, weight, and good quality.

11. **Shoes:** Athletic shoes are required, no barefoot kicking. Rubber cleats are allowed. No metal or ceramic spikes or cleats. Any player refusing to remove their metal cleats will be ejected from the game and facility.

12. **Jewelry:** For the players own safety, no jewelry is allowed with the exception of Medical Alert bracelet, which must be taped.

13. **Pitching:** The offensive team or the team "at-kick" will supply any of the own players to be the pitcher. The pitch must be conducted underhand with 2 "bowling" steps. The ball is recommended to be rolled flat and not bouncy. At no time shall the pitcher cross the pitchers plate and must stay behind 1st-3rd diagonal line after the pitch. The pitcher shall not intentionally interfere with the defense or the kicked ball. *Penalty:* The ball is dead, the batter is out, and all runners will return to the base(s) occupied before the pitch.

14. **Catcher:** The catcher's spot (for right footed kickers) is determined by extending the 1st baseline backwards from home plate two yards (see diagram). The catcher must remain stationary in this spot at all times until the ball is kicked. *Penalty:* Warning to the catcher and a re-kick option.

15. **Count:** An "at-kick" will consist of a maximum of 3 pitches. If the kicker does not put the ball in play on the 3rd pitch, the kicker is out. This includes foul balls, missed pitches and pitches not kicked.

16. **Kicking:** All kicks must be made by the foot and occur in the "Kicking Zone". Kickers may not stop the ball with their foot and then kick it.

a) **Double Kicking:** If the kicker makes double contact with the ball:

1) In front of home plate, results in an out.

2) Behind home plate, while in foul territory, the ball is foul and the kicker is not out.

17. **Bunting:** Bunting is allowed as long as the defensive team makes a play on the ball. If the defensive team does not make contact with the ball and the ball does not reach the 1st-3rd base diagonal minimum kick line the kicker is out and all runners will return to the base(s) occupied before the pitch.

18. **Running:** Running is only allowed after the ball has been kicked. Neither leading off base, nor base stealing is allowed (results in an out). Leaving the baseline (3 feet to either side) to avoid a tag, a thrown ball or interfering with an attempted fielder results in an out.

a) **Injured runner:** A same gendered player who made the last out is allowed to replace an injured runner.

19. **Fielding Positions:** Defensive positioning shall include 2 males & 2 females in the outfield, 2 males & 2 females in the infield, and 1 male & 1 female as the pitcher-catcher.

20. **Fielding Restrictions:** When the ball is pitched, all fielders must be in fair territory. The catcher is the only exception. All fielders must remain behind the defensive restriction line (pitchers plate) until the ball has been kicked. Result of this judgment infraction will be a no pitch. Repetitive infractions will result in the kicker awarded 1st base and offender(s) ejection from the game.

21. **Outs:** The defense may get a runner out by catching a kicked fly ball, forced out at a base, tagged out or thrown out.

a) If a kicked or thrown ball contacts a base runner or their clothing, the runner is declared out.

b) If a thrown ball hits the ground then the runner, the runner is still declared out.

c) Hitting the base with a thrown ball does not constitute as an out.

22. Throwing Restrictions: Players may use one or two hands to throw the ball. Males must throw the ball underhand or push with both hands at a female (no sidearm throws or overhand throws allowed). Women may throw the ball using any form that they choose to force an opposing player out.

23. Throwing Area: Players must throw and hit the runner **BELOW THE SHOULDERS!**

- a) Absolutely **NO THROWING AT A BASERUNNERS HEAD!** Penalty: A dead ball, the base runner and any other base runners being called safe to the base they were attempting to achieve
- b) Exceptions to this rule are: if the runner intentionally uses his/her head to block the ball, ducking, diving or sliding (i.e. attempts to dodge the ball). The runner will be declared out.
- c) Any overly reckless, aggressive, dangerous or deliberate throwing at a base runners head will result in immediate ejection from the game and facility.

24. Conduct: All players, coaches, managers, spectators and staff are expected to display good sportsmanship and conduct at all times. Examples of unsportsmanlike conduct include, but not limited to:

- a) Use of profane language directed towards any staff member, official, player and/or spectator
- b) Arguing, bickering, heckling or excessive display of emotion towards an umpire or staff;
- c) Making unnecessary gestures toward game participants, umpires or spectators;
- d) Throwing equipment; resorting to unnecessary roughness on the playing field.
- e) Full backing and crash plays, which also results in the runner's ejection from the game.

Penalty: Depending on the severity, staff or the umpire have the right to issue a warning or ejection from the game. Once a player has been ejected from the game, he or she has 2 minutes to leave the facility or the police will be called and the game will be declared forfeit.

25. Disciplinary Procedures Progression: Coach, Player or Spectator

a) Offensive Out: After a warning has been issued to a player/team, an umpire may impose an offensive out to a team for misconduct, arguing, vulgar language or any unsportsmanlike act. Once the offensive out has been issued, the current kicker or next kicker, depending on when the offensive out was issued, is out. The offensive out is a team penalty and affects the next kicker or current kicker. That kicker is out and cannot kick again until their next turn in the kicking line-up occurs. Teams will need to self regulate their behavior or the offensive out will be used. If the offensive out is issued to the defensive team, the first kicker up the next time the defensive team kicks is out. The offensive out counts toward the three outs to end a half inning.

26. Law Violations: Violations of any law (battery, assaulting an umpire or Love, Chloe Foundation representative, possession of illegal substances including consumption of alcohol by minors, disorderly conduct, damage to property, etc.) by players, coaches, managers, or spectators during practices, league games and/or tournaments will result in immediate removal from the facility and will be prosecuted to the fullest extent through all legal channels.

27. Alcoholic Beverages: Alcohol is not allowed on the fields at any time. Please be responsible when consuming alcoholic beverages. Glass containers are prohibited. Teams are encouraged to help pick up their area before leaving the facility.