



Lighthouse Point Co-Ed Kickball

Any rule or situation not explained here will default to Major League Baseball rules. These calls will be made at the discretion of the head referee. Their call is final and cannot be disputed. Lighthouse Point Recreation has the right to change rules when deemed necessary.

REMEMBER, THIS IS A SOCIAL SPORTS LEAGUE

The only players allowed to communicate with the referees are the captain and co-captain. Any abuse (verbal or otherwise) of the referees or other players will constitute an immediate ejection from the game. Repeated offenders will be banned from the league. No exceptions.

ROSTER / WAIVERS

Completed rosters and signed waiver forms are due by the first scheduled game of the season. Any team that has not submitted these documents by that time will have its scheduled games declared a "forfeit" until all such paperwork is received. If a player fails to submit their signed waiver form, all liability and legal issues will be the responsibility of the team captain. ***ALL PLAYERS MUST BE 18 YEARS OLD AND OUT OF HIGH SCHOOL TO BE ELIGIBLE TO PLAY***

Players may be listed on only one team's roster per season throughout the league. For a player to be considered "playoff eligible" (eligible to participate in the playoffs), he/she must be listed on a team's roster and must have played in a minimum of two regular season games for that particular team. All players must be ready show a photo ID for proof of age as well as roster eligibility.

THE PLAYING FIELD

Field of play will equal the dimensions of a standard softball field (i.e., with the bases being about 60 feet or 20 paces apart). Pitching mound is 42 feet (14 paces from home plate). Distance from front corner home plate to second base is 84 feet (28 paces). Batter's box will be 14 feet by 8 feet with front edge of batter's box line up with front edge of home plate.

EQUIPMENT

Lighthouse Point Recreation will provide field equipment. A 10-inch playground ball will be given to each team captain to keep (provided in registration fee).

OFFICIALS:

Games will be officiated by one ref who will be scheduled by Lighthouse Point Recreation. The referee issues all final rulings. Only a team captain or co-captain may dispute a call with the referee. The referee has jurisdiction over the play and may penalize a player, including game ejection, for unsportsman-like conduct. Ejected players may not return to the game and if necessary may be asked to leave the premises. It is the responsibility of the team managers to make sure the players they send to the field have knowledge of the game and have read the "Lighthouse Point Kickball Rules".

PARTICIPANTS

All players must be 18 years of age or older. Players may only play on a team on which they are registered. Free agent players will be appointed to a team by Lighthouse Point Recreation.

TEAMS

Team Names Must be Approved by Lighthouse Point Recreation

Each team must consist of a minimum of eleven (11) players and no more than fifteen (15) players. A team may not play more than (10) players at a time in the field. Each team is required to have at least (4) women in the field in each inning.

Every player present is required to be in the kicking line up unless injured. Every player present is required to play at least one (1) inning in the field, if a team is found to not meet the minimum requirements they will be subject to forfeit that game. If a team does not have the required minimum number of female players in the fielding lineup, then the team must forfeit.

If a team cannot field at least 8 players (Minimum of 3 Females), they automatically forfeit. If a team only has 3 female players present they can play up to 9 in the field and, if at any point the 4th female shows up, she can be added into the line up and the team may play 10 in the field.

Each team shall have one Captain and one Co-Captain who are charged with:

- Making sure that only players registered on their team are participating on their behalf in a game.
- Insuring that their players kick in the same order throughout the game (**teams must exchange kicking lineups prior to the game**).
- Disputing a call on the field and remaining cool at all times (**AGAIN ONLY CAPTAINS CAN DISPUTE**).
- Making sure everyone on their team understands the rules.
- Turning in the game results to the field supervisor.
- Staying in contact with Lighthouse Point Recreation and attending all required league meetings.
- Ensuring that everyone on his team is eligible to play.
- Contacting the other team and the league by 4:00 pm in the event of a forfeit.
- Providing the referees as they are scheduled.

Any team that forfeits three or more games will be removed from the remaining schedule and not be allowed to participate in any playoff situations. No refunds will be given from teams that are removed from the schedule.

If both teams scheduled to play forfeit, the game will be marked as a loss for each team. However, if one team forfeits, the game will be marked as a loss for the forfeiting team only.

Players on a team must wear same colored t-shirts during all games, chosen before the season begins.

REGULATION GAME

Games will be 6 innings or 60 minutes, which ever come first. During the regular season, games that have gone past the 6th inning and are tied in score will conclude in a tied. During the playoffs, games that have gone past the 6th inning and are tied in score will play 1 additional inning to determine a winner.

10 run rule – when a team scores 10 runs in an inning, even if the team less than 3 outs, the team will switch play with the opposing team. The 10 run rule does not apply in the last inning.

The game will be called in the event of uncooperative weather. The recreation department will notify team captains of any cancelations. Lighthouse Point Recreation will attempt to reschedule any canceled games. If a game is called due to weather and fewer than 3 complete innings have been played, the game is canceled and will be rescheduled (and replayed starting at 0-0, top of the 1st). If more than 3 full innings have been played, the final score will be the score at the end of the last complete full inning.

SPORTSMANSHIP

Players should have no intentional or unwelcome physical contact with opposing players. Doing so will be considered unsportsmanlike conduct and it will be at the discretion of the referee to issue warnings or eject offending players. A player must make the referee aware if he or she feels any contact was unwarranted. If ejected from a game player(s) will be asked to leave the premises. If ejected players fail to leave, the team will be forced to forfeit the game. The team captain shall ensure that their players behave themselves. **Consumption of alcohol on the fields is strictly prohibited.**

PITCHING/CATCHING

The pitcher is allowed one step towards the pitching mound. They must have one foot on the pitching strip as they release the pitch. No running up to the strip to launch a pitch. Pitches must be underhanded. Any side-arm or over-hand pitches will be considered a ball at the discretion of the umpire. Any portion of the ball must cross over the plate to be considered a strike. The ball may not be more than 6 inches off the ground as it crosses the plate (bouncy). This is at the discretion of the umpire.

The pitcher must have one foot on pitching strip until the ball is kicked. Failure to do so results in a ball. All infielders must stay behind the imaginary line stretching from first and third base cones until the ball is kicked. Failure to do so results in a ball.

The catcher must stand behind home plate and kicker at bat before the ball is kicked. Once ball is kicked the catcher may then advance to field the ball if in range of the catcher to do so. The catcher shall not interfere with the kicker in any way. Failure to abide by this rule results in a ball.

KICKING

All kicks must be made by the foot. Any lower leg contact (below the knee) while attempting to kick the ball will be considered a kick regardless of where it strikes the lower leg or foot. Anything above the knee will be considered a foul.

All kicks must occur at or behind home plate. Planted foot must be on or behind front edge of home plate at the time the ball is kicked. If planted foot is in front of home plate at the time the ball is kicked, it is a foul and the kick is called back (if such a kick is caught on the fly, it is an out). A kick must remain within bounds until it crosses past first or third base.

Bunting is allowed.

Kicking order: Maximum 2 male then 1 female. If required, females will kick multiple times throughout the kicking order. Men do not take an additional turn throughout the kicking order. Runner that is needed for kicker at bat that is unable to run will be granted at the discretion of the referee.

RUNNING

Runners must stay within the base line. Fielders must stay out of the base line unless they are attempting to tag a runner out or catch the ball. Fielders trying to make an out on base may have their foot on base, but must lean out of the base line. Runners unfairly hindered by any fielder within the base line shall be safe at the base to which they were running.

Neither leading off base, nor stealing a base is allowed. A runner may only move off his/her base after the ball has been kicked and you can't pass the runner in front of you. These are outs.

Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders (neck or head) is safe and advances one base. Exceptions: If the runner intentionally uses his head to block the ball. The runner is out. If the runner is ducking, diving or sliding (i.e., attempts to dodge the ball) and is hit in the head or neck because of this, he/she is out.

If a kicked ball is caught on the fly, runners must tag their originating base (on or after the moment the ball is first touched by a fielder) before running to the next base. If the runner is caught leaving early they will be declared an out. There is no infield fly rule.

Only one base on an overthrow is allowed to the runner. If there is an overthrow at second base, then this rule does not apply because the ball is still in play. The one base is not automatic and the runner must take the risk of being made out. The one base is only available before the play ends. Once the pitcher has the ball and is back on the mound then current play is over. Runner advancing to the next base at that moment is awarded that base.

STRIKES

Any portion of the ball must cross over the plate to be considered a strike. The ball may not be more than 6 inches off the ground as it crosses the plate (bouncy). This is at the discretion of the umpire. THREE (3) strikes are considered an out. A kick occurring in front of home plate is a foul (if such a kick is caught on the fly, it is an out) but is not considered a strike. If a missed ball (Whiff, Fan, etc.) occurs during an attempted kick, then that is considered a strike as well. A player must show intent to kick a ball before a strike is called. If at the umpires discretion no attempt is being made and the player fouls a ball purposely to avoid the strike will stand.

BALLS

A ball is:

- A pitch outside the strike zone
- The catcher playing next to or in front of the kicker before the ball is kicked
- Any player crossing the "line" from the defense that runs from the designated cones on the field
- FOUR (4) balls will get you to first base

FOULS

A foul is:

- A kick landing out of bounds. The foul is determined by where the ball lands not how it travels to get there. (Remember that if such a kick is caught on the fly it is an out.)
- A kick landing or rolling inbounds, but traveling or rolling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play.)
- A ball that is tipped while being kicked but continues to travel behind the kicker; but if such a kick is caught on the fly it is an out.
- A kicker touching (or kicking) the ball twice while on or behind home plate (i.e., in foul territory); but if such a kick is caught on the fly it is an out.
- FOUR (4) fouls is an out.

OUTS

An out is:

- A count of three strikes
- A count of four fouls
- A runner touched by the ball at anytime while not on base (unless a head shot)

- Any kicked ball (fair or foul) that is caught before it hits the ground
- A ball tag on a base to which a runner is forced to run
- Kicking out of order
- A runner leading off the base or stealing
- A count of three outs completes the team's half of the inning

BALL IN PLAY

Once the pitcher has the ball in control and is on pitching strip, the play ends. If the runner has passed a base and is moving to the next base, they may advance to that base. Otherwise player standing and not in a forward motion to the next base must return to the previous base tagged.

Play ends when:

Any player not fielding or non-permanent object touches ball during play. This is interference and causes play to end. Runners advancing to the next base at that time are awarded that base. Any runner on or off base that touches the ball is another cause for play to end as well. The runner touching the ball is considered out and any other runners in play are to return to previous base touched.

ALCOHOL:

Alcohol is prohibited in all city parks, teams found to be in possession of alcohol will be subject to a forfeit.