

LAKESHORE COED KICKBALL

Tournament Rules

1. **Metal Spikes:** No metal spikes are allowed.
2. **Innings:** Regulation games are 7 innings.
3. **55-Minute Game Time Limits:** A 55-minute timer will be started at the first pitch. No new innings can begin 55 minutes after the first pitch. If an inning is in process when the 55-minute time limit arrives, the top and bottom of that inning may be finished and then the game is over.
4. **Flip-Flop Batting Order Rule:** If an inning ends with five (5) minutes or less remaining in the 55-minute game time limit, the losing team bats first to start the last inning. The purpose of this rule is to allow games to end in a timely manner so that all games can start as close to on time as possible.
5. **Mercy Rule:** If one team is ahead by 10 runs or more after five (5) complete innings, the game will be called.
6. **Rosters:**
 - Rosters must be turned in before your first scheduled game
 - Teams must field a minimum of four (4) female players. If a team is playing with eight (8) players, only three (3) females are required.
7. **Courtesy Runner Rules:** Any eligible player on a team's roster may be used as a courtesy runner. A courtesy runner must be gender specific and is allowed once per inning per gender.
8. **Encroachment Rule:** An encroachment line will be used in the outfield 165 feet from home plate. If an outfielder crosses in front of this line before the batter hits a fair-batted ball, the batter will receive a double, or the result of the play, and the base runners will advance accordingly.
9. **Infield Defensive Positioning Rules:**
 - All infield defenders must remain on the infield stone dust until the ball is kicked. If an infielder is on the outfield grass while or before the ball is kicked, the batter will receive a double, or the result of the play, and the base runners will advance accordingly.
 - No defensive player may start in front of the pitcher other than the catcher. Failure to abide by this rule results in a ball for that pitch.
 - The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball on that pitch.
10. **Infielder and Outfielder Guidelines**
 - If playing with nine (9) players, the team must have six (6) infielders and three (3) outfielders.
 - If playing with eight (8) players, teams can either have five (5) or six (6) infielders, and either two (2) or three (3) outfielders
11. **Pitching Rules:**
 - A legal delivery shall be a ball that is delivered underhand and at a slow to moderate speed. Small bounces are permitted, but bounces may not be more than 12" from ground to top of ball.
 - The pitcher must have one foot in contact with the pitching rubber when the pitch is released, unless they are within five feet behind the pitching rubber. No steps may be taken before a pitch is thrown except for one "stride step".

12. Kicking Rules:

- All kicks must be made by feet.
- All kicks must occur at or behind home plate. A kick in front of home plate is a dead ball and a strike
- A kicker who bunts the ball is out and the ball is immediately dead. No full follow through = a bunt

13. **“Overthrow” Rule:** if the defense throws a ball over a fence, the base runner is awarded one extra base.

14. Batting Order Rules:

- Even though only 9 players can play on the field defensively, a team can have up to 14 players in the batting order.
- Three males may not kick in a row. Females must be staggered in after at most every two batters.

15. Substitutions:

- Defense can substitute freely with the players on their lineup card, but the batting order must remain the same.
- If a player substitutes into the game to replace someone in the field and batting order then the player who came out may not re-enter.

16 Base Running Rules:

- Runners must stay within the base line
- Fielders must stay out of the base line
- Runners 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 is allowed
- A runner cannot leave the base until the kicker has made contact with the ball (or runner will be called out)
- Base runners must not interfere with the play in progress (or runner will be called out)
- When a defensive player has the ball and the runner deliberately runs into the defensive player, the runner is declared out. The ball will then be declared “dead” and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be ejected from the game

17. **No “Infield Fly” Rule:** This rule is NOT in effect in this tournament

18. Strikes/Balls Rules:

- Count starts at 0-0.
- Strike Outs: A count of three (3) strikes constitutes an out.
- A strike is:
 - A pitch within the strike zone not kicked (the strike zone extends one foot on either side of home plate)
 - A pitch missed by the kicker
 - A foul ball
 - A foul ball on a third strike counts as an out
- A Ball is:
 - A pitch outside of the strike zone (the strike zone extends one foot on either side of home plate)
 - The catcher crossing home plate before the kicker
- A foul ball is:
 - A kick landing out of bounds
 - A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base (unless the ball is touched by in-bounds fielder before the ball goes to foul territory).
 - A kick where contact is made with the ball in front of home plate

- Walk: A count of four (4) balls advances the kicker to first base.

19. **Outs:**

- Any combination of 3 strikes/fouls
- A runner touched by a kicked ball at any time while not on base
- A fielder hitting a runner with a thrown ball
- Any kicked ball (fair or foul) that is caught in the air
- A ball tag on a base to which a runner is forced to run
- A runner that is off of his/her base when the ball is kicked

20. **“Head Shots” Rule:** Hitting a runner with a thrown ball above the shoulders is not allowed (as long as they are running upright and not sliding or ducking down). Any runner who is running upright and is hit above the shoulders will be ruled safe and advances to the base they were running towards. *Exception: If a runner intentionally places his/her head in the path of the ball, the runner will be ruled out*

21. **Sportsmanship:** Good sportsmanship will be displayed at all times by players, managers, and spectators. Heckling of the other team, “trash talking”, ridiculing others, and throwing equipment will not be tolerated.