

LRKA
The Little Rock Kickball Association
Spring 2011 Rulebook Ver 1.0



For Additional information contact
The Grand Poobah of All Things Kickball, Larry Betz
www.lrkickball.com--Thegrandpoo@yahoo.com--501-563-1244

NO RULES of the game have FUNDAMENTALLY CHANGED FOR SPRING 2011. SEVERAL rules have been REWORDED TO MAKE THEM CLEARER AND TO MAKE interpretation BE CLOSER TO ORIGINAL INTENT.

THE LRKA HAS MADE CHANGES CONCERNING PLACEMENT IN TIERS.

ALL SPRING 2011 CHANGES IN RED

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

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 knowledgeably 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.

Terms associated with the Little Rock Kickball Association

1st Base Safety Bag- Some fields have a double bag at 1st base to reduce injuries. Right half is for the runner and the left half is for the fielders.

At kick- When the kicker is attempting to put the ball in play (like in baseball-an "at-bat").

Ball- Any pitch that travels outside of the prescribed strike zone or is assessed as a result of a violation of the civil pitch rule, or by repeated infractions by the catcher moving early, or any fielders moving beyond the first to third line before contact is made by the kicker.

Base Coaches- Members of a team who instruct the players strategically as they advance the bases. Base coaches must be a captain, co-captain or rostered player on the team that they are base coaching. They may in no way make contact with runners during play. Doing so, results in an out. All coaches who are non players must be listed on the team's official roster.

Base runner's head- The top of shoulders, neck and head region; where fielders are not allowed to hit when attempting to hit a base runner with the ball.

Captain/Co-Captain- The organizers and coaches of the team. A captain is not necessarily a playing member of their team unless they are listed with the players of their team on the official roster. No person may be a listed as a captain or co-captain or any combination thereof on more than one team per league. Persons who only captain and are not listed as a player, do not count as a multi-players, nor may they serve as subs on their team.

Catcher's spot- The place where the catcher must remain until the ball is put into play by the kicker. The catcher's spot is determined by extending the 1st baseline backwards from home plate two yards.

Civil Pitch- A pitch that is not excessively fast, excessively bouncy or excessively curving as it makes its way towards home and through the strike zone. As of Fall 2009, all leagues in the LRKA employ a "Civil Pitch". It is the umpire's duty to ensure that a consistent style of pitch is employed by both teams and that that manner of pitching is agreeable to both team captains. A pitch is expected to primarily roll on the ground the majority of the distance from the pitcher to the strike zone.

Core players- Players listed on a LRKA team's roster that is on file with LRKA

Foot- Defined as any part of the lower leg below the knee; foot, ankle and calf.

Forfeit Situations- Situations that may result in a team being forced to forfeit and take a loss are, but are not limited to, the following:

- A team not showing up to play at their scheduled game time,
- Not having 6 officially rostered players present at game time,
- Failure to take the field or begin play in the 5 minute allotted time,
- A rule infraction either intentional or unintentional that has been deemed a forfeitable offense in the LRKA Rules,
- Serious LRKA Zero Tolerance violations,
- Team roster mismanagement such as playing players who are not pickups but who also do not appear on your official roster,
- Picking up and playing players, male or female, that cause a team's total roster to exceed nine players,
- 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, or
- The playing of illegal players.

Any of these infractions discovered during the game must be brought to the attention of the Home Ump and that ump must verify that the infraction does indeed meet the standards set forth for forfeiture by the LRKA. The original team captain must then ask for the forfeit and the Umpire 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 may

appeal to the league commissioners the first thing Monday morning. 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.

GPATKB- Grand Poobah of All Things Kickball, Larry Betz founder of the LRKA.

Illegal Player- A player not permitted by LRKA Rules that can result in a forfeit. An illegal player is:

- A player under the age of 21 (Unless with approval)
- A player who is not a pickup and is not officially listed on the team's roster by 5pm the Friday before game time or finally by the official trade deadline.
- A multi-player rostered on a team that already has the allowed number of multi-players.
- A captain who plays who is not also listed as an active player on the roster (rostered).
- A player suspended from play in the LRKA
- A player who plays defense without playing offense (kicking)
- A pickup player not allowed by the rules of the LRKA
 - A player who is currently on more than one team's roster
 - A player not from a lower league
 - A pickup player used by the same team more than twice during the season.

In order for a forfeit to be awarded, see forfeit situations above.

Kick- Action done by a kicker to put a pitched ball into play; either a true kick or a bunt.

LRKA- Little Rock Kickball Association

Legal Player- A legal player is a player who is in good standing with the LRKA, who meets all of the rules for eligibility to play and is listed as A PLAYER ON THE TEAM ROSTER. A captain, is not a legal player unless he is also listed in the player section of the team's roster.

Lineup- (Active kicking lineup) The order of a team's kickers drawn from a team's roster or made up of legal pickup players should the team not have the required 9 players. The total lineup may not exceed 14 players and must have at minimum 4 female players.

Multi-player- A player who is rostered as a player on more than one team in two different leagues. 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 league unless as a result of being grandfathered or on more than 2 different teams total)

Open Pitch- Formally, any acceptable pitch in the CL made without any conditions to speed, moderate bounce that does not count as a ball, or spin. As of Fall 2009, no leagues in the LRKA employ an open pitch.

Overthrow- Defined as anytime the defense allows the ball to leave the field of play.

Pickup Player- Not to be confused with a "sub" or "substitute player." Any player who steps in to play on a team which is short the minimum number of 9 players. A pickup player may not be a player that is rostered on more than one team and must come from a lower league with the exception being pickup players from the LBL. Those pickup players may come from a higher league but must play to the appropriate level.

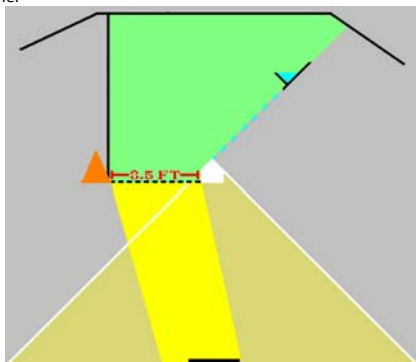
Pitchers strip-LRKA idea, an imaginary line from 1st to 3rd base that is the closest fielders may be to home plate and shall not be crossed by any fielder until the ball is put into play by the kicker.

Pop and Drop- Any play in which a fielder, for the purpose of a double play intentionally and obviously drops a catchable fly so that he or she can then easily get the runner on base and the kicker out. This goes against the Spirit of the Big Red Ball and, in this instance it will be the umpire's discretion to advance all runners one base and award no outs

Rostered- Being “rostered” means that you are listed among THE PLAYERS of a team on their official team roster as someone who will be eligible to play. Simply being listed as a captain or co-captain does not mean you are “rostered.” No player may be rostered, meaning actively kick or field for more than one team per division or two teams total.

Spirit of the Big Red Ball- This is the guiding code of conduct for any players, spectators or fans of kickball and the LRKA and it speaks to the spirit of sportsmanship, camaraderie and community building on which the LRKA was and is based. Any actions or behaviors deemed to be undesirable or against the originating vision of the Poo will be deemed to be going against the Spirit of the Big Red Ball, will not be tolerated and addressed immediately.

Strike Zone- The area to the immediate right outside (first base side) of home plate that extends 3.5 feet and is bordered with a small orange cone.



Sub or Substitute player- A “sub” is a player who begins the game on the non-active kicking lineup or ‘sub list” and then may or may not be substituted in for a starting player as needed for injury or for strategic reasons.

Team Roster- All of the persons listed on the official team registration as players filed with the LRKA who might be available to play in any capacity for a specific team. Not to be confused with the lineup.

Ultimate Kickball Champions of the Entire Known Universe- winners of the Competitive League’s Championship game.

Zero Tolerance Policy- All participants should be aware of the LRKA Zero Tolerance Policy addressing issues of sportsmanship and that entire teams will be held responsible for the behavior of individual players.

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, for the remainder of the Spring 2006 Season and for every season from here on out, is instituting 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 any where 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: _____

THE LRKA TIERED SYSTEM ADDENDUM-

Beginning in the Fall of 2010, the LRKA began employing a competitive record tiered system for the placement of teams within leagues and conferences. This impacted teams in the NOV, INT, and CL Leagues. Based on several criteria, teams will be placed in one of 8 tiers deemed to be most appropriate. In future seasons based on record, performance, and team stability, teams will remain in that tier, or move up and down through the tiers.

This is done to create a more balanced league in which all teams can more evenly compete and to ensure more even growth.

This move did not and will not impact teams who select to play in the LBL.

LEAGUE / CONFERENCE MAKEUP – Spring 2011:

The Competitive League- -Up to 10 Teams	Tier 1-	The CL Ultimate Conf.	8 Teams
The Intermediate League- -Up to 30 Teams	Tier 2-	The INT American East	9 Teams (or balance)
	Tier 3-	The INT American West	9 Teams (or balance)
	Tier 4-	The INT National North	9 Teams (or balance)
	Tier 5-	The INT National South	10 Teams (or balance)
The Novice League- -Up to 40+ Teams	Tier 6-	The NOV American East	10 Teams (or balance)
	Tier 7-	The NOV American West	10 Teams (or balance)
	Tier 8-	The NOV National North	10 Teams (or balance)
	Tier 9-	The NOV National South	11 Teams (or balance)
The Laidback League	Tier 10		

INCENTIVES:

- This will create the best opportunity for balanced play among teams, will restore balance to the leagues, and ensure teams play in the league appropriate to their abilities.
- Beginning Spring 2010, any team that wins either the NOV or INT championship that will remain intact and is being moved up to the next league the following season will get a 50% discount on team dues for that following season. That discount is nontransferable and is only for the specific teams that move up. The team must retain a core nucleus of veteran players from the championship team in order to receive the discount.
- Beginning Fall 2010, any team that wins the CL championship that will remain intact the following season will get a 100% discount on team dues for that following season. That discount is nontransferable and is only for the specific team that remains wholly intact. The team must retain a core nucleus of veteran players from the championship team in order to receive the discount.

TEAM PLACEMENT

- At the completion of the previous season, the league shall publish a projected league/conference tier list for the following season with the teams that played that season indicating where they might fall. This is not a final list and changes should be expected based on the order/rate teams return and other factors. It is simply meant to serve as an idea of what teams could expect.
- No team shall be guaranteed placement in any league until all registration has closed and draft tiers are compiled and proofed.

- 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.
- Returning team placement will be based on the following criteria:
 - When the team registers
 - Captain request
 - Final season record from the previous or most recent season completed
 - The level which the team played at previously
 - The number and caliber of returning/veteran players
 - Post season performance (if any)
 - Teams selecting to play in a higher tier than they would otherwise be placed

FOR EXAMPLE: If a team that played in the INT American conference in the Spring and finished the season with a record of, let's say, 7/2 and made a decent showing in the postseason, they could expect to move up. If a team in that say conference finished maybe 5/3 or 4/4 and made no real showing in the post season, they might expect to remain in the tier. A team that finished below .500 and did not make it to the post season would expect to move down at least one tier the following season, or in this case to the INT National.

FURTHER EXAMPLE: If a team competed in the CL in the previous season and, based on their performance, was selected to drop down, the captain could request to remain in the higher league. The spot will be given to them if they register and pay for their slot before it has filled.

FURTHER EXAMPLE: If a returning team is losing a large contingency of their veteran players and if those players are not being replaced with other veteran players than, regardless of previous record, the team may remain in the same tier or possibly drop down.

- Split team placement will be based on the following criteria:
 - When the team registers
 - Captain request
 - The level which the teams played at previously
 - The number and caliber of returning/veteran players
 - Post season performance of teams (if any)
 - Teams selecting to play in a higher tier than they would otherwise be placed

FOR EXAMPLE: If two relatively strong teams merged they could expect to move up if both teams were already on their way up or if the new team retains a nucleus of strong core players from either team. If two or more middle strength teams merged, then based on the concentration of strong players now on the new team, that team might remain in the tier or may be moved up accordingly if it is expected that they could readily compete at that level.

- New team placement will be based on similar criteria. It is expected that most teams will begin in the 8th tier if they are new or comprised primarily of new players. Most commonly, new teams will be placed in the 8th tier unless :
 - The captain believes they could compete in a higher level
 - The team includes a number of veteran or high caliber players on the roster
 - They register late and the 8th tier is full of appropriate teams

FOR EXAMPLE: If a wholly new team enters the LRKA, they could expect to enter into the lowest tier of the NOV. If the team has some veteran players but is still primarily a new team or made up of average players in a caliber expected in the Novice league, the team would likely be placed higher than tier 8 but still within the Novice league.

TEAM MOVEMENT (MIGRATION):

- Based on performance, record, and team stability, the norm shall be that teams shall move up or move down one tier per season unless it is reasonable to expect the team to thrive in a tier two higher or lower based on:
 - Poor placement in the previous season
 - The team was brand new or unknown and is now deemed capable of performing at a higher level
 - A team is deemed to be sandbagging and a better fit for a tier 2 places higher
 - The team captain requests it
- If deemed appropriate, some teams might remain in the same tier from season to season if it is the best qualified fit for that team based on player make up (i.e. they are a team made up of older or less athletic players) and their record warrants it.
- Team migration, when appropriate, will move teams into other leagues (i.e. from NOV to INT or from INT to CL) .

FOR EXAMPLE: A team that is successful in Tier 5 and playing at a Novice level would move to Tier 4 or the bottom of the Intermediate League.

FURTHER EXAMPLE: Teams could also move down from one league to another such as in the case of a team finishing less than .500 with little or no showing in CL tier 1, could expect to move to tier 2 in the INT.

- No team shall ever advance up more than two tiers in one season unless:
 - Requested by the team captain, or
 - The team makes substantial, high caliber player pickups making it very likely it could compete in a tier higher than 2 tiers.

CHAMPIONSHIPS/PLAYOFFS:

- At the completion of the regular season, each tier within each league will have conference champions and the remaining teams in the tier will be ranked based on record.
- Within each league, the higher tier(s) shall take more teams to the post season to compete for that league's championship. For example for Fall 2010, if all numbers are reached, the Playoffs will look and be seeded as follows:

The Competitive League- -Up to 10 Teams	Tier 1-	The CL Ultimate Conf.	Top 7 Advance
The Intermediate League- -Up to 30 Teams	Tier 2-	The INT American East	Top 5 Advance
	Tier 3-	The INT American West	Top 5 Advance
	Tier 4-	The INT National North	Top 4 Advance
	Tier 5-	The INT National South	Top 4 Advance
The Novice League-	Tier 6-	The NOV American East	Top 5 Advance

-Up to 40+ Teams	Tier 7-	The NOV American West	Top 5 Advance
	Tier 8-	The NOV National North	Top 4 Advance
	Tier 9	The NOV National South	Top 4 Advance
The Laidback League	Tier 10		12 advance

- Each team will then be ranked according to their tier and their ranking in that tier and be seeded accordingly. Top seeds will now be awarded to conference champions. Seeding methods are done with an eye towards the most competitive and exciting playoffs.
- Each league will play out their postseason brackets until one champion remains. That team shall be crowned the League Champion.
- NEW ULTIMATE KICKBALL CHAMPION OF THE ENTIRE KNOWN UNIVERSE-** The LRKA will endeavor to crown a new supreme champion by taking the top two teams of each tier and randomly seeding them into a 16 team single elimination tournament. This event will be planned for a date after Final Sunday. This event will be free to those teams invited. Performance in this tournament will have absolutely no bearing on the postseason or a team's possible migration the following season. It is simply a perk intended for the best of the best. If possible and feasible, teams from NWAR will be invited.

REGISTRATION:

- Teams will be allowed to register as outlined in the posted schedule.
- Captains will select their desired tier when they register and pay. This is not guarantee of placement in that tier. It is simply an opportunity for the team captain to advise the league in what league they truly believe to be the best fit for their team.
- Teams thought to be sandbagging will be asked to explain and reregister.
- All tier requests will then be evaluated against the projected appropriate tier deemed by the league.
- Priority and optimal tier placement will given to teams in the order they register and pay for their spot.
- No league will be allowed grow beyond the set limit.
- Teams registering late after optimal spots for their team have been taken will be required to PLAY UP in the next available tier rather than being placed down.
- 24 hours after ALL REGISTRATION ENDS, the league will do its best to publish the draft league/conference tiers. Schedules will be set once all tiers are finalized.
- ALL TENTITIVE ROSTERS MUST BE SET BY THE CLOSE OF REGISTRATION. At that point, all edit links will be disabled. Any team with an incomplete roster will not be placed in a tier and that team will be dropped and no refund given. This is in order to prevent teams from picking up ringers or players inappropriate for the tier they are placed in after the tiers are published. Players may only be added with permission from the league reps and those names will only be added by the league to the team's roster once advised by the league rep to do so. After 5pm on the second Friday of the regular season, no player rosters may be adjusted for any reason.

APPEALS

- Team captains have 24 hours after the league/conference tiers are published to make an appeal.
- If a team is wanting to move up, all efforts will be made to do so.
- If a team is wanting to move down, the captain must ,by email, list credible and substantial reasons why they believe they should be in a different and lower tier. The league reps will then review and advice the league how to proceed.
- The decision of the league reps shall be final.
- If the team is still dissatisfied with their tier placement, they may request to be removed all together from the schedule. If an appropriate team is on the waiting list to take the dissatisfied team's place, then the dissatisfied team shall be given a refund of 75% of their dues (\$240). If no appropriate team is available, the dissatisfied team will not be given a refund.

RULE CHANGES

ROSTERS:

- As outlined above, team rosters must be complete BY THE END OF REGISTRATION. Any players added at that point must be okayed by the league reps to ensure that the team is not attempting to then add players that would make that team an inappropriate fit for the tier they were placed in. After 5pm on the second Friday of the regular season, no player rosters may be adjusted for any reason.

WHY IS THIS? This is to ensure that after being placed into tier deemed appropriate, teams do not go out and recruit players that would be inappropriate for that tier or that would give that team an unfair advantage in that tier. It is also mean to prevent unscrupulous teams or captains from withholding high caliber player names from the roster until after tiers are announced and in effect sandbagging.

- Beginning Fall 2010, no roster shall exceed 20 players.

WHY IS THIS? This is to make the process of placing teams in the appropriate tier easier to manage and to eliminate teams adding excessive extra players or players only used for the postseason.

MULTIPLAYERS:

- ATTENTION:** in all leagues, multi-player totals will be decreasing in future seasons until each league is down to 2 multi-players per team. This will happen at a pace deemed appropriate by the league.

WHY IS THIS? This is to ensure that in the future, teams can more easily move from league to league and so that all teams will eventually be playing by the same rules. This will make for a more level playing field and for easier to enforce simpler rules.

- As the multi-player rules change and numbers decrease, each team can expect one season of being "grandfathered" should being moved to a different league place them at odds with current rules in that league.

WHY IS THIS? This is to ensure that existing teams on specific leagues or teams moved up or down into a different league aren't then placed at a disadvantage and are then not able to compete with all of the players that contributed the season before to them moving up. It also ensures that teams, who for example, are dropped from the INT to the NOV are not forced to shed players. This would not be beneficial especially if the next season, the team moves back up to the INT and then has to scramble to find suitable players. Once all of the leagues are equal with 2 multi-players per team, "grandfathering" will no longer be necessary.

- In order for a player to be "grandfathered" for one season, the player would have had to have been on BOTH rosters the previous season.

WHY IS THIS? "Grandfathering" is only intended to help ease the transition of existing teams and players already on those teams.

- Rosters from the previous season will be linked to each team's current roster and will remain archived and visible online.
- For the fall 2010 season, multiplayer rules shall be at the following level for each league:

The Competitive League	<ul style="list-style-type: none"> No CL team may have more than 4 multi-players and they cannot be of the same sex. LBL players do not count towards multi-player totals
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The Intermediate	<ul style="list-style-type: none"> No team (either a completely new team or a split) may have more
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League	<p>than 3 multi-players and they cannot be of the same sex. The only exception would be if a CL team gets moved down with more than 3 multi-players already on their roster from the previous season. In that situation, the team would have the one season grandfather exception.</p> <ul style="list-style-type: none"> No more than 2 may come from either the CL or NOV. LBL players do not count towards multi-player totals.
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The Novice League	<ul style="list-style-type: none"> No team (either a completely new team or a split) may have more than 2 multi-players. Multi-players do not have to be of different sex. No multi-player may come from the CL unless that player was on both rosters the previous season and team migration caused the situation. The player will be legal for one season. After that season, if the conflict still exists, the player must select one team to remain on. LBL players do not count towards multi-player totals
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- If a team is moved into a different league and that puts them in violation of that league's multi-player rule, 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.
- 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.
- No player may join and be on more than one roster in one league. 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.
- If a player is on a team's roster from the previous season and that team is moved into a league 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 league, the player must select one team to remain on.
- The same rule that applies to a player on two teams in the same league would apply to captain, co-captains, or non-playing members of teams such as coaches. In order for the captain, coach or non-playing member of the team to be "grandfathered" for that one season, he or she would have had to have been on BOTH rosters the previous season.

1. Rule #1: NO WHINERS!!!!

The first and foremost rule of the game is to have fun. Remember we are all just a 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

2. SPORTSMANSHIP

- 2.1. Unsportsmanlike conduct will not be allowed and all participants are reminded of the LRKA's Zero Tolerance Policy
 - A. No longer must umpires 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 an injury to an opponent.
 4. Overly aggressive taunting or excessive use of profanity directed at any player, spectators or ump.
 - 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.
- 2.2. Teams are expected to police their fans, family, supporters or spectators.
 - A. At no time are fans to interject themselves in the game.
 - B. At no time are fans to argue with the ump or opposing team.
 - C. Any fans that are unruly, a constant source of controversy, or aggressive towards other fans will be ejected from the park.
 - D. If they refuse to follow the rules, the team that they are obviously there to support will be forfeited from the game.
- 2.3. Respect of the ballpark is expected
 - A. No climbing on park facilities and/or fences is to be permitted.
 - B. Parking is not permitted near fields 1, 2 and 3 at Interstate Park
 - C. Teams are expected to leave the dugout in a clean state after the competition of their game.
 - D. See the LRKA's Zero Tolerance Policy.
- 2.4. 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.
- 2.5. LRKA Expulsion
 - A. LRKA reserves the right to expel any player 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.
- 2.6. 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 anytime, the umpire can put a halt to all trash talking if it is getting out of hand, is not conducive to the well being of the game, its players or the league or if it is contributing to an undesirable environment.

- E. At anytime, 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 anytime, 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.

2.7. Alcohol

- A. While drinking of beer while playing is not discouraged, it is in no way a requirement for playing.
- B. No hard liquor is allowed
- C. No glass containers
- D. No one under the age of 21 shall be allowed to possess or drink alcohol in LRKA rented facilities.
- E. Captains shall ensure that no player is too drunk or poses a danger to themselves or others during play.

3. LRKA CHARITY AND COMMUNITY SERVICE EVENTS

- 3.1 FIRST AND FOREMOST, THE LRKA, IN ASSOCIATION WITH THE BIG RED BALL CHARITABLE FOUNDATION, IS SOCIAL/COMMUNITY SERVICE ORGANIZATION THEN AN OUTLET FOR GROWN UPS TO PLAY KICKBALL. EVERY TEAM IS EXPECTED TO UNDERSTAND THAT FACT AND PARTICIPATE IN SOME FASHION IN THE SEASONAL COLLECTION DRIVE USUALLY AVERAGING \$60-\$80 PER TEAM IN DONATED ITEMS.

In order to ensure that the LRKA is a community service organization first and a kickball league second steps are going to be taken to ensure that teams that get it and understand what it is LRKA is setting out to accomplish are rewarded.

- A. 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.
- B. It is understood that the charity event, (For Spring 2008: supplies for animals) is part of your dues and each team will be expected to contribute two kits valued at an average of \$30 per kit (more or less depending on what kind of sales you hit). To make it easier, plan ahead and count on this when collecting dues or approaching sponsors.
- C. When registering, each captain, before being granted a spot in what is a community service organization, must check a box saying that they will or will not be participating in the seasonal charity event. If they select to opt out, they will not be allowed into the league until all registration closes and all teams buying into the idea of a community service league are allowed to claim a spot. If all the spots are gone or leagues fill up, there will be nothing that can be done. If there are spots available and a team still wants in then they understand the following:
 1. Starting in the spring 08 season, all playoffs will be based on both records / standings but will now also be invitational, meaning if a team does not participate in the seasonal event, they will not be invited to participate in any playoff situations and room in the playoffs will be made for teams that understand what the league is meant to be about.
 2. Any team or captains that do not buy into the idea of a community service league and does not participate 2 seasons in a row, will not be allowed back in order to make room for those truly wanting in and wanting to make the LRKA something special.

4. PARTICIPANTS

- 4.1. First in foremost, all participants must be aware of the following:
- A. The LRKA firstly, is a community service organization that actively pursues charitable endeavors every season. All participants are expected to participate in some fashion.

- 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.

4.2 Age requirements

- A. All players must be 21 years of age or older.
- B. The GPATKB can allow special exemptions for any players under 21.
- C. Any player admitted under the age of 21 will not be allowed to consume alcoholic beverages.
- D. It will be the responsibility of the team captain to ensure that any minor on their team does not drink.
- E. ALL PLAYERS WHOSE AGE IS QUESTIONABLE ARE REQUIRED TO HAVE A VALID STATE ISSUED ID PROVING THAT THEY ARE INDEED OF AGE. IF A PLAYER IS CHALLENGED TO PRODUCE THEIR ID AND CANNOT, THEY WILL NOT BE PERMITTED TO PLAY.

4.3 Joining 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 Rules, Rule 5.4)
- B. If you cannot find a suitable team, the Poo will help you.
- C. It player's responsibility to work out any scheduling conflicts.
- D. Players may switch teams before the final roster deadline of each season.
- E. THE FINAL ROSTER DEADLINE IS 5PM FRIDAY AFTER THE SECOND WEEK OF THE SEASON.

4.4 LRKA waiver

All LRKA participants must sign and turn in a LRKA waiver.

5. LRKA LEAGUES SEE THE LRKA TIERED SYSTEM ADDENDUM

5.1 The LRKA is divided into four different leagues:

- A. The Competitive League (CL)
 1. This league is for the more competitive players that want to play for the title of "Ultimate Kickball Champions of the Entire Known Universe."
- B. The Intermediate League (INT)
 1. This league 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.
- C. The Novice League (NOV)
 1. This league is meant to create a niche for players not quite ready of the INT but perhaps more serious than the LBL.
- D. The Laid Back League (LBL)
 1. This league is exactly what it sounds like, more relaxed, more theatrical teams.
 2. This league is for the players that want to play for the Poo's Spirit Cup
 3. The playoffs for the LBL will be based on:
 - a. Participation in the seasonal LRKA charitable and community service event
 - b. Fulfilling your assigned umpiring duties
 - c. The votes of fellow LBL captains.

5.2 Division and conferences within the leagues

SEE THE LRKA TIERED SYSTEM ADDENDUM

5.3 Team Participation in the different leagues

SEE THE LRKA TIERED SYSTEM ADDENDUM

5.4 MULTI-PLAYER RULES: PLAYER Participation in the different leagues

SEE THE LRKA TIERED SYSTEM ADDENDUM

- A. 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

Note: All teams are expected to work out their own scheduling conflicts with players who play on two or more teams. No special allowance or extra time will be given in order to accommodate scheduling conflicts.

6. TEAMS

6.1 Forfeits

- A. 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 lose any playoff opportunities
 3. May not be allowed back
- B. Any team with more than 2 forfeits will not be allowed to play in the playoffs.
- C. Any Team that forfeits or refuses to play at a specific location (i.e.Field 7, 8, or 9) will face immediate consequences.

6.2 Team Names/Jerseys

- A. More creative the better.
- B. Obviously vulgar/obscene team names will not be allowed and are subject to approval.

6.3 Teams Player Roster- SEE THE LRKA TIERED SYSTEM ADDENDUM

- A. Team Size shall not exceed 20 players
1. Should meet all coed requirements and league participation requirements.
 2. Minimum of nine (9) players.
 3. Teams are encouraged to list as many players and potential players as possible up to the 20 player limit to list as subs to help avoid any issues associated with player no shows.
- 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.
1. Any player not listed on your official roster as of 5pm Friday 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.
 2. The final date for all roster changes is 5pm Friday after the second week of the season is completed. After that point, no players may be added or traded regardless of circumstance.

6.4 The Coed Requirement

- A. For the LBL, NOV, INT, and CL four (4) of the nine (9) to fourteen (14) lineup spots must be female.
- B. An automatic out will be taken for each missing female every time that line-up spot comes up to kick.
- C. At least three (3) of the nine (9) defensive players must be female.
- D. If females are not available, defense will have to play short.
- E. If a team has kicked through its entire lineup at least once, and it is discovered that they did not kick, at minimum, four females, even if by accident, and it is discovered then or after the game is complete, the opposing captain may call for a forfeit anytime up until 5pm the following Friday. After that point, if it is discovered, nothing can be done.

6.5 Team Captains

- A. Each team shall have one Team Captain.
- B. Teams may have one person listed as a co-captain.
- C. In order to be eligible to play, captains and co-captains must also be listed as players on the official team roster.
- D. No person may captain or co-captain or any combination thereof on more than one team per league.

Note: If a team has a Co-Captain, then only 1 person should be assigned to discuss calls with the umps during game play.

6.6 TEAM CAPTAIN'S RESPONSIBILITIES

1. PRE-SEASON DUTIES

- a. Read, acknowledge and ensure all teammates understand the LRKA Zero Tolerance policy.
- b. Ensure each of their players meet LRKA participant requirements (See Participants, Rule 4)
- c. Ensure their team registration is paid in full and on time.
- d. Ensure that each player has signed a LRKA waiver form.
- e. Ensure their team roster is turned in on time.
- f. Stay in contact with the Little Rock Kickball Association
- g. Attend all required league meetings.
- h. Communicate any changes in regards to scheduling or rules with their team.

2. PRE-GAME DUTIES

- a. Determine their team's game lineup and fill out the appropriate LRKA Kicking Lineup Form.
- b. The lineup may consist of up to fourteen (14) players and must meet all league playing requirements and the coed requirements.
- c. Any additional players may be listed as "subs."
- d. A team may begin and play with as few as 8 players but they must:
 - i. Take all outs required by the missing 9th player as they occur on the kicking line.
 - ii. Must take any additional outs, if any, for not meeting the kicking coed requirement of four (4) females.
 - iii. Must make provisions to cover the defensive positions while adhering to the defensive coed requirement that does not permit more than six (6) male players on the field.
 - iv. Must assign up to nine (9) defensive players while adhering to the LRKA coed rule. If the team starts the game with less than nine players, they have to field what players they have.

Note: Captains may switch defensive players and extra kickers from the active kicking lineup without having to notify the umpire. This is a defensive strategy and not considered a substitution.

- e. List all Non-starters (those not on the active kicking lineup) on the "Available Subs" section of the lineup BEFORE the Game begins.
 - i. Players not listed will not be available as subs.
 - ii. It is recommended to list all missing teammates in case they do show late.
 - iii. No player listed as a sub and not currently in the active kicking line up may field. Doing so constitutes playing an illegal player.

3. Game Time Duties

- a. Ensure a legal lineup filled out on an Official LRKA Form is completed.
 - i. Only lineups filled out on LRKA forms will be accepted.
 - ii. Ensure the coed requirements are met for kicking order, and check the appropriate box on the Official LRKA Kicking Form.

Note: If during the course of the game it is discovered the co-ed requirement is not met without notifying the umpire, it will be an automatic forfeit and the team could face additional penalties under the LRKA Zero Tolerance policy.

- b. Should have a copy of the current LRKA Rules on hand.
- c. Ensure that copies of their kicking lineup are provided to both the home plate umpire and opposing team captain.
- d. Ensure that only one (1) captain disputes a call with the umpires.
- e. Ensure players address concerns, or disputes with the captain and not the umpire.
- f. Ensure two players will be assigned to each game their team is assigned to umpire.
- g. Ensure their players understand and adhere to LRKA's rules and Zero Tolerance policies.

4. Lineup Management Duties

- a. In the LBL, NOV, INT, and CL the total kicking lineup can range anywhere from 9-14 players.
- In the LBL, NOV, and INT at minimum, four (4) kickers must be female regardless of total number of kickers. If female kickers are missing, they must be assigned a place in the kicking order and an out accessed each time that spot comes up.
 - If a missing girl is in the lineup, those assigned outs count as spots and the line p cannot exceed 14 kickers total or 9 if playing with pickup players
- b. Missing or Late Players
- Teams must have a minimum of six (6) core players present to compete in games for a win or loss record. If a team does not have six (6) core players present:
 - That team will receive an automatic forfeit
 - At that point, up to nine (9) registered LRKA players can be picked up to play a pickup game to ensure both teams receive a game. Regardless of inning or tie, the pickup game will end at the end of the originally scheduled time and is not guaranteed 1 hour, 15minutes of play.
 - Teams with at least 6 core players may pick up other registered LRKA players up to the minimum number of nine (9) total players that is required to play. These are "Pickup Players"
 - NO PICKUP PLAYER MAY BE A "MULTI-PLAYER" or be registered on more than one team roster.
 - IF USING A PICK UP PLAYER, THE COMPLETE KICKING LINEUP CANNOT EXCEED NINE PLAYERS TOTAL. This includes assigned outs for missing females!
 - Teams may only pick up players who play ONLY in a lower league. LBL teams may pick up players from higher leagues but any pickup players must play to the appropriate league level.
 - No team may use the same player as a sub more than twice throughout the entire season, including playoffs.
 - Any substitutions must meet the coed requirements. If a team is short females and they choose to pickup 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.
 - 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 lineup.
 - If no pickup players are available who meet these requirements, then the team that is short may:
 - 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
 - The team may play short, or
 - The team may forfeit.

c. Strategic substitutions.

- Substitutions can only occur during breaks in play after the umpire has called "time." A "sub" is a player who begins the game on the non-active kicking lineup or sub list and then may or may not be substituted in for a starting player.
- Starters may be replaced from the "Available Subs" section at anytime by the captain. While all female starters may only be replaced with female players, male starters maybe replaced by a player if either sex.
- Captain must notify the home plate umpire of any substitutions.
- Starters may return to the game but only to their original spot in the line-up.
 - Only allowed once.
 - Sub that is replaced by the starter is not allowed to return to the game for any reason.
 - The starting player and his substitute may not be in the line-up at the same time.

- 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.
- 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. (See Lineup Management Duties Rule 6.5.C.4.) There are no designated runners. Once the runner is removed for injury, that player is out for the remainder of the game.

d. Injury substitutions

- Captains may replace an injured player the same way as a strategic substitution.
- If no players are left on the "Available Subs" section.
 - An automatic out will be taken for the injured spot in the lineup.
 - If a team is short of fielders, catcher position must be covered.
 - Injured players may NOT return to the game once removed due to injury.

e. Ejection substitutions- An ejected player may not be replaced in the kicking lineup regardless of whether or not subs are available and an out must be assessed each time that ejected player's kicking position comes up.

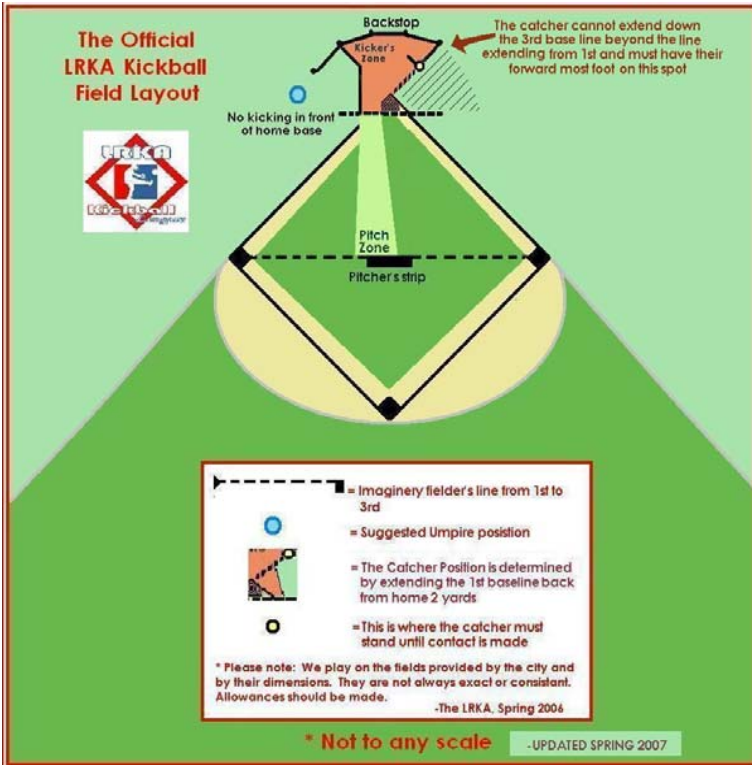
5. Post Game Duties- Turn in their game results to LRKA ASAP by submitting them to the appropriate league representatives or texting them to 501-563-1244.

6. Other Duties- The captain shall also ensure that their team participates in some way in all community service and charitable efforts of the LRKA.

7. THE PLAYING FIELD

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:

- Base baths are 60' apart.
- Pitching Rubber is between first and second
- The Strike Zone cone will be placed 3.5 feet from the outside, first base side edge of home plate.
- Diagram:



8. EQUIPMENT

- 8.1 Footwear**
- Athletic shoes are required, no barefoot kicking.
 - Metal or ceramic cleats are not allowed.
- 8.2 Uniforms**
- Team jerseys are required
 - Unique player numbers are required and must correspond to a player's name on the game's kicking line up.
 - Numbers can be on the jerseys
 - Or the player's kicking order number can be written on the back of each player's hand.
- 8.3 The Official LRKA Kickball**
- 8.5-inch red rubber playground ball.
 - LRKA will provide the official LRKA regulation ball to each team.
 - Only balls provided by the LRKA can be used in regulation games
 - Both team captains must agree on ONE (1) ball to be used for the game, if not the ump will select the official game ball from those available.
 - Any ball determined to be warped will not be used.
 - Special Instructions: Each team is asked to take care of their ball

1. Write your team name on your ball
2. Do not store your ball in your hot car even if it is not inflated
3. Do not over inflate your ball

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 umpers to fulfill that duty.
- B. Each team must send representatives to the REQUIRED UMPIRE CLINICS.
- C. Provided umpers do not have to come from one team.
- D. 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.
- E. 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, directly profanity at teams or players involved or is obviously incapable of fairly umping a game will face sanctions.
- F. If you are umping and also in charge of getting a line up ready for a game that might immediately follow, you should have someone else prepare your lineups or prepare it before your scheduled game time so that games remain on schedule.

9.2 Penalties

- B. Any team that does not provide umpers as scheduled or knowingly provides unqualified, thoughtless or ignorant umpers will be penalized as follows:
 1. **FIRST OFFENSE:** A warning will be given and that team will be expected to ump an additional game if the need arises. **IF A TIE IN RANKINGS EXISTS, ANY TEAM THAT MISSED AN UMPIRING DUTY WILL LOSE THAT TIE.**
 2. **SECOND OFFENSE:** Any team that fails to ump two games will be dropped one ranking or seed. This will be assessed at the completion of the season and could result in a team losing their playoff spot.
 3. **FURTHER OFFENSES:** Any team that misses more than two umping duties will be forfeited from the remainder of the schedule, be dropped from any playoff situations and may not be allowed to return.

Penalties will be enforced without exception regardless of the team's reasoning for missing assigned duties

9.3 Number of Umpers

- A. Two during Regular Season, though every effort should be made to provide three umpers if possible
- B. Three during the Playoffs/Finals

9.4 Home Umpire

- A. Is the head umpire
- B. Makes final ruling over disputed plays
- C. Checks each team's lineup

9.5 Field Umpire

- A. Defers to the Home Ump if there is a disagreement about calls
- B. Ensures that players play safely in the field

9.6 If umping duties run long and impedes those umpers' ability to play on their own team at their scheduled time, allowances will be made and replacements found if possible.

9.7 Game Responsibilities- SEE THE LRKA UMPIRE'S MECHANICS MANUAL

- A. Get the game started on time. ONLY A 5 MINUTE PERIOD IS ALLOWED AS GRACE FROM THE SCHEDULED START TIME. GAMES STARTING LATE DUE TO A PREVIOUS GAME RUNNING LATE OR LONG ARE EXPECTED TO BEGIN IMMEDIATELY.

- B. End the game on time. The game is over after 6 full innings. In the event of extra innings due to ties, extra innings will be played according to LRKA rules (see 10.2 C).
- C. Keep the game's pace going so the game does not run past the scheduled slot. The umpire will use a cell phone or other available timepiece to keep track of time from the first kick.
 1. If the Umpire determines that one team is being careless with the game time either with
 - a. Reckless pitches,
 - b. Distracting, prolonged bickering, or
 - c. Slow movement on or off the field
 - d. Constant instruction to each player about to kick or pitch
 the umpire should issue strict warnings to move the game forward in a timely fashion.
- D. Determining the fielding position of the catcher as specified by the rules of the LRKA.
- E. Collect line-ups from both teams.
- F. Keep score
- G. Enforce LRKA's rules for game play.
- H. Warn and, if needed, eject players or entire teams for unsportsmanlike conduct.
- I. Confer with their fellow umpire to ensure every call is correct.
- J. Immediately change any call that they may have made if they believe they initially made an incorrect call.
- K. A vocal call takes precedence over a hand sign.

10. GAME PLAY

10.1 Game start time- Teams should work hard to ensure they keep to the schedule out of consideration for all other teams playing.

- A. LRKA will provide a season schedule that shows date, time and location of games.
- B. Games will be scheduled for Sundays
- C. Lineups are due at the start of the scheduled game time.
- D. The game will begin immediately after both teams have submitted their completed lineup forms to the umpire.
- E. 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.
- F. NO MEMBER OF A TEAM MAY BEGIN WARMING UP ON THE FIELD UNTIL THEIR CAPTAIN HAS TURNED IN THEIR OFFICIAL LINEUP FORM TO THE UMP. A TEAM MAY THEN TAKE THE FIELD AND WARM UP ONLY IF:
 1. THEIR CAPTAIN HAS COMPLETELY FILLED OUT AND TURNED IN THEIR LINEUP FORM TO THE UMP, AND
 2. THAT TEAM IS WAITING FOR THEIR OPPONENTS TO ARRIVE, TAKE THE FIELD OR COMPLETE THEIR LINEUP FORM. ONCE THE OTHER TEAM HAS COMPLETED AND TURNED IN THEIR LINEUP, THE GAME WILL BEGIN IMMEDIATELY AND THAT LAST TEAM WILL NOT BE ALLOWED THE SAME FIELD TIME.
- G. 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. (*Note: Players are to be ready, suited, stretched and warmed up before this time!*)
 2. Not having your lineup form completely filled out and to the umpire and opposing captain by 5 minutes after the scheduled start time, or
 3. Refusing to take the field as commanded by the umpire as you are scheduled.
- H. 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.
- I. If a preceding game runs long beyond the scheduled start time of the next time, teams have 5 minutes from the end of that previous game to have their line-ups turned in to the umpires. THIS MEANS TAKE THE FIELD AND BEGIN PLAY!

10.2 Game Length.

- A. Regular Season and Playoff games- six (6) innings.
- B. Championship game- six (6) innings.

Note: Teams are expected to make every effort to complete their game in the scheduled time.

- C. Extra Innings-COIN FLIPS OR TIME LIMITS NO LONGER OCCUR
1. Only in the event of a tie
 2. Inning 7 will be played as normal
 3. In inning 8, each lead off kicker will be automatically awarded 1st base
 4. In inning 9, each lead off kicker will be automatically awarded 2nd base
 5. In inning 10, each lead off kicker will be automatically awarded 3rd base
 6. In the 11th and in every subsequent inning the lead off kicker will be automatically awarded 3rd and the defense will set out one defensive player. In each subsequent inning, 3rd will be awarded to the offense one additional defensive player will be set out.
- 10.3 Home/Visitors determination
- A. Home team shall be determined by the schedule.
 - B. The visitors will kick first.
- 10.4 Mercy Rules
- A. Limit of 15 runs per inning per team except for the last inning.
 - B. 15 run rule or Mercy Rule applies after 4 innings:
 1. If losing team chooses
 2. Or if the time has passed the next scheduled game time. Mercy will be called by the Umpire so that scheduled games can be played.
- 10.5 Weather/Lights
- A. The game will be called in the event of dangerous weather or if the fields are deemed unplayable.
 - B. 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.
- Note: We play in everything but lightning...we love sun, light rain, heavy rain, wind and mud-- especially mud.*
- 10.6 Inclement Weather Policy
- A. If because of extreme weather or unfavorable conditions brought on by weather and games have to be canceled everyone should be aware of the following:
 1. Only the Poo can call games due to weather. Players are asked to be in contact via email, the website and the message board 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 Saturday date.
 3. If games have already started, and the conditions become unfavorable, any games started will be finished and any games left will be moved to a later Saturday date.
 4. Every effort will be made to give teams as much time as possible to accommodate the changed schedule.
 5. Due to the complexity of scheduling, no exceptions will be made with the move to Saturday.
 6. If conditions, effect the Playoffs or the Final Sunday, All games will be shifted to the following Sunday and shift back.
- 10.7 Other
- 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. The only persons allowed on the field are the captain, co-captain or rostered members of the team.
 2. Base coaches are not allowed to assist runners or hinder the defense. Doing so will result in an out.
 3. No other coaches will be allowed on the field for either the Offense or Defense.

11. FIELDING

- 11.1 General
- C. When the ball is pitched, all fielders must be in fair territory. The catcher is the only exemption.
 - D. Applicable fielders must not cross the "pitchers strip" until the kicker put the ball into play.
 1. Failure to abide by this rule will result in a ball being awarded to the kicker.
 2. After the warning, further failure results in a base for the kicker and the umpire may remove the offending player from the defense.
 - E. Fielders are reminded to remember the safety of the base runners and the rules of good sportsmanship-like conduct.
 1. On first base, if the defense makes an out by mistakenly touching or taking the orange portion of the safety bag (if they are provided), the out does not count. The orange portion of the safety bag is for the runner only and in no way exists for the use of the defense.
 2. Fielders must stay out of the way of the base runner unless they are attempting to tag a runner out or field the ball.
 3. Fielders trying to make a force out on base must lean out of the base line to avoid collisions with the runner.
 4. Fielders are not allowed to intentionally block any base from base runners.
 - F. No throwing at a base runner's head.
 1. Any base runner that is hit in the head results:
 - a. In the base runner being safe at the base the runner was attempting to achieve,
 - b. The ball is still live and other runners may advance until
 - i. The pitcher has control of the ball in the immediate vicinity of the pitcher's mound
 - ii. The umpire calls time
 - iii. Any other action occurs that stops play.
 - c. all other base runners are safe at the base they were attempting to achieve.
 2. Exceptions where the base runner is out:
 - a. If the runner intentionally uses his head to block the ball.
 - b. If the runner is ducking, diving or sliding (i.e. attempts to dodge the ball) and is hit in the head because of this.
 3. Any overly reckless, aggressive or dangerous conduct may result in the player being expelled from the game.
- 11.2 Pitcher
- A. Pitches must be:
 1. All leagues in the LRKA employ a "Civil Pitch."
 2. Done underhanded. Under hand is a pitch that is released at or about the knee from an arm the swings vertically to the ground in relation to the pitcher's body. This means no side arm pitches are allowed.
 3. All pitches must be made at or within a 6 foot radius of the pitcher's mound. The only exception to this would be during extremely muddy conditions.
 4. A pitch must bounce at least three times before entering the strike zone.
 5. All pitches shall be within the prescribed strike zone which is 3.5 foot to the side of home plate. This area shall be marked off with a small orange cone. Any pitch with in this area that is not excessively bouncy is considered kickable. Any pitch within this area that is not kicked is a strike. Any pitch outside of this area or one that touches the cone or home plate marking the outside boundary of the strike zone shall be considered a ball.
 6. Done within 2 "bowling" steps. This means no running up to the pitching strip and that the pitcher's forward most foot cannot advance forward of the pitcher's strip until the kicker has made contact with the ball. Continued failure can result in a call of "ball" for the kicker.
 7. Reasonable fashion.
 8. "Bouncies" will be allowed but no pitch shall bounce higher than the cone when passing through the strike zone. Any pitch bouncing obviously higher than 8 inches when passing through the strike zone, shall be a ball.
 9. Pitchers will have to adapt their pitching styles to field conditions.

- 10. The umpire will warn any pitcher who repeatedly pitches un-kickable pitches or purposely pitches balls in an attempt to walk kickers.
 - a. After one warning, the umpire can have the pitcher replaced for the remainder of the game.
 - b. Repeated offenses by a team can result in a forfeit.
- B. When the ball leaves the pitcher's hands, the pitcher becomes a fielder and must obey LRKA's general fielding rules.
- C. At any time in the count or during the inning, the pitcher may be replaced by another player who is on the active kicking line up or brought in correctly from the sub list. Once replaced, the pitcher cannot return to that position for the remainder of that inning. They may though play another defensive position.

11.3 Catcher

- A. The catcher's spot is determined by extending the 1st baseline backwards from home plate two yards. The catcher may not advance down the 3rd baseline but must remain completely behind the imaginary line drawn from 1st base towards home. (See the field diagram)
- B. This spot will be determined, marked and maintained by the head umpire before and during the game. (See the field diagram)
- C. 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.
- D. 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.
- E. The catcher must remain stationary until the kicker has put the ball into play.
- F. 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.
 - 3. In order to ensure that teams do not attempt to walk certain kickers, the kicker shall have the option of the walk or a re-kick.

12. KICKING AND BASE RUNNING

12.1 Kickers

- 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 accessed, if they advanced, all runners are returned to their original base, and no runs count.
- B. All kicks must
 - 1. Be made by the foot.
 - 2. Occur in the "Kicking Zone" (see field diagram).
- C. Furthermore, a kicker must:
 - 1. Must be aware of the new LRKA strike zone rules,
 - 2. Must kick on the side of the base opposite of the catcher,
 - 3. Adapt to the catcher's spot and not interfere with the catcher,
 - 4. Must understand that if a kicked ball it's 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, and
 - 5. 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 runner is out
 - 2. Behind the plate, while in foul territory, the ball is foul and the runner is not out.

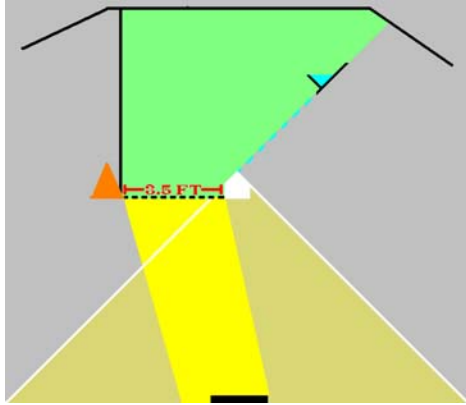
12.2 Base Runners

- A. Kickers become base runners as soon as they kick and leave the "Kicking Zone".
- B. All ties will go to the runner.
- C. Staying in the base line.
 - 1. Leaving the baseline to avoid a tag, a thrown ball or interfering with a fielder attempting to field results in the base runner being called out.
 - 2. Leaving the baseline to avoid a collision with a fielder attempting the field is allowed.
- D. "Safety Bag" portion of 1st base, if available, will be enforced to avoid collisions.
 - 1. Failure to use the "Safety Bag" will result in the runner being called out, regardless if the runner beat the throw IF a collision is a result of the runner using the white portion of the bag or if the runner has already been warned by the umpire and reminded to only use the orange portion of the bag. REMINDER: THE ORANGE PORTION OF THE SAFETY BAG ON FIRST BASE IS THE USE OF THE RUNNER ONLY.
- E. Base runners are allowed to overrun first base only.
 - 1. To safely return to first base, base runners are reminded to
 - a. Turn to their right.
 - b. Remain in the base line or foul territory
 - c. Not appear to make or fake any attempt to go to 2nd base.
 - 2. Base runners that over run first will be in play and eligible to be tagged out if:
 - a. They make any move or fake towards 2nd base
 - b. The base runner's turn to the left results in the base runner blatantly entering fair territory but:

THE UMPIRE SHALL ALWAYS CONSIDER THE RUNNER'S INTENT

- F. Running is only allowed after the ball has been kicked
 - 1. Neither leading off base, nor stealing a base is allowed.
 - 2. Runner is out in either instance.
- 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.
 - 2. Failure to tag-up can result in the defense either tagging the base the runner left or the base runner for the out.
- H. Runners interfered with by any fielder shall be safe at the base to which they were running.
 - 1. Umpires discretion can award an extra base to the runner if the interference prevented that extra base.
- I. All base runners will be awarded the next base on an overthrow traveling out of the bounds of play.

13. BALLS & STRIKES



13.1 Balls

- A. A ball is:
- any pitch that passes outside of the prescribed strike zone,
 - touches in any manner the orange cone or home plate on the boundaries of the strike zone,
 - Obviously bounces over 8 inches above the ground, or
 - A penalty assessed by the umpire for any member of the defense obviously moving early before the kicker has made contact with the ball.
- B. A "Ball" can be assessed for pitches that do not comply with the "Civil Pitch" of those leagues
- C. Four "balls" in any fashion accrued by one kicker can result in either of the following:
- If the kicker chooses, they may walk to 1st base and all runners, who as a result of a force, also advance, or
 - If the kicker chooses not to take the walk, the count resets to 0/0 and the kicker resumes kicking. If the pitcher walks the kicker a 2nd time with 4 balls, the kicker shall then have the option to walk 2 bases and all runners advance accordingly or reset the count to 0/0 and resume kicking. A 3rd walk results in 3 bases etc. etc.
- D. Kickers have the option to kick any ball considered "a ball"
- E. Any pitched ball that makes contact with the kicker even if it hits the cone first, is considered in play and may be assessed as a foul or as live.

13.2 A Strike is:

(NOTE: NO LONGER DOES 2 FOULS AUTOMATICALLY EQUAL A STRIKE)

- A. a pitch that is missed entirely by the kicker who makes an obvious attempt to kick.
- B. a kick in which the non kicking plant foot crosses in front of home plate.
- if the kicked ball is caught, the kicker is out
 - if the kicked ball is not caught, the kicker is charged a strike and continues the "at-kick".
- C. Any pitch through the strike zone that is not kicked.
- D. Foul balls shall be considered strikes and be added to the kicker's count for the first two strikes.
- E. On the third and final strike, the kicker will be allowed two fouls or tips before a third strike is assessed
- F. THREE STRIKES EQUAL ONE OUT.
- 13.3 CAPTAINS AND PLAYERS ARE NOT PERMITTED TO ARGUE "STRIKE" AND "BALL" CALLS FROM THE UMPIRE. DOING SO EXCESSIVELY, WILL RESULT IN A THE PERSON BEING EJECTED.**

14. FOUL & FAIR

- 14.1. A Foul Ball is:
- A. A kicked ball landing in foul territory or out of play.
- B. A kickball that touches the ground in foul territory and is also touched by a fielder

- C. A kicked ball rolling on the ground in foul territory that is touched before reentering fair territory.
- D. A kicked ball that hits a tree, fence, an ump standing in foul territory or other outside object and is also a dead ball and not eligible to be caught for an out.
- E. A kicked ball landing in fair territory but traveling to either foul territory or out of play before the ball either crosses or touches the pitcher's stripe (see field diagram)
- F. A kicked ball that is "tipped" or "double hit" by the kicker in the motion of kicking while the kicker is still in the kicker's zone (see field diagram).
- G. A ball that hits a catcher standing in the correct area.
- H. Any runners on base may advance once contact is made with a foul ball that is then successfully caught or must reestablish contact on their base once the ball is successfully caught (Tag Up)
- I. Any kick that hits the cone first, then becomes foul, is considered foul.

14.2 A Fair Ball is:

- A. A kicked ball that is touched by a fielder while any portion of the ball is in fair territory.
- B. A kicked ball already has touched fair territory and then touches or pass the pitcher's stripe (see field diagram)
- C. A ball that crosses into "foul territory" or breaks that imaginary plane but never touches the ground in foul territory because it either curves back into fair territory or it is fielded before it hits the ground in foul territory. It does not matter where the fielder is standing.
- D. Any kicked ball that hits the cone then enters fair territory and is touched by the defense or crosses inside of first or third base is considered fair.

15. OUTS

15.1 An Out is:

- A. A count of three strikes or any combination that results in three strikes.
- B. A runner touched by an in play ball while not on base.
- A thrown ball that hits a runner above the shoulders is not out.
 - Not applied if runner is sliding or appearing to cause the thrown ball to hit above the shoulders.
 - Hitting a runner above the shoulders results in the next base for all base runners.
- C. Any kicked ball (fair or foul) that is caught before it hits the ground.
- D. A ball tag on a base to which a runner is forced to run.
- E. Kicking out of order
- F. Any line-up spot that does not have a kicker that can kick due to:
- Ejection
 - Not having the minimum number of four (4) females in the lineup.
 - Injury & no reserves of the same sex available
- G. A kicker or base runner displaying unsportsmanlike conduct after being warned by the umpire.

15.2 A count of three outs completes the team's half of the inning.

16. BALL IN PLAY & NOT IN PLAY

16.1 Ball in play:

- A. Once the kicker makes contact with the ball.

16.2 The ball is not in play:

- B. Once the pitcher has the ball in control and is on the mound.
- C. If a runner intentionally touches in any fashion or stops the ball in any way. Even if the player is standing safe in the base, if they purposely interfere with the ball, they are out and the play is dead. Interfering with the ball in any fashion by the offense immediately kills the play and runners may not advance past the base they are progressing towards.
- D. If the ball travels out of the accepted play area.
- E. If the Umpire calls "time," the play ends.

17. League Representatives

- 17.1 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:
- Be appointed by Poo
 - The LBL will have 2 reps, as well the NOV, the INT and the CL will have 3 each. When a quorum of three is needed in the LBL, the senior NOV rep will vote, when a quorum is needed in the NOV, the senior INT rep will vote.
 - Help collect scores and compile league rankings
 - Aid in settling disputes within their league or in deciding Zero Tolerance offences and sanctions against players or teams.
2. 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.
- Anyone wanting to have a matter looked at by their reps must, in writing, ask for them to first review the case.
 - 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.
 - 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.
 - 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.
 - All votes are to be kept secret and once a majority decision has been made, the case is closed.
 - There is no appeals process for a majority league rep vote.
 - 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.
3. League reps decide what further sanctions a person or team might face after a ZTP offense or an ejection.
- Aid in fostering league participation in the LRKA Charity Events
 - Serve as an authority on the fields during game Sundays when called upon.
 - Step in and interject when they witness any activity that goes against the standards and principles of the LRKA
 - Aid in the further development and refinement of the LRKA Rules
 - Aid in the running of the Captain's meeting, the Umpire Clinic and Playoffs.
 - Make their contact information available to those in their league.

18. Etc. Etc.

- 18.1 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 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.
- 18.2 The LRKA Zero Tolerance Policy covers any rules or behavior not covered and all players are reminded to remember the Spirit of the Big Red Ball. An example would be:
- Any player, captain or team who actively seeks to bend the rules or any existing loophole for their own benefit that obviously goes against the Spirit of the Big Red Ball.
 - The "Pop and Drop" in which a defensive player purposely drops an obviously catch-able ball in an attempt to get a double play. In this instance it will be the umpire's discretion to advance all runners one base and award no outs.



Purpose: The development of the LRKA umpiring duties that every team in the LRKA is responsible for at some point and time during the season.

- A – General Mechanics
- B – Pregame Mechanics
- C – Plate Mechanics
- D – Strike Calls
- E – Trash Talking
- F – Base Mechanics
- G – Closing Duties
- H – Newer / Inexperienced Umpires

A – General Mechanics

Umpires are communicators. Every move we make on the ball field is saying something to someone. Mechanics is a very important part of umpiring. It is basically where you go when something happens. It is what people see. What people see affects what they believe, how they feel and how they will act. As an umpire we want people to believe in our calls and feel confident in our ability.

Always know what you body is saying. Send the message you want to send. Let the team know that you are taking this as serious as you would want someone to take your game serious. Always move with a purpose. Never saunter or stroll. Make all signals crisp and strong.

This manual depicts standard mechanics of where to stand and where you should be on certain plays. This manual will help you learn the position that an umpire should be in and will help you kind of understand that being in position to make a call will make your job a whole lot easier. Have purpose and direction as you move about the field. If you don't know where you want to be, then it is guaranteed that you will never get there.

Mechanics is being in the best place at the right time. If we are in the right place at the right time we greatly increase good judgment because we can see what happened from the best possible view. Also we cannot be in the right place at the right time if we don't show a little hustle. We have a huge area to cover.

Some General Guidelines for Umpires

- **KNOW THE RULES OF THE OF THE LRKA!** They are similar to the rules of other sports, but there many rules unique to both Kickball and to the LRKA
- **KNOW YOUR UMP SCHEDULE!**
- Always watch the ball
- You always want the base, runner and fielder in front of you
- You want 15 feet from a force play. You need the big picture
- You want 7 feet from a tag or close play
- You want to be set for every play
- Adjust your position, change as the play changes
- Arrive at the play before it happens
- **Call in your own area!**

- Support your partners
- Use strong verbal calls
- Don't retreat from a call. That's a negative movement and does not show commitment to your call
- Hold your signal long enough to show conviction to the call
- Not sure on a call, get together and talk about it alone, away from coaches and players

****RARELY a play happens where the home umpire should overrule one of his partners.

B – Pre game Mechanics

- Arrive at your game site at least 15 minutes prior to your scheduled game time.
- Prior to arrival make sure you have a pen/pencil, something to write on like a clipboard, umpire score sheet and a watch or a phone to make sure you try and start on time.
- After the game before is finished, call both captains to home plate for the pre game conference.
- **Pre game conference should consist of the following:**
- Lineup exchange (check and see if anyone has to take outs and/or pickup players)
- Inform captains on how home umpire will rule on overthrows around either dugout.
- Remind teams of an overthrow into their dugout area that it could hurt their team. So keep them off field and in dugout with gate closed.
- Inform them home umpire will rule on tag up plays whether the runner tagged or not.
- Inform them on how they expect the captains, players and fans associated with their teams to act and that the ZTP is in effect.
- Explain to them how your crew will call the game that the home umpire will not overrule a judgment call in the field. The field umpires will only ask the home umpire did the ball hit him in the back only in a situation that the field umpires view may have been blocked, also a play in question on whether the first baseman's foot was on or off the bag.
- Check game ball from home team and make sure both teams agree on it.
- Instruct both teams to keep their players in the dugout and to keep their gates closed.

C – Plate Mechanics

- Be set and in position before the ball is pitched. Your position being off the fence, 10 to 13 feet back from the plate in a position to be able to rule on a kick line infraction and able to move to see down each line to rule whether ball is fair or foul. The fair/foul lines are your responsibility unless a big kick in the outfield in which a field umpire can help out on those.
- After the ball is in play move up to the first base side foul line and watch the play develop. Rule on fly balls whether caught or not caught. Be alert on close plays at first base in case the field umpire needs help on a ruling.
- On calls at third base when there are only 2 umpires, you need to get down that line and rule on those plays.
- On plays at the plate, position yourself in the field of play watching the ball as it comes in. Shade either towards first base or third base side of the field depending on where the ball is coming from.
- Rule on all tag ups on fly balls. Try and position yourself where you can try and see both the catch and tag.
- On all calls that your field umpires make, do not make any kind of safe or out movement depending on what you think you have seen. It is tough to explain a call at third when you are 60 feet away and you have a field umpire 7 feet away. As soon as you make your signal, it is almost a guarantee that someone has seen you and they are going to call you on it. Close calls at the bases are left for the field umpires because they are the ones in position to make that call.

General Guidelines for Plate Umpires

- Plate umpire has all fair/foul decisions
- Plate umpire has infractions on the kick line
- Stand behind the calls your field umpires make
- Control all players, coaches and fans and take action if necessary

- Game management is the key to running a smooth game
- Be approachable

D – Strike Zone

- Make sure your positioning allows you to see the entire width of the strike zone so that you can see whether pitches touch either any portion of home plate or the cone
- Make your calls quickly, decisively, and loudly
- Use the provided counters to keep track of the count
- Do not allow players, coaches, captains or spectators to excessively argue your call

E – Trash Talking/Heckling

- Never allow trash talking or heckling from players or spectators to be excessive or to obviously have a negative impact on the game at hand
- Understand that as an umpire, you do not have to tolerate being the target of excessive trash talking or heckling and can demand a stop to it
- At any time you can put a stop to any trash talking or heckling and demand that the teams play in silence
- Umpires have jurisdiction over spectators in the stands. If they are engaged in excessive heckling and are being a general nuisance or disruptive, instruct them to cease immediately. If they refuse, you have the right to eject them from park and they will face further sanctions

F – Base Mechanics

- First base position is 15 feet beyond first base and 1 yard in foul territory.
- The top priority before and during the pitch is making sure all fielders are behind the pitch line from first base to third base and they stay behind line until the ball is in play.
- On a bunt, and there is a play at first, move into the field of play no more than 90 degrees off the line and in a position to see the fielders foot on the bag.
- Remember: on a force out, position yourself no more than 15 feet from the base.
- Always follow the ball to the base. When the ball gets to the base, pause, and then make your call.
- With a runner on first, position yourself kind of in between first base and second base on the edge of the outfield grass and ready to make a call at second or first.
- When calling with just 2 umpires, the home plate umpires have the calls at third base unless a runner is advancing home. If that is the case you need to get over to third base to rule on any calls over there.
- Never make a call at third base from the right field edge of the grass. There is no way you can see that play from that far away.
- Help home umpire with balls that travel down the first base line in the outfield only and help rule whether they are fair or foul.
- Any tag out plays or close throw at the runner plays try and get at least 7 feet from the base in a set position.

General Base Mechanics

- Be set before the pitch
- Recognize the possibilities of the next play and plan what you would do in certain situations
- Do not echo foul/fair balls that the home umpire calls
- Make your call and stick with what you call
- If you need assistance, stop and ask your fellow umpires
- Be at the play before the play gets to the base.
- Always have a pause before you shout out your call.

G – Closing

Never put yourself at a disadvantage and appear lazy or unknowledgeable of the rules. Remember whether you are calling with 2 or 3 umpires, stay in your area of responsibility. Have confidence in your fellow umpires you are calling with. Umpire the game the same way you would want your game umpired. Hustle but don't hurry. Be approachable. Have confidence in your call and stand by it! Have fun!!!!!!



LRKA UMPIRE SCORE SHEET



H- Newer / Inexperienced Umpires

Prior to you scheduled game time, try and locate someone that has been in the league a few seasons and ask them could you come to them during the game if you have a rule question, not sure how to enforce a rule or something like that. Let the vet know that they have no say so in the ruling on the field that you just want a clarification if needed.

Remember newer/novice umpires, you have to have the confidence in whatever call you make and cannot let anyone influence you in any way. Learn how to control your teams and come out to the field with the confidence that you can umpire a big game if called upon to do so. Umpiring a game can be just as fun as the two teams that are playing each other. It is your job to have good game management.

If you make a questionable call and you getting heckled a little, remember that there is another call to make on the next play or the play after that. Do not get down on yourself because someone said something you may not like. Your one questionable call did not cost either team the game.

SCORE

Team	1	2	3	4	5	6	Final
(AWAY)							
(HOME)							

OUTS

Team	1	2	3	4	5	6
(AWAY)						
(HOME)						

Home:

Away:

Team Line Up? _____	Team Line Up? _____
Nine players to start? _____	Nine players to start? _____
Four female players? _____ (Automatic out each "up" if short)	Four female players? _____ (Automatic out each "up" if short)
Three females in the field? _____ (must play short if not enough)	Three females in the field? _____ (must play short if not enough)

REMEMBER:

- **TAKE CHARGE IMMEDIATELY AND STAY IN CHARGE!**
- **BEGIN GAMES ON TIME!**
- **A FOUL BALL IS A FOUL BALL**
- **WORK TO KEEP THE GAME MOVING IN A TIMELY FASHION**
- **AT ANY TIME, YOU MAY SILENCE BOTH TEAMS AND NOT ALLOW TRASH TALK SHOULD IT ESCALATE TO AN UNDESIRABLE LEVEL**
- **ONLY CAPTAINS ARE ALLOWED TO DISCUSS CALLS WITH THE UMP**
- **KEEP TEAMS IN THEIR DUGOUTS WITH GATE CLOSED**
- **NO GAME ENDS IN A TIE, PLAY EXTRA INNINGS AS NEEDED**
- **REPORT AND RECORD SCORES**
- **CALL IT LIKE YOU SEE IT**

IF YOU HAVE ANY PROBLEMS, CONTACT POO VIA RADIO OR AT 563-1244

