

*Little Miss Kickball
International, Inc.*



**OFFICIAL PLAYING RULES
& REGULATIONS**

**2024– 2027
SEASONS**

LITTLE MISS KICKBALL

PURPOSE:

Little Miss Kickball International, Inc. is an organized sports program for young girls. The program teaches the basics of life, the joy of winning, the sadness of losing, the importance of teamwork, of getting along with others and the desire of trying to achieve.

The following Little Miss Kickball Pledge dedicates us:

“We give you thanks Almighty God,
For the land in which we live.

We will obey our laws, and honor our flag.

We will respect our teammates,
Play fair and follow the rules of the game.”

This Little Miss Kickball Pledge is said by the team members prior to each game following the Pledge of Allegiance.

*Little Miss Kickball
International, Inc.*

**OFFICIAL PLAYING RULES
& REGULATIONS**

New rules and revisions are in RED bold type.

Revised January 2024. There shall be no revisions or additions to this Rule Book until the end of the 2027 playing season.

**COMMUNICATION AND CONTACT BETWEEN BOARD MEMBERS,
COACHES, UMPIRES, TEAM PARENTS AND PLAYERS**

For the protection of all members involved in LMKII, it is important that we take the following into consideration when engaging, in social media and communicating with minors.

- **Be aware that ALL communication made by you reflects on your league and LMKII.**
- **Phone communications, including texts, should include ALL coaches, players and parents so that nothing may be taken out of context.**
- **Use of websites, blogs, Facebook Groups or Pages are encouraged; however, include all coaches, players, and the parents on these communication sites.**
- **ABSOLUTELY, no inappropriate language, crude or inappropriate jokes, sexually oriented conversations, inappropriate media, speech or gestures should EVER be sent to a player, individually or in a group.**
- **A player should NEVER be contacted individually.**
- **There should be no inappropriate hugging, touching, tickling, or joking around, etc. with players at any time.**

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I - DEFINITIONS

- 1.01 **APPEAL**: A request for review of an umpire's decision or a situation which warrants an umpire to make a post action call or decision.
- 1.02 **APPEAL PLAY**: A play upon which an umpire cannot make a decision until an appeal is made by a fielder. Returning the ball to the proper base constitutes an appeal play.
- 1.03 **ATTEMPTED ADVANCE**: When a runner moves with commitment toward the next base.
- 1.04 **BALL**: A pitch which does not legally enter the strike zone and is not kicked at by the kicker. See Rule 6.04.
- 1.05 **BASE**: One of four points which must be touched by a runner in order to score a run.
- 1.06 **BASE COACH**: A member of the offensive team who is stationed within a coach's box to direct the kicker and runners.
- 1.07 **BASE LANE**: A three foot wide lane, outside the foul line, for the kicker-runner running to first base.
- 1.08 **BASE ON BALLS**: An award of first base granted to a kicker who, during her time at kick, receives four pitches outside the strike zone or is intentionally walked.
- 1.09 **BASE PATH**: An imaginary line three feet to either side of a runner's direct line between the bases.
- 1.10 **BLOCKED BALL**: A kicked or thrown ball that is touched by a person not engaged in the game, or which touches any object or ground which is not part of the official equipment or playing area.
- 1.11 **BUNT**: The act of the kicker tapping the ball once with the initial striking leg between any part of the foot and knee, without a complete kicking motion and follow through.
- 1.12 **CATCH**: The act of a fielder in getting secure possession of a ball in flight and firmly holding it above the ground without using any part of her uniform to assist her.
- 1.13 **CATCHER**: The fielder who takes her position behind the kicker and the kicker's circle.
- 1.14 **COMMITMENT**: Any motion which, in the umpire's opinion, indicates the intention of the runner to advance to the next base or return to the last held base.
- 1.15 **DEAD BALL**: The ball is not in play.
- 1.16 **DEFENSIVE TEAM**: The team in the field.
- 1.17 **DOUBLE HIT BUNT**: When in the act of bunting the ball, the ball hits the kicker's person two or more times. A foul ball is declared.
- 1.18 **DOUBLE HIT FOUL BALL**: When in the act of kicking the ball, the ball is kicked with the initial attacking leg between any part of the foot and knee, inclusive of the same leg, and then hits the kicker's person elsewhere.
- 1.19 **DOUBLE PLAY**: A play by the defense in which two offensive players are legally put out as a result of continuous action.

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- 1.20 DUGOUT: The seating area reserved for team members when they are not actively engaged on the playing field.
- 1.21 EJECTED PLAYER: A player removed from the game by an umpire for behavior which violates these rules.
- 1.22 FAIR BALL: See Rule 7.08.
- 1.23 FAIR TERRITORY: The part of the playing field within and including the first and third base foul lines from the three foot line to the bottom of the extreme playing field fence and that is on or past the three foot line and perpendicularly upward from the outside edge of said lines.
- 1.24 FIELDER: Any defensive player officially in the game.
- 1.25 FLY BALL: Any ball kicked in the air by the kicker.
- 1.26 FORCED BACK: See Rule 8.08D.
- 1.27 FORCE OUT: Any out which is made on a runner after the runner loses the right to the base which she was occupying by reason of the kicker becoming a runner. See Rules 8.09G Effect.
- 1.28 FORFEITED GAME: A game declared ended by the. Umpire-In-Chief in favor of the non-offending team.
- 1.29 FOUL BALL: A kicked ball which does not conform to the requirements of a fair ball.
- 1.30 FOUL TERRITORY: The part of the playing field outside the three foot line and first and third base lines, extending to the fence and perpendicularly upwards.
- 1.31 FOUL TIP: When a kicked ball goes directly from the kicker's foot and is legally caught by the catcher and the bottom of the ball did not rise above the kicker's head.
- 1.32 GROUND BALL: Any kicked ball that touches the ground before touching a fielder.
- 1.33 GROUND RULE DOUBLE: A fair kicked ball which touches the ground and bounces over a fence.
- 1.34 HOME RUN: When a fair kicked fly ball goes over the outfield fence before touching the ground at a distance of 125 feet or more from home plate or the kicker runs three bases and touches home plate before being put out and the defensive team commits no errors.
- 1.35 ILLEGAL or ILLEGALLY: Contrary to these rules.
- 1.36 INFIELD: The section of the playing field including the bases and home plate normally covered by infielders.
- 1.37 INFIELDER: A defensive player who occupies a position to make plays in the infield.
- 1.38 IN JEOPARDY: A term indicating that the ball is in play and an offensive player may be put out.
- 1.39 INNING: The portion of the game within which the teams alternate on offense and defense and which there are three outs for each team. Each team's time at kick is a half-inning. An inning begins as soon as the last out of the previous inning is made. **Offensive and Defensive appeals may be allowed after the 3rd out of an inning or half-inning. See Rule 8.12.**

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1.40 INTERFERENCE:

- A. Offensive interference is an act by the team at kick which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. See Rule 5.29.
- B. Defensive interference is an act by a fielder which hinders or prevents a kicker from kicking a pitched ball, including excessive verbal harassment, or a player who crosses the nine foot line before a pitched ball has reached home plate or the foul lines, or is kicked by the kicker. See Rule 5.30.
- C. Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

On any offensive or spectator interference the ball is dead immediately. On any defensive interference the ball remains live.

1.41 KICKER-RUNNER: A term that identifies the offensive player who has kicked but has not been put out or the play on which she became a runner has not ended.

1.42 KICKER'S CIRCLE: The marked area behind and including home plate.

1.43 KICKING: The act of the kicker aggressively kicking her foot at a pitched ball.

1.44 KICKING ORDER: The official listing of offensive players in the order in which they must take their turn at kick.

1.45 LEGAL or LEGALLY: In accordance with these rules.

1.46 LEGAL HIT: When a runner or kicker-runner that is not touching a base is initially hit below the waist by any portion of the ball thrown by a fielder. The thrown ball may hit the ground prior to hitting the runner. However, if it touches a base or any other fielder, player, spectator, coach, or umpire prior to hitting the runner, it is NOT a legal hit.

1.47 LEGAL KICK: When the ball is kicked with the initial attacking leg between any part of the foot and knee, inclusive of the same leg. The ball may strike the kicker's attacking leg two or more times **on or** below the knee and shall be considered a legal kick. There must be a clear attack on the ball. The player may not lean or run into the ball.

1.48 LEGAL TAG: When a runner or kicker-runner that is not touching a base is touched by the ball while it is securely held in the fielder's hands without using the ground for assistance. When a runner or kicker-runner is tagged (whether above or below the waist) she shall be called out. The hands holding the ball are considered part of the ball.

1.49 LIVE BALL: A ball which is in play.

1.50 LMKII: Little Miss Kickball International, Inc.

1.51 NINE FOOT LINE: A chalk line, drawn nine feet in front of the pitcher's box.

1.52 NO PITCH: A term used by the umpire to indicate a null pitch. The ball is dead. See Rule 6.05.

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1.53 OBSTRUCTION: Is the act of a fielder who, (1) while not in possession of the ball, or (2) not fielding a kicked ball, or (3) not about to receive a thrown ball, impedes the progress of any runner who is legally running bases. See Rule 8.06.

If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so she must occupy her position to receive the ball, she may be considered "in the act of receiving a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of receiving the ball. After the fielder has made an attempt to field a ball, she can no longer be in the "act of fielding" the ball. For example, an infielder dives for a kicked ball and the ball passes her and she continues to lie on the ground and hinders the progress of the runner, she very likely has obstructed the runner.

1.54 OFFENSIVE TEAM: The team at kick.

1.55 OUT: The act of retiring a kicker or base runner; one of three required retirements of an offensive team during its time at kick.

1.56 OUTFIELD: The section of the playing field beyond the bases and most distant from home plate.

1.57 OUTFIELDER: A defensive player who occupies a position in the outfield.

1.58 OVERRUN: The act of an offensive player when she runs beyond a base she has reached.

1.59 OVER-SLIDE: The act of an offensive player when her slide to a base is with such momentum that she loses contact with the base.

1.60 OVERTHROW: A live ball thrown from one defensive player to another which goes past the intended defensive receiver. A pitched ball which goes beyond the catcher, or any dead ball, is not considered an overthrow.

1.61 PITCH: A ball delivered to the kicker by the pitcher.

1.62 PITCHER: The fielder designated to deliver the pitch to a kicker.

1.63 PITCHER'S BOX: The area within which the pitcher must stand while pitching.

1.64 PLAY BALL: The term used by the umpire to indicate that play shall begin or be resumed.

1.65 PROTEST: An official action whereby a coach requests that a call or decision by the umpire be reviewed by the rules director or rules committee.

1.66 QUICK RETURN PITCH: A pitch made by the pitcher with the obvious attempt to catch the kicker off balance.

1.67 RUNNER: An offensive player who has completed her turn at kick and has not been put out.

1.68 STRIKE: See Rule 6.03.

1.69 STRIKE ZONE: Any part of home plate and the area encompassed by imaginary lines drawn at right angles to the edges of home plate, extending upward to an imaginary line parallel to the plate and at a height equal to the bottom of the kicker's knee.

1.70 TIME: The term used by an umpire for the temporary suspension of play.

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- 1.71 **UNSPORTSMAN-LIKE CONDUCT:** The use of language, actions or gestures not in keeping with the ideas, concepts, ethics and principles of Little Miss Kickball International, Inc.
- 1.72 **RECEIVING (as in Receiving a Pitched Ball):** A pitched ball is received by the kicker if the kicker makes no attempt to kick at the pitch and the pitch hits any part of her person [see 5.34B] or the pitched ball passes the kicker's non-kicking foot. The ball becomes dead and the catcher may reach into the circle to pick up the ball. [see 6.03(A) Note].
- 1.73 **HOME LEAGUE:** The league whose boundaries a player resides in during the first season that she plays kickball. [see 3.07] A player's home league may be subsequently changed by a player who moves into another league's boundaries at the player's discretion by registering at the league.
- 1.74 **EJECTION PENALTY:** Any Player, Coach, Volunteer or Spectator ejected from a game (regular season or tournament) is automatically suspended from the next game as well. The League, District or LMK Corporation may impose additional disciplinary action as each see fit.

NOTE: Ejections during Tournament games only impact the next game in the same tournament and do not carry over into regular season games or other tournaments. Ejections during regular season games only impact the next regular season game and do not affect tournament games.

II - UNIFORMS

- 2.01 The shoe shall be considered official if it is of athletic design, contains a nonmetal protective toe, and does not contain metal or sharp cleats or any other studs which, in the umpire's judgment could cause injury.
- 2.02 Every team shall adopt a uniform for its players of similar color and design which must include shirt and cap or sun visor. Uniforms may include shorts and socks. Shirts shall have a number at least four inches high on the back and the Little Miss Kickball logo on either the front or sleeve of the shirt. Tank tops, halter or crop tops will not be allowed. Wearing caps or visors, during a league game is optional with each league, however, if caps or visors are worn during a regular season and during All-Star games, the cap or visor shall be in the upright position with the bill toward the front. Bandanas may not be worn by players; coaches and/or umpires during pre-game activities or during the game itself. The league and/or district board of directors reserves the right to approve or disapprove uniforms and shall be empowered to order whatever steps necessary to give force to this rule.
- A. All uniform numbers shall be 1 through 99. (Excluding #69)
- B. Each player engaged in the game must have their shirts tucked in and the waist well defined. Shorts must be worn in a manner such that the waist band is not rolled in or rolled over. (All games, not just tournaments)

NOTE: Once a kicker has become a runner, she may remove her cap and hold it in her hand.

- 2.03 Sunglasses and eyeglasses are allowed if their design is of no danger to players in the judgment of the Umpire-In-Chief.

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2.04 Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. Hard items to control hair, such as beads, are permitted. Stud earrings are allowed but no other piercing jewelry is permitted.

EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.

2.05 Foot, knee and ankle braces are allowed if:

A. no hard or unyielding material is worn or attached to the front of the foot, ankle, shin, or knee. No shin guards are allowed. Knee braces and all casts must be covered with 1/4 inch overlapped Close Cell Recovery Foam;

B. exposed metal, buckles, or plastic edges are covered to protect all players from scrapes or lacerations.

2.06 Cloth sweatbands may be worn with the exception of the pitcher's throwing arm, unless the pitcher needs to cover an injury.

EFFECT (2.01-2.06): A time out shall be charged to the offending player's team and the player must immediately comply with these rules. Failure to comply will result in ejection. All previous plays shall be legal.

2.07 At no time during a game shall a player use or apply to her hands, arms or clothing, any material or substance with sticky or adhesive qualities. Powdered rosin may be used to dry the hands, wrists or forearms.

EFFECT: The offending player(s) will be immediately ejected from the game and may not return to that game.

III - PLAYER ELIGIBILITY, THE TEAM & DURATION OF TITLE

3.01 The age ranges for female players for the four divisions shall be as follows and based on the player's age as of August 31st of the year they are to play;

- A. Rookie Division- ages four through six inclusive.
- B. Peewee Division- ages six through eight inclusive.
- C. Junior Division- ages nine through eleven inclusive.
- D. Senior Division- ages twelve through fourteen inclusive.
- E. Teenage Division- ages fifteen through eighteen inclusive.

F. The birth certificate, **military/state ID or passport** determines the **age and** gender of each player attempting to register.

EFFECT: Violation shall result in the illegal player being moved to a team in the correct division and may result in forfeiture of all games in which the illegal player participated.

3.02 Players may not play if they are married, pregnant or have children.

EFFECT: Player shall be removed from the team and may result in forfeiture of all games in which said player participated.

3.03 A team shall have at least 10 but not more than 20 members per team roster.

EXCEPTION: Rookie and Peewee Division.

3.04 There shall be no more than **four** certified coaches per team, with at least **two** female coaches. **If a team elects to have less than four coaches, at least one must be a female.**

A. No male coach will be allowed on the field as a base coach during their turn on offense or during a time out while on defense unless a female coach representing that team is present on the field.

EXCEPTION: The game will begin if a female coach is tardy or absent with Rule 3.04 in effect.

B. If a **certified female coach** is not present **(at a minimum the female coach must be in the dugout)** by the end of the third inning (sub time) the offending team will forfeit that game. **Should the female coach remain in the dugout, no male coaches will be allowed on the field as per paragraph A of this rule.**

NOTE: The team may find a certified female coach from another team with Rule 3.04 A & B in effect. **A certified female umpire can also fill in for an absent female coach.**

3.05 Each player will, for the duration of her age division, be the property of the team making the acquisition, unless subsequently released by her team or unregistered prior to the draft. A player shall have the option of returning

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to her previous team within the same division or re-entering the draft by attending tryouts prior to the draft. By re-entering the draft, a player is considered released from her previous team.

Once a player has played for a team, that player loses the right to become an option in later years within that age division unless all teams in the divisions are dissolved at the end of the playing year. The player must remain with her original team or attend tryouts and be drafted in order to change teams.

EXCEPTION:

1. Newly formed teams.
2. When the league has asked a parent or guardian to coach a team because of a coaching shortage, that person may exercise his/her coach's option if all of the following conditions are met:
 - a. The league board must vote and accept the coach and player change involved.
 - b. Intentionally deleted.

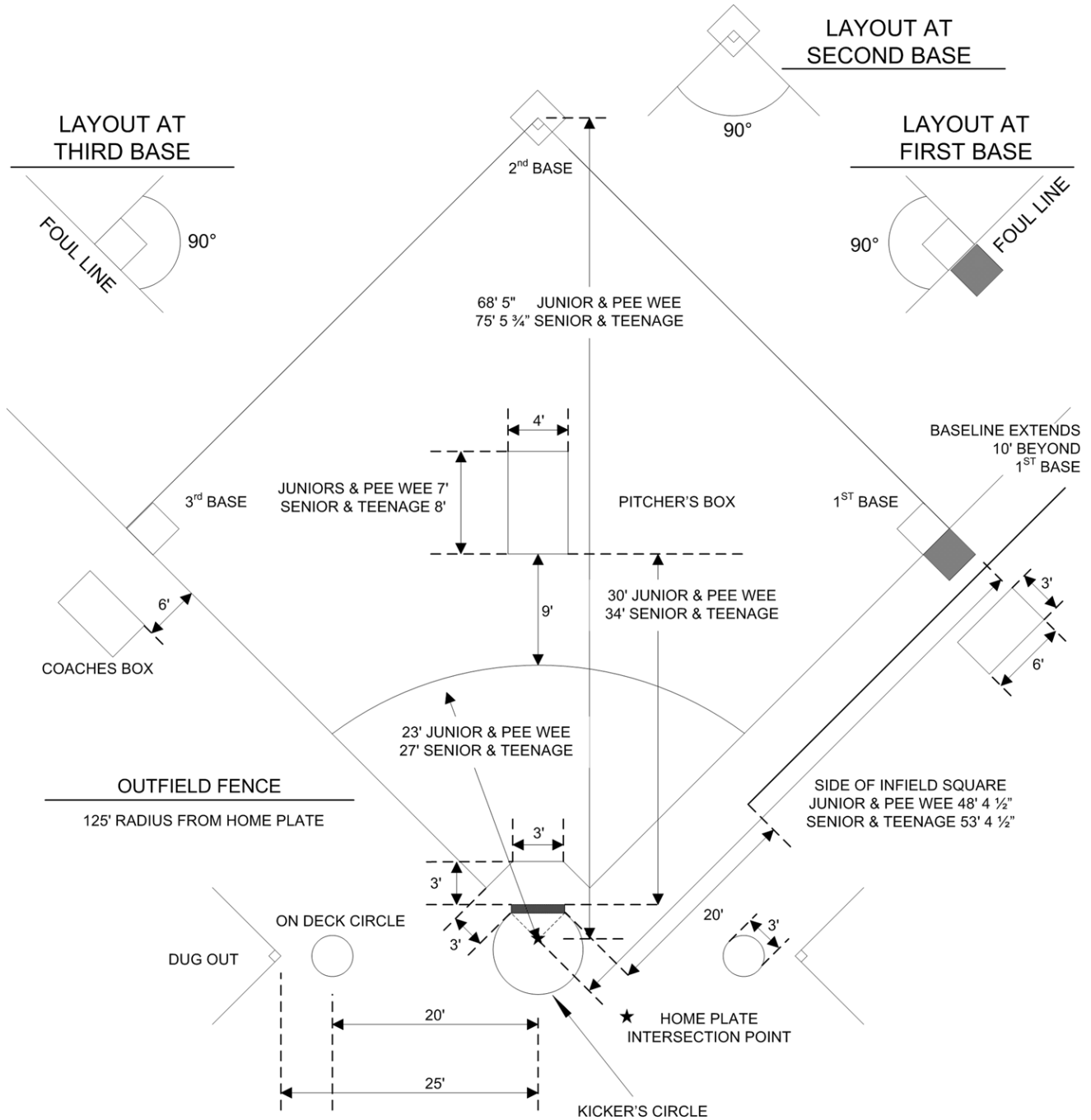
3.06 In the event circumstances cause a team to be unable to play the final one-third of its scheduled games, it may be dissolved. The players may be redistributed within the league by some equitable method approved by the LMK **Corporation** Board. **The District Board should also be advised.**

3.07 A player must play within her league's boundaries. A player who moves from one league to another will be ineligible to participate in All-Stars for the year of the move.

EXCEPTION:

1. If a new league is formed, a player who is living in the new league's boundaries shall be allowed to choose between the new league or her old league for the first year of the new league's existence. This change will not affect All-Star eligibility.
2. A player who moves from one kickball region to another will not be affected by Rule 3.07.

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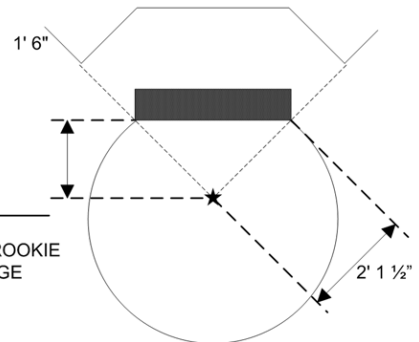


BASE SIZES

HOME PLATE	- 6" x 36"
1 st BASE	- 15" x 30" WHITE/ORANGE SAFETY DOUBLE BASE
2 nd & 3 rd BASES	- 15" x 15" SQUARE

LAYOUT AT HOME PLATE & KICKER'S CIRCLE

8' DIAMETER JUNIOR, PEE WEE & ROOKIE
9' DIAMETER SENIOR & TEENAGE



IV - THE PLAYING FIELD

- 4.01 The playing field is the area within which the ball may be legally played and fielded. The standard field shall have a clear and unobstructed area within a radius of 125 feet from home plate between the foul lines. Outside the foul lines and between the home plate and the backstop, there will be a non-obstructed area of at least 20 feet in width.
- 4.02 Ground or special rules establishing the limits of the playing field may be granted by LMKII. Any obstruction on fair ground less than 125 feet from home plate shall be clearly marked.
- 4.03 There shall be two official playing fields. One for the Rookie/Pee Wee and Junior Divisions and one for the Senior and Teenage Divisions. Both fields shall have the following layout:
- A. Each foul line shall begin at the point where the three-foot line intersects each foul line and shall run past 1st and 3rd bases to a point 125 feet from the respective sides of home plate. These lines shall be chalked on the inside of a string line run from the 3 ft. line to the foul pole.
 - B. The three foot line shall be marked three feet in front of home plate and parallel to it. The line will extend the length of the plate, three feet, and shall meet the foul lines at a distance three feet from the back corner of the plate and that corner's respective foul line. This line shall be chalked on the pitcher's box side of the scribed line.
 - C. The nine foot line shall be marked nine feet from the front of the pitcher's box. This line is an arc scribed with a 23 foot cord for Rookie/Pee-Wee/Junior or a 27 foot cord for Senior/Teenage. This arc is scribed from the point of intersection of the foul lines behind home plate (Intersection point). This line shall be chalked on the home plate side of the scribed line.
 - D. The coach's box shall be a marked rectangle six feet from the foul line. It shall be marked from the outside edge of first and third bases toward home plate for six feet and shall be parallel to the foul line. The width of the box shall be three feet.
 - E. The on deck circle shall be a marked circle three feet in diameter and at least ten feet from the kicker's circle and at least four feet from the dugout.
 - F. The dugout shall be at least fifteen feet from the foul line and sixteen feet from the kicker's circle.
 - G. Home plate, first and third bases, shall be completely within the diamond.
 - H. The home plate shall be made of rubber or other suitable material 36 inches in length and six inches in width. It shall be secured in place and flush to the ground with no nails or fasteners visible.
 - I. Second and third bases shall be 15 inches square and made of white canvas or other suitable white material and shall be securely fastened in place. Great care and attention should be given to the bases due to the high potential for injury.
 - J. The double base is required for use at first base. This base is 15 by 30 inches and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange or green (over foul territory).
 - 1. The foul (colored) portion of the base is used solely for the kicker-runner running to first base.

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2. A kicked ball bouncing past the first base or fly ball hitting the colored portion of the first base will be declared a fair ball if any part of the ball passed over the white portion of the base.
3. Whenever a play is being made on the kicker-runner, the defense must use the white portion and the kicker-runner the colored portion. The defense must always use the white portion on any play at first base.
4. On extra base kicks or balls kicked to the outfield when there is no play being made at the double base, the kicker-runner may touch the white or colored portion. Should the kicker-runner return, she must return to the white portion.
5. The kicker-runner is out when there is a **legitimate** play being made at first base and the kicker-runner touches only the white portion, providing the defense appeals (**or tags the kicker-runner**) prior to the kicker-runner returning to the white portion of first base. (**“Legitimate play” in this context means a play with a chance to record the out in the judgement of the umpire with jurisdiction.**)
6. When tagging up on a fly ball, the white portion must be used.

4.04 The Rookie, Peewee and Junior division shall play on the same field layout.

- A. The infield diamond shall be a 48 foot 4 1/2 inch square. The distance from the back corners of home plate to the front of first and third bases shall be 45 feet. The distance from the back of home plate to the center of second base is 66 feet 11 inches. (The distance from the intersection point of the foul lines behind home plate to the center of second base shall be 68 feet 5 inches). The distance between the back corners of first and third bases is 68 feet 5 inches. See Diagram p. 9.

When the location of the intersection point is located, measure 68 feet 5 inches in the desired direction to establish second base (the center of the base.) From the intersection point, measure 48 feet 4 1/2 inches toward first base; from the center of second base measure 48 feet 4 1/2 inches toward first base; the intersection of these lines establishes first base. From the intersection point, measure 48 feet 4 1/2 inches toward third base; from the center of second base measure 48 feet 4 1/2 inches toward third base; the intersection of these lines establishes third base.

- B. The kicker's circle shall be marked and have a diameter of eight feet and shall conclude at the back corners of home plate.
- C. The pitcher's box shall be marked four feet by seven feet. The front line of the pitcher's box shall be 30 feet from the front edge of home plate.

NOTE (B-C): These lines shall be chalked on the outside of the circle or box scribed.

4.05 The Senior division and Teenage division shall play on the same field layout.

- A. The infield diamond shall be a 53 foot 4 1/2 inch square. The distance from the back corners of home plate to the front of first and third bases shall be 50 feet. The distance from the back of home plate to the center of second base is 73 feet 11 3/4 inches. (The distance from the intersection point of the foul lines behind home plate to the center of second base shall be 75 feet 5 3/4 inches). The distance between the back corners of first and third bases is 75 feet 5 3/4 inches. See Diagram p. 9.

When the location of the intersection point is located, measure 75 feet 5 3/4 inches in the desired direction to establish second base (the center of the base.) From the intersection point, measure 53 feet 4 1/2 inches toward first base; from the center of second base measure 53 feet 4 1/2 inches toward first base; the intersection of these lines establishes first base. From the intersection point, measure 53 feet 4 1/2 inches

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toward third base; from the center of second base measure 53 feet 4 1/2 inches toward third base; the intersection of these lines establishes third base.

- B. The kicker's circle shall be marked and have a diameter of nine feet and shall conclude at the back corners of home plate.
- C. The pitcher's box shall be marked four feet by eight feet. The front line of the pitcher's box shall be 34 feet from the front edge of home plate.

NOTE (B-C): These lines shall be chalked on the outside of the circle or box scribed.

V - THE GAME

- 5.01 The official kickball shall be a seamless, pebble-grain surfaced ball, approximately eight inches in diameter and shall be inflated to a pressure determined by LMKII. The center of the ball may contain air only. The official LMK ball with logo must be used in all league and tournament games.
- 5.02 The home team shall be last or second to kick and shall occupy the third base dugout.
- 5.03 The fitness of the ground for a game shall be decided solely by the Umpire-In-Chief.
- 5.04 There will be a one hour and fifteen minute time limit per regular season (regulation) game. If an inning has started prior to the expiration of the time limit it will be completed. An Inning begins as soon as the last out of the previous inning is made.

EXCEPTION: Tournament play and Rookie/Peewee division.

NOTE: An official's time out for an injured player, prolonged conference, or protest shall not count as part of the time limit.

- 5.05 The winner of the game will be the team that scores more runs in a regulation game. The score of a regulation game shall be the score at the end of the last completed inning unless the home team scores the winning run in an uncompleted inning.
- 5.06 Tournament and regulation game shall consist of six innings unless extended because of a tie score.
 - A. A game that is tied after six complete innings shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.
 - B. A game that is extended because of a tie score will not exceed the established time limit of one hour and 15 minutes. If time has expired, and the game remains tied, no additional innings will be started after the expiration of the time limit and the game will be declared a tie game.
- 5.07 A regulation game shall consist of six innings unless shortened due to the following:
 - A. The home team needs none of its half of the sixth inning or only a fraction of it.

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- B. When the visiting team has a lead of fifteen **(15)** runs or more after four complete innings or the home team has a lead of fifteen runs or more after three and one-half innings, **OR the visiting team has a lead of ten (10) runs or more after five complete innings or the Home team has a lead of ten (10) or more runs after four and one-half innings**, the Umpire-In-Chief shall call the game.

NOTE: The Umpire-In-Chief is empowered to call a game at any time due to time limit expiration, darkness, rain, panic, or other reasons which put players or spectators in peril. If a game is called (except during tournament play) before it has become a regulation game, the game will be replayed from the beginning. If a game is suspended during tournament play, the game shall continue from the point it was suspended.

- 5.08 A regulation tie game will be declared if the score is equal when the game is called: (1) after four or more complete innings, or (2) if the home team scores one or more runs in its half of the fourth inning to tie the score. At the league's discretion, a regulation tie game shall be replayed from the beginning or each team may be given a half win and half loss on their standings.

HOW TO LOSE QUICKLY

- 5.09 A forfeited game shall be declared by the Umpire-In-Chief, in favor of the team not at fault, in the following instances:

- A. If a team fails to appear on the playing field or refuses to turn in a **complete** lineup within the set time for forfeiture (15 minutes after scheduled game time for regular season games). All games shall be played as scheduled unless prearranged by both coaches with the designated league official at least 24 hours prior to the scheduled game time.

NOTE: If **each team has** at least nine players and one coach are present, the game shall begin **as long as each team has submitted a complete lineup**.

EXCEPTION: Rookie and Peewee Division.

- B. If, after the game has begun, one side refuses to play.
- C. If, after play has been suspended by an umpire, one team fails to resume play within two minutes.
- D. If, after a warning by the umpire, a team employs tactics designed to delay or hasten the game.
- E. If, after a warning by the umpire, any one of the rules of the game is willfully violated.
- F. If the order for removal of a player or coach is not obeyed within one minute.
- G. If, because of the ejection of players from the game by the umpire, there are less than nine official players on either team.
- H. If, because of the ejection of coaches from the game by the umpire, there are no remaining coaches on either team.
- I. If a team is unable or refuses to place nine players and one coach on the field.

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EXCEPTION: Rookie/Peewee Division.

- J. If a team violates the Player Participation Rule. See Rule 5.12.
- K. If a coach benches a player for disciplinary reasons and fails to submit a written explanation to the Umpire-In-Chief before the game begins. See Rule 5.12 Exception 2.

NOTE: If a spectator is ordered to leave the field or grounds and refuses, the Umpire-In-Chief may suspend the game or declare it a forfeit.

THE LINEUP

- 5.10 A complete team lineup must be turned in prior to the scheduled game time to the official scorekeeper and opposing team.

EFFECT: The game shall not begin without a lineup. See Rule 5.09A.

- 5.11 A **complete** team lineup must contain the following:

- A. First and last names of each starting player in their respective kicking order.
- B. Player's number listed beside each player's name.
- C. First and last names and numbers of each substitute player.
- D. First and last names of any absent, injured, or sick players not participating.
- E. If there are 10 players present at the start of play, all will be in the game **and must be listed on the complete lineup as starting players**, failure to put all in the game will result in an automatic forfeit **in favor of the non-offending team**.

EFFECT: The game shall not begin until a complete team lineup is presented **by each team** to the official scorekeeper and the opposing team.

No Team shall be forced to forfeit a game because a coach did not put a player on the **lineup** that is not present at the game.

EFFECT: If a harmless mistake has been entered in the lineup or official score book, whenever the error is discovered, the error shall be changed to correctly identify the player. All previous plays are legal.

SUBSTITUTES

- 5.12 Each player on the team's **submitted complete** lineup shall play at least three consecutive innings of each game. Said consecutive innings shall be within the first six innings of play.

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EFFECT: Violation of the Player Participation Rule will result in immediate forfeiture.

NOTE: This is an appeal by the team not at fault. The appeal may come at any time of the game prior to the last out of the game.

EXCEPTION 1: A game called by the umpire.

EXCEPTION 2: A player that is absent, sick or injured, ejected, or benched for disciplinary reasons. If a player has been benched for disciplinary reasons, (as defined in this rule book) she may not enter the game for any reason.

NOTE: A substitute player listed on the **submitted complete lineup** who has not played in the first three innings must officially enter the game at the top of the fourth inning before a pitch is made.

NOTE 2: If a player has attended at least one-half of the scheduled practice sessions prior to the game or has had absences of an excused nature, absence from practice shall not be considered a disciplinary reason. If benched for disciplinary reasons, the coach must submit a written explanation to the Umpire-In-Chief before the game begins. This document shall be attached to the official score book. This explanation should also be provided to the league.

EXCEPTION 3: If a girl is tardy to the game.

NOTE: If a girl is tardy to the game and arrives prior to the first pitch of the fourth inning and is not the tenth player on the team's lineup, it shall be the coach's decision whether she plays or not. Should the player arrive after the first pitch of the fourth inning and is not the tenth player on the team's lineup, she will not be allowed to play. If the player is a tenth player, she must be immediately put into the game **during a dead ball situation and placed in the tenth kicking position—this action must be announced to the Umpire-In-Chief, official scorekeeper and the opposing coach. Failure to announce may result in a player participation violation.**

- 5.13 A substitute must take the place of a removed player announced to the Umpire-In-Chief **by a team coach or scorekeeper** whose name is in the team's kicking order **on the submitted complete lineup.**

EFFECT: Incorrect substitution will be a violation and if appealed by the opposing team will result in a forfeit in favor of the non-offending team.

- 5.14 A substitute player shall be officially in the game when her name and number have been announced to the Umpire-In-Chief **by a team coach or scorekeeper.** The Umpire-In-Chief shall notify the official scorekeeper and a coach of the opposing team of such substitutions. Removed players and substitutes must be announced to the Umpire-In-Chief **by a team coach or scorekeeper** before removing from or entering the game. If appealed, failure to announce will result in Player Participation violation.

NOTE: A player who has not officially entered the game yet receives a pitched ball on offense or is on the field during a pitched ball will result in violation of the player participation rule. The violation must be appealed by the non-offending team.

A. A substitute player may not replace an ejected player.

- 5.15 Intentionally deleted.

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5.16 If a pitcher is replaced during a half inning, the substitute pitcher shall pitch to the kicker then at kick, until such kicker is put out or reaches first base, unless the substitute pitcher sustains injury or illness which, in the umpire's judgment, prevents her from further play as a pitcher. **Or if the substitute pitcher is ejected from the game before the kicker completes her turn at kick.**

5.17 A player removed from the game shall be allowed to re-enter the game under the following conditions.

A. As a base coach.

B. As a substitute if in the judgment of the Umpire-In-Chief another player cannot continue due to illness or injury.

C. As a substitute in extra inning games a starting player removed by sub-stitution (a player who has played only the first three consecutive innings) may re-enter the game for a starting player who has played six or more innings.

NOTE: Substitution made in extra inning(s) shall be made at the beginning of the inning. This shall not be a charged time out.

EXCEPTION: An ejected player may not reenter the game under any circumstances.

5.18 A player officially removed from the game due to illness or injury will not be allowed to re-enter the game, even as a substitute player should the game extend to extra innings.

PLAYER & COACH POSITION

5.19 Each team shall have **at least nine and no more than** ten players entered in the game at all times consisting of: pitcher, catcher, first baseman, second baseman, third baseman, left shortstop, right shortstop, left fielder, center fielder, and right fielder.

EXCEPTION: If, at the scheduled game time, there are only nine players and one coach present on a team, the game shall begin. If a tenth player arrives she must immediately be put in the game, regardless of the inning, **(during a dead ball situation)**, and placed in the tenth position of the kicking order. This is an official's time out. **The Umpire-In-Chief, the official scorekeeper and the opposing coach must be notified of the insertion of the 10th player by a team coach or scorekeeper.**

5.20 Players of the team in the field may be stationed anywhere in fair territory beyond the nine foot line.

EFFECT: If a defensive player, except the catcher, is stationed completely in foul territory from the time the pitcher releases a pitch until the ball is kicked, such player is ineligible to participate in any play made as a result of the pitch. If the ineligible player touches a fair kicked ball or a live thrown ball, this shall be considered defensive interference. See Rule 5.30 Effect (F-H).

NOTE: If a defensive player has one foot touching fair territory, she is considered to be in fair territory.

EXCEPTION: The catcher must be stationed behind the kicker's circle in foul territory.

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NOTE: The catcher's position shall not be vacant. If, at the time of the pitch, the catcher's position is vacant, defensive interference will be called. See Rule 5.30E.

5.21 The catcher must remain outside the kicker's circle and the kicker's line of vision until the kickable pitch is received or the kicker may be awarded first base. See Rule 5.30 Effect (A-E).

5.22 No player shall take a position in front of the nine foot line. Players may not cross this line until the pitched ball has reached home plate, the base line or is kicked by the kicker, whichever occurs first.

EFFECT: Violation of this rule is considered defensive interference and the kicker will be awarded first base unless doing so would penalize the offensive team. The umpire must explain all options to the non-offending team. Allowing a play to stand or leaving the kicker at kick are considered options. If the coach chooses to leave the kicker at kick, the pitch stands as called.

EXAMPLE: Team A is at kick. Team B's left shortstop violates Rule 5.22 and the kicker kicks a home run. It would obviously penalize the non-offending (kicking) team to give the kicker only first base rather than a home run; therefore the home run would stand.

5.23 **Up to four certified adults** and the players currently on the team (**including alternates**) are allowed in the dugout (**others** may be allowed with the Umpire-In-Chief's approval). A time out **will** be charged **if this is violated**.

5.24 The offensive team is entitled to station two base coaches (one must be female, See Rule 3.04) on the field during its term at kick, one near first base and one near third base. Both coaches must remain within the coach's box at all times unless forced to vacate to allow a play to develop. A coach must not interfere with the play in any manner.

EFFECT: If there is no female base coach, the offensive team may not have a base coach. The male base coach will be required to return to the dugout. The game may not continue until they have done so. If a base coach fails to remain within the coach's box, the offending base coach, after one warning by the umpire, shall not be allowed to serve as a base coach for the remainder of the game.

5.25 Coaches may enter fair territory:

A. after the last out of a half inning and prior to the umpire starting the next half inning;

B. during a charged time out by either team;

C. to assist an injured player after the ball has been declared dead.

EFFECT: Violations may result in a charged time out to the offending coach or if the ball is live, defensive interference (Rule 5.30H) or offensive interference (Rule 5.29M) may be called.

EXCEPTION: Rookie, Pee Wee Division

NOTE: (Rookie, Pee Wee Division) Some leagues allow a coach or coaches on the field to instruct their defense or pitch to their kickers. These coaches may not touch a live ball (unless pitching and then, only to throw the pitch) or interfere with any play. Violations will result in defensive interference. See Rule 5.30H.

HOW A TEAM SCORES

- 5.26 One run shall be scored each time a kicker becomes a runner and legally advances and touches first, second and third bases, and home plate before the third out of an inning.
- 5.27 A run shall NOT be scored by a runner who advances to home plate in which the third out of an inning is made as a result of:

- A. the kicker-runner being put out before touching first base;
- B. any runner being forced out;

NOTE: If a runner leaves her base before a fly ball is first touched by a fielder and the defense appeals the base she left illegally, this shall not be considered a force out. See Rule 8.09 G Effect.

- C. a preceding runner being put out on an appeal play.

NOTE: If a runner misses a base and the defense properly appeals, such runner shall be considered out the instant she missed the base. See Rule 8.09 H Effect.

TIME OUTS

- 5.28 A team is allowed **no more than six (6) total time outs during a regulation game. Only one time out may be used in a half inning without penalty by each team.** During a time out, coaches and players on both teams may confer without penalty. Once the umpire has called "Play Ball," **an additional** time out may be charged if a team's conference delays resumption of play. **In the event of extra innings, each team will receive one additional time out at the start of extra inning play and after every three (3) innings of extra play, but still only one (1) time out per half inning can be used without penalty.**

EFFECT: The second and subsequent time outs constitute removal of the pitcher from the pitcher's position. She may not return to pitch for the remainder of the game. If the current pitcher has not completed pitching to one kicker, then the prior pitcher of record will be the one ineligible to pitch for the remainder of the game. The effect of "removal of the pitcher" will not be enforced for a "time out" for the removal of disallowed jewelry, necklaces, etc., or any uniform or equipment adjustments. The removal of the pitcher is intended to be applied to the deliberate act (including repeated rule violations) or request for a second time out by the coach of said team.

In the event a team requests a time out after having exhausted their allotment, this will have the same effect as calling a second/subsequent time out in a half-inning.

OFFENSIVE, DEFENSIVE, & SPECTATOR INTERFERENCE

5.29 The umpire will call offensive interference when:

- A. the kicker interferes with the catcher's ability to make a play. Such kicker is out. Ball is dead. Runners must return to the last legally held base at the time of the interference.

Keep in mind the catcher must give the runner an opportunity to run to first base and the kicker must yield to the catcher if she is attempting to field a ball. A collision sometimes may justify a no call. If the kicker interferes with the catcher, the kicker is out and the ball dead. All runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

- B. in running to first base, while the ball is being fielded to first base, the kicker-runner runs outside the base lane (Rule 1.07) and in the umpire's judgment, in so doing, interferes with the throw to first base, providing she is not avoiding a fielder attempting to field a kicked ball. Such kicker-runner is out. The ball is dead. All other runners must return to the last legally held base at the time of the interference.
- C. the kicker intentionally deflects, in any manner, the course of a foul ball to prevent it from becoming a fair ball or an out. Such kicker is out. Ball is dead. Runners must return to last base held at the time of the pitch.
- D. any kicker or runner who has just been put out hinders or impedes any following play being made on another runner. Such other runner is out. Ball is dead.

NOTE: If a kicker or a runner continues to advance after being put out, she shall not, by that act alone, be considered as confusing, hindering or impeding the fielders.

- E. any member of the offensive team interferes with a fielder fielding a foul fly ball. The ball is dead and the kicker is out. Runners must return to the last base held at the time of the pitch.
- F. a runner is standing on a base and intentionally interferes with a kicked fair fly ball to a fielder with an opportunity to catch the fly ball. Both the runner and the kicker shall be called out.
- G. a runner interferes with a defensive player's ability to field a kicked ball or intentionally interferes with a thrown ball. Such runner is out. The ball is dead. If the interference, in the judgment of the umpire, prevented a double play (Rule 1.19) both runners will be called out.

NOTE: When making this determination, the umpire shall consider the proximity of the interference to the positions of the fielders and succeeding runner.

- H. 1. a runner is struck by a fair ball while off a base and before touching an infielder. Such runner is out and the ball dead. No other runner may advance unless forced to do so. If the ball is touched or deflected by an infielder before touching the runner, the umpire shall not declare the runner out for being touched by a fair kicked ball and offensive interference will not be called.
- 2. if, in the judgment of the umpire, the runner deliberately and intentionally kicks such a ball on which the infielder(s) has missed the play, then the runner shall be called out for interference.

NOTE: When a fair kicked ball passes untouched through a fielder with an obvious opportunity to make a play and then strikes a runner who is off base, the ball will remain live, the runner will not be called out and offensive interference will not be called. All runners are free to advance in jeopardy

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- I. an offensive coach or player not engaged in the game touches, holds, pushes, or in any way physically assists (whether intentional or not) a runner to return to a base, leave a base, or avoid being put out. The ball is dead and the runner is out.

EXAMPLE: A coach does not initiate the contact but the runner grabs the coach to avoid falling and by so doing returns to the base to avoid being put out. Such runner is out.

EXCEPTION: After a fair kicked home run over the fence, the kicker-runner will not be called out if the DEFENSIVE players or base coaches congratulate the kicker-runner with a 'high-five' or similar gesture while running the bases.

- J. an offensive coach interferes with a thrown ball.

- 1. A coach must vacate the coach's box to allow a play to be made. If a coach fails to leave the coach's box and interferes with a thrown ball to first or third base, such runner shall be declared out for the interference of her coach. The ball is dead.

EXCEPTION: If a thrown ball accidentally touches a base coach and does not result in interference or a thrown ball accidentally touches an umpire, the ball is live and in play.

- K. with a runner on or approaching third base, the base coach leaves his/her box and acts in any manner to draw a throw by a fielder. Such runner shall be called out for the interference of her coach.

- L. any member or members of an offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder, or add to the difficulty of the fielders. Such runner shall be declared out for the interference of her teammate(s). Members of a team include any person authorized to sit on a team's bench.

EXCEPTION: After a home run which first touches the ground at a distance of 125 feet or more from home plate (i.e. over the fence), members of both teams may stand or gather around home plate. All members of the team should stand in foul territory until all runners and kicker have touched home plate. The umpires' view must not be obstructed.

- M. an offensive coach enters fair territory and interferes with a play.

- N. Any on-deck kicker must vacate the on-deck circle to allow the defense to make a play on the ball. If the on-deck kicker fails to leave the on-deck circle or intentionally interferes with a defensive player's ability to make a play on the ball, the ball will be declared dead and all runners must return to the last legally held base at the time of the interference.

NOTE: On any offensive interference call, the ball is dead immediately. A dead ball may be called instead of an out, if an out wouldn't have been made had there been no offensive interference.

5.30 The umpire will call defensive interference when:

- A. any fielder interferes with the kicker's ability to kick a pitched ball. This can include verbal harassment which is considered excessive by the umpire.
- B. any fielder crosses in front of the nine foot line before a pitch reaches or passes home plate.
- C. the catcher touches the kicker before she has received the pitched ball.

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D. the catcher crosses the kicker's circle or the kicker's line of vision before the kickable pitch is received by the kicker. See Rule 5.21.

E. If, at the time of the pitch, the catcher's position is vacant.

EFFECT (A-E): If a play follows the interference, the umpire shall allow the play to continue. After the play has ended, the umpire shall give the coach the option of declining the interference penalty and allowing the play to stand. If the coach accepts the interference penalty, the kicker shall be awarded first base.

F. an ineligible defensive player touches a fair kicked or a live thrown ball. See Rule 5.20 Effect.

G. a defensive player uses any part of her uniform detached from its proper place on her person to assist her in catching a fair kicked ball or a live thrown ball.

H. a defensive coach enters fair territory and interferes with a play.

EFFECT (F-H): If a play follows the interference, the umpire shall allow the play to continue. After the play has ended, the umpire shall give the coach the option of declining the interference penalty and allowing the play to stand. If the coach accepts the interference penalty, all runners shall be awarded one base beyond the last base held at the time of the interference. If the ball was foul, it is a foul ball and shall not constitute interference.

I. The catcher is verbally interfering with the ability of the kicker to kick the ball by taunting, singing songs, asking questions, screaming in her ear, chanting something, etc. which is purposely meant to hinder her ability to kick the ball.

5.31 When there is spectator interference with any live ball, the ball shall be dead at that instant and the umpire shall impose such penalties, if any, as in his/ her opinion will nullify the act of interference.

PUTTING THE BALL IN PLAY/ LIVE BALL - DEAD BALL

5.32 At the scheduled game time, the home team shall take their defensive positions, the first kicker of the visiting team shall approach the kicker's circle, and the umpire shall call "Play Ball" and the game shall begin.

5.33 After the umpire calls "Play Ball", the ball is live and in play and remains so until for legal cause, or at the umpire's call of "Time," the ball becomes dead. While the ball is dead, no player may be put out, no bases run, and no runs scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was live (such as a blocked ball, interference, or a home run.).

5.34 The ball becomes dead and not in play when:

A. a ball is illegally kicked;

B. a kicker makes no attempt to kick at a pitch and the pitch hits any part of her person;

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- C. a foul ball is not caught. The umpire shall not put the ball in play until all runners have returned to their bases;
- D. the offensive team causes interference. See Rule 5.29.
- E. a blocked ball is declared. See Rule 1.10.
- F. a pitched ball, not kicked by the kicker, is touched by the catcher.
- G. a no pitch is declared.

5.35 The ball becomes dead when an umpire calls "Time." The umpire shall call time when:

- A. in his/her judgment conditions justify such actions;
- B. light failure makes it impossible for the umpires to follow the play. This shall not be considered a charged time out;
- C. an incident incapacitates a player, coach, or umpire after the play has ended. This shall not be considered a charged time out.
 - 1. If an incident to a runner prevents her from proceeding to a base to which she is entitled, such as a home run kicked over the fence, a substitute runner shall be permitted to complete the play.
 - 2. Whenever a player suffers a laceration or open wound where bleeding occurs, the player's wound must be contained under an appropriate bandage or she must be removed from the game. In addition, if any clothing becomes saturated with blood that could be transferred to another person, the clothing must be replaced. This shall not be considered a charged time out.
- D. a coach requests "Time" for a conference after a play has ended. This shall be considered a charged time out.
- E. a kicker requests "Time" and the umpire feels the pitcher is unnecessarily delaying the pitch and she has not started her delivery. See Rule 7.02. This shall not be considered a charged time out.
- F. an umpire orders a player or any other person removed from the game or the playing field. This shall not be considered a charged time out.

NOTE: Except in the cases stated in Rules 5.35 B and C1, no umpire shall call "Time" while a play is in progress.

5.36 After the ball is dead, the Umpire-In-Chief should call for the next pitch as soon as the pitcher takes her position in the pitcher's box with the ball in her possession, but not before the kicker has been given at least one second to get set in kicker's circle.

5.37 The ball is live at all times whenever the ball is not declared dead as provided in Rules 5.34 and 5.35.

5.38 All games must observe LMKII rules without exception.

EFFECT: Leagues can have their charter revoked by LMKII Corporate Board.

VI - PITCHING REGULATIONS

- 6.01 The pitcher shall take a set position (motionless, including ball, hands, feet, and general body) in the pitcher's box and maintain it at least one second and not more than ten (10) seconds after the Umpire-In-Chief has called for the pitch and before starting the delivery. She must deliver the ball with one hand, releasing the ball below her waist toward home plate. The top of the ball must be released below the waist.

EFFECT: Any violation of the pitching regulations shall result in a ball being called unless it penalizes the kicking team. For a ten second violation, the Umpire-In-Chief will call a ball AND if the pitcher continues to violate the rule, the umpire may charge the defensive team with a time out.

EXCEPTION: In Rookie/Pee Wee division, the means of the delivery of the pitch shall be left to the discretion of the individual leagues.

- 6.02 During her windup, the pitcher must remain in the pitcher's box until the ball leaves her hand. Failure to do so will result in a ball being called unless it penalizes the kicking team.

EXAMPLE: Kicker kicks a home run. The home run stands. If the kicker makes an out, the out is changed to a ball.

- 6.03 A strike is called by the umpire:

- A. when a legally delivered pitch first touches the ground at least once in fair territory and any part of the ball enters any part of the strike zone, at a height such that the top of the ball is no higher than the bottom of the kicker's knee.

NOTE: Once the ball has passed the kicker, the catcher may reach into the circle and pick up the ball.

- B. when a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg misses the ball and the ball hits her other leg;
- C. for each foul tip, except on the third strike. On the third strike it will be an out. See Rule 1.31.
- D. for each foul ball not legally caught when the kicker has less than two strikes.

EFFECT (A-D): The ball is dead and runners must return to their bases without liability to be put out.

NOTE: If a kicker has made no attempt to kick at a pitch, and a legally pitched strike hits her leg, a strike shall be called and the ball is dead. If it is the third strike the kicker is out.

- 6.04 A ball is called by the umpire:

- A. for each pitched ball which does not enter the strike zone and is not struck at by the kicker.
- B. when a pitched ball bounces over home plate at a height such that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
- C. for each pitched ball which does not first touch in fair territory and is not struck at by the kicker.

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- D. for each illegally pitched ball unless it penalizes the kicker. See Rules 6.01 and 6.02.
- 6.05 A no pitch shall be declared when:
- A. the pitcher pitches during a suspension of play;
 - B. the ball slips from the pitcher's hand during her back swing;
 - C. the pitcher pitches a quick return pitch; See Rule 1.66.
 - D. pitcher pitches before the umpire calls for the pitch; **and**
 - E. Before a pitched ball reaches home plate, an on-base runner fails to maintain contact with her base. As defined in Rule 8.04A, said runner shall be called out.**
- 6.06 Only at the beginning of each game or when a pitcher relieves another, will three warm up balls be allowed.
- EXCEPTION: After a long delay or an injury to the pitcher, the umpire may allow three more warm up pitches.
- 6.07 If the pitcher wishes to walk a kicker intentionally, she may do so by notifying the Umpire-In-Chief.

VII - KICKING

- 7.01 The kicker shall take her position in the kicker's circle within (20) twenty seconds after the umpire has called "Kicker Up."
- EFFECT: Violation may result in the kicker being called out.
- 7.02 The kicker shall not leave her position in the kicker's circle after the pitcher comes to a set position, or starts her windup.
- EFFECT: If the pitcher pitches, the umpire shall call a ball or strike, as the case may be.
- The kicker leaves the kicker's circle at the risk of having a strike delivered and called, unless she requests "Time" from the umpire and it is granted. This is NOT considered a charged time out. The kicker is not at liberty to step in and out of the kicker's circle at will. Umpires may grant a kicker's request for "Time" once she is in the kicker's circle, but the umpire should eliminate kickers stepping out of the kicker's circle without good reason. Umpires shall not call "Time" at the request of the kicker or any member of her team once the pitcher has started her windup. If a pitcher has started to deliver the pitch and stops because of a kicker stepping out of the circle, the umpire shall call a no pitch.
- 7.03 Each player of the team at kick shall become a kicker in the order in which her name appears in the official score book.
- A. The kicking order of each team must be delivered to the official score keeper and the opposing team before the scheduled game time.

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EFFECT: The game shall not begin. See Rules 5.09A, 5.10, 5.11

- B. The kicking order must be followed throughout the game unless a player is substituted for another player. The substitute must take the place in the kicking order of the removed player.
- C. The first kicker in each inning shall be the kicker whose name follows that of the last player who completed a turn at kick in the preceding inning.

EFFECT (B & C): Kicking out of order **is an appeal by the non-offending team.**

- 1. If the error is discovered while the incorrect kicker is at kick, the correct kicker shall take her place and assume any balls or strikes.

NOTE: In the event that the correct kicker is already on base as a result of a prior kicking out of order, the Umpire-In-Chief is empowered to call the runner out as he/she sees fit to restore kicking order.

- 2. If the error is discovered after the incorrect kicker has completed her turn at kick and before there has been a pitch to another kicker, the player who should have kicked is out. Any runs are cancelled and runners must return to the bases occupied when the incorrect kicker took her position in the kicker's circle.
 - 3. If the error is discovered after the first pitch to the next kicker, all action while the incorrect kicker was at kick stands. The next kicker in order shall be the one whose name follows the incorrect kicker. No one is called out for failure to kick. Players who have not kicked, lose their turn to kick until reached again in the regular order.
- D. When the third out of an inning is made before a kicker has completed her turn at kick, she shall be the first kicker in the next inning and the ball and strike count shall be cancelled.

NOTE: The first pitch to a new kicker at the beginning of the next half-inning validates the prior kicking order of the last inning making any prior kicking out of order no longer appealable.

7.04 The kicker has legally completed her time at kick when she is put out or becomes a runner.

7.05 The kicker is out when:

- A. a third strike is called;
- B. she kicks or kicks at a pitch and is touching the kicker's circle or outside of the circle with any part of her body;
- C. she kicks at and misses the ball and, in the umpire's opinion, her momentum causes her to touch on or outside of the kicker's circle with any part of her body;
- D. a foul tip is legally caught on the third strike;
- E. she attempts to bunt on the third strike and the ball goes foul;
- F. she fails to take her position in the kicker's circle within twenty (20) seconds of the umpire calling "Kicker Up;"
- G. she intentionally deflects the course of a foul ball to prevent it from becoming fair;

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H. she interferes with the catcher's ability to make a play.

EFFECT (A-H): The ball is dead. All runners must return to their bases held at the time of the pitch.

7.06 The kicker becomes a runner and is entitled to first base without liability to be put out (provided she advances to and touches first base) when:

A. four balls have been called by the umpire;

B. a fielder interferes, in any way, with the kicker's ability to kick at a pitch. See Rules 5.30 A, B, C, D.

7.07 The kicker becomes a runner when she kicks a fair ball and advances to first base in jeopardy.

7.08 A legally kicked ball is fair when:

A. it settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.

B. it is on or over fair territory when bounding past the infield;

C. it first touches the white portion of first, second or third base;

D. it first touches on fair territory beyond first or third base;

EFFECT (A-D): The ball is in play and runners may advance with liability to be put out.

E. while over fair territory, the ball clears the outfield fence at a distance of over 125 feet from home plate. This shall be considered a home run. All runners must run **and touch** all bases and cross **and touch** home plate without liability to be put out except by appeal.

F. a fair kicked ball touches the ground and bounces over a fence. This shall be considered a ground rule double. All runners must advance two bases from the time of the pitch without liability to be put out.

7.09 The kicker-runner is out when:

A. she interferes with the catcher's ability to make a play;

B. she touches her own kicked fair ball, while she is in fair territory, before it touches a fielder;

C. she is declared out for interference while running to first base; See Rule 5.29B.

EFFECT (A-C): The ball is dead and runners must return to the last bases held at the time of the interference.

D. a kicked fly ball, fair or foul, is legally caught by a fielder before it touches the ground or any object;

EFFECT (D): The ball is live. Any runners may advance in jeopardy provided they have held their bases when the fly ball was first touched by a fielder.

E. while running to first base, she is legally tagged or legally hit with the ball before she reaches first base; See Rules 1.46, 1.48.

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- F. she overruns first base and makes a commitment toward second base and is tagged or legally hit before returning to the white portion of first base; See Rule 1.14.

NOTE: When she overruns first base and returns directly to the base in fair or foul territory and makes no commitment towards second base, she shall not be called out.

NOTE: She does not have to return to first base (white or colored portion) before advancing to second base.

- G. after kicking a fair ground ball, the ball is firmly held, above the ground, by a fielder touching the white portion of first base with any part of her person or holding the ball on the base, before the kicker-runner touches the colored portion of first base; no part of the ball may be touching the ground.

- H. A kicked fly ball is caught by the catcher. The kicked fly ball must be (at some point) completely above the head of the kicker prior to being caught.

EFFECT (E-H): The ball is live. Runners may advance in jeopardy.

- 7.10 The kicker may be awarded first base if the catcher is verbally interfering with her ability to kick by taunting, singing songs, asking questions, screaming in her ear, chanting something, etc. which is purposely meant to hinder her ability to kick the ball.

VIII - RUNNING THE BASES

- 8.01 The runner must touch the bases in legal order, that being; first, second, third, and home plate.

- A. When a runner must return to a base while the ball is in play, she must touch the bases in reverse legal order and is in jeopardy. See D & E below.

- B. When a runner acquires the right to a base by touching it before being put out, she is entitled to hold the base until she has legally touched the next base in order or is forced to vacate the base for a succeeding runner.

- C. Two runners may not occupy the same base simultaneously.

EFFECT (B-C): The runner who first legally held the base shall be entitled to it unless she is forced to vacate for a succeeding runner when a fair kicked ball first touches the ground in which case the first runner must vacate the base in jeopardy. The runner not entitled to the base is in jeopardy, regardless whether she is touching the base.

- D. Once a runner has touched home plate, she may not return to touch a base.

NOTE: This is an appeal by the defensive team.

- E. Once a runner has entered her dugout, she may not return to home plate or any base.

NOTE: This is an appeal by the defensive team.

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EXCEPTION - The base runner is not out for vacating a base or the base path and entering the dugout when ordered to do so by an umpire for an injury, uniform repair, weather delay, etc. or when a call on the field has been reversed by appeal.

- 8.02 Runners are entitled to advance in jeopardy when:
- A. a caught fly ball is first touched;
 - B. a ball is overthrown into fair or foul territory and is not blocked.
 - C. a fair ball is legally kicked and is not blocked.
 - D. a fair kicked ball or a live thrown ball strikes an umpire.
 - E. a fair ball strikes a runner while touching a base, providing she does not intentionally interfere with the ball or fielder.
 - F. a fair ball strikes a runner while off a base after having touched a fielder or passed through an infielder with an obvious opportunity to field the ball and no other infielder had a chance to play the ball.
- 8.03 A runner who has legally started to advance to another base cannot be stopped by the pitcher receiving the ball in the pitcher's box. The runner must be stopped by the fielders.
- 8.04 The runner may leave the base when a pitched ball has reached home plate; but must return to that base immediately after each pitch not kicked fair by the kicker. She is not in jeopardy.
- A. When a runner fails to keep contact with her base (white portion, if at first base) until the pitched ball reaches home plate, she shall be called out and a no pitch is declared. The ball is dead and no runners may advance. **This offensive violation will negate an illegal pitch, unless the pitch is delivered before it is called for by the Umpire-In-Chief.**

EXCEPTION: When the runner is not given sufficient time to return to a base before the next pitch, she is not considered to be off the base. She is not required to return to the base. The base shall be considered as having moved to the position said runner was when the pitch was released. Umpires should always ensure all runners have returned to their bases before calling for the next pitch.

- 8.05 A runner is entitled to advance (provided she advances to and touches the base) without liability to be put out when:
- A. forced to vacate a base because the kicker was awarded a base on balls;
 - B. a fielder contacts or catches a fair kicked ball or live thrown ball using any part of her uniform detached from its proper place on her person to assist her.

EFFECT (B): This shall be considered defensive interference. See Rule 5.30 G.

- C. a live ball becomes a blocked ball.

EFFECT (C): When a thrown ball goes over, through, or under any fence surrounding the playing field, or hits any object not engaged in the game, or into the player's benches, whether rebounding back out or not, or

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remains lodged in any fence, **an immediate dead ball will be declared**, each and every runner shall be entitled to two bases from the last base held at the time the ball becomes a blocked ball.

8.06 When obstruction occurs (See Rule 1.53), the umpire shall call or signal "Obstruction."

- A. If the obstructed runner is put out prior to reaching the base she would have reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction shall be awarded the base or bases she would have reached, in the umpire's judgment, had there not been obstruction. An obstructed runner shall never be called out between the two bases where she was obstructed. This runner shall either be advanced or returned to the last base touched. Should an act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.
- B. If the obstructed runner is put out after passing the base she would have reached had there not been obstruction, the obstructed runner will be called out. The ball remains live.
- C. When a runner is obstructed by a fielder, the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases she would have reached, in the umpire's judgment, had there been no obstruction.

NOTE: The catcher, without the ball in her possession, has no right to block the pathway of the runner attempting to score. The base path belongs to the runner and neither the catcher nor any other fielder should be there unless she is fielding a kicked ball, receiving a thrown ball, or already has the ball in her hands.

NOTE: Obstructed runners are still required to touch all bases in proper order.

8.07 The runners advance is limited when a fair kicked ball touches the ground and bounces over, under, or through a fence.

EFFECT: This is a ground rule double. All runners are awarded two bases from the time of the pitch.

EXCEPTION: If a fielder intentionally deflects a live ball over or under a fence, the Umpire-In-Chief is empowered to award as many bases as the situation warrants.

8.08 A runner must return to her base when:

- A. a foul ball is illegally caught;
- B. a kicker or runner is called out for interference. The other runners must return to the last base reached at the time of the interference. See Rule 5.29.
- C. an illegally kicked ball is declared by the umpire.

EFFECT (A-C): The ball is dead. The runners must return to their bases without liability to be put out.

- D. the fielders stop a runner's forward motion to the next base. She must return to the last held base unless, after stopping, an overthrow occurs or a play is made on her or another runner. The runner will be in jeopardy

NOTE: If an umpire feels a runner is making a travesty of an attempted advance, that runner must be returned to her base even if the defense makes a play on her. The umpire may call "Time" and return the runner to the base and give the offending runner a warning for unsportsmanlike conduct.

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E. a runner has ended her advancement to the next base. There shall be no advance made during a proper or improper appeal play. The runner will be in jeopardy.

8.09 The runner is out when:

A. in running to any base, she runs outside the base path (Rule 1.09), in regular or reverse order, to avoid being tagged or hit by a fielder;

B. she is legally tagged, while not in contact with the base. It is sufficient for the fielder to tag her with the hand in which the ball is held. See Rule 1.48;

C. she is legally hit with a thrown ball, below the waist, while off a base. See Rule 1.46;

D. on a force out, a fielder has possession of the ball and is touching the base to which the runner is forced to advance, before she reaches that base;

E. she fails to return to touch a base after suspension of play;

F. she physically passes a preceding runner in the base path between the bases before that runner has been put out;

EFFECT (A-F): The runner is out. The ball is live and other runners may advance in jeopardy.

G. she leaves her base to advance before a caught fly ball has been first touched by a fielder, provided the ball is returned to and legally held on that base or a fielder legally hits or tags the runner before she returns to her base;

EFFECT (G): When a fielder returns the ball to the proper base with two outs, whether in a live ball situation or as an appeal play, the runner is out but not considered to be forced out. All runs scored prior shall count.

EXAMPLE: Bea is on first base and Dee is on third base. There is one out. Amy kicks a fly ball which is legally caught for the second out. Dee legally tags third base and advances home. However, Bea leaves first base before the fly ball was first touched. After Dee has crossed home plate, the defensive team appeals first base and is granted the third out of the inning. However, because Dee scored before the third out of the inning, the run shall count.

H. she fails to touch the intervening base or bases in regular or reverse order and the ball is legally held on that base;

EFFECT (H): When a fielder returns the ball to the proper base, whether in a live ball situation or as an appeal play, the runner is out and the out is considered to have taken place at the instant the runner missed the base.

EXAMPLE: Bea is on first base. There are two outs. Amy kicks a home run over the fence. Bea legally runs all bases and crosses home plate. However, Amy fails to touch second base (at this instant Bea has not reached home plate) and proceeds on to cross home plate. After Amy has crossed home plate, the defensive team properly appeals second base and is granted the third out of the inning. Bea's run does not count because the third out is considered to have taken place the instant Amy missed second base and no runs scored shall count after the third out of an inning is made.

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- I. she interferes with a fielder attempting to field a kicked ball, or intentionally interferes with a thrown ball. See Rule 5.29G
- J. she is struck with a fair kicked ball while off a base before
 - 1. the ball touches a fielder or;
 - 2. the ball passes through an infielder with an obvious opportunity to field the ball but another infielder has an opportunity to make a play on the ball. See Rule 5.29H.
- K. she intentionally interferes with a live ball.
- L. a coach physically assists her to avoid being put out. See Rule 5.29I.
- M. any member or members of the offensive team initiates any action which confuses the defense or hinders their ability to execute a play or an umpire's ability to see a play. A coach must vacate the coach's box to allow a play to develop. See Rule 5.29L.
- N. she leaves her base before a pitched ball reaches home plate.

EFFECT (I-N): The ball is dead and other runners must return to the last base held at the time of the interference.

8.10 The runner is not out when:

- A. she runs outside the base path to avoid a fielder who does not have possession of a ball.
- B. she runs outside the base path to avoid interfering with a fielder fielding a kicked ball.
- C. she is touched with a ball not securely held by a fielder.
- D. she is struck with a kicked ball while touching a base unless she intentionally interferes with the ball or a fielder making a play on the ball.
- E. she is struck by a fair kicked ball while off base after
 - 1. the ball has touched a fielder or;
 - 2. the ball has passed through an infielder who had an obvious opportunity to field the ball and no other infielder had an opportunity to make a play on the ball.
- F. she is struck with a thrown ball below the waist while off a base, after the ball has touched another fielder, a base (including the colored portion if at first base), umpire, or coach.
- G. the defensive team fails to request or make an appeal play and a pitch is made.
- H. she slides into a base and dislodges it from its proper position.

EFFECT (H): A runner having reached such a base safely shall have the right to return to that base without liability to be put out when the base is replaced; she must return to where the base would have been if not dislodged. The runner forfeits this exemption if she attempts to advance beyond the dislodged base before it

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is replaced. Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, she touches or occupies the point marked by where the dislodged base was.

I. more than one fielder attempts to field a ball and the runner comes in contact with the one, who in the umpire's judgment, was not in a position to field the ball.

8.11 When a runner misses home plate and the following runner (s) touch home plate - she will be out on an appeal regardless if she goes back and touches the base prior to the appeal

NOTE: If this constitutes a third out the runs will not count.

8.12 Appeals following the third out in a half inning:

A. Defensive appeal plays may be allowed following the third out of a half inning in order to cancel a run or runs scored. If a play is properly appealed on another runner after the third out of the inning is recorded, the appeal play will take precedence in determining the third out. If there are multiple appeals at the end of the half inning, the defensive team may elect which appeal to be recorded to its advantage.

Note: Proper defensive appeal plays must be made before the defensive team has left fair territory.

Example: On a play during which the third out is recorded, one or more other runners have missed a base and the defensive team properly appeals the missed bases. Upon the appeal, the out will be recorded at the time the appealed runner missed the base, if this constitutes the third out, any runs after the appealed runner missed the base will be cancelled.

B. Offensive appeal plays may be allowed following the third out of the half inning in order to cancel or overturn the third out of the half inning. If the offensive coach appeals an umpire's call of the third out in a half inning and the appeal successfully overturns the out, this will be treated as a dead ball situation and any runners who were on base at the time of the called third out will be returned to the last base held at the time of the out—no continuation of the play will be allowed.

NOTE: The Umpire-In Chief is empowered to advance runner(s) as needed if in his/her judgement it is the best way to facilitate bases being held by runners.

IX - CONDUCT

9.01 A player, coach, **volunteer** or spectator may be ejected from a game or from the premises by any umpire and cannot return to that game under any circumstances. Conduct leading to ejection includes, but is not limited to, the following circumstances:

A. Use of foul or abusive language.

B. Indecent gestures.

C. Using alcohol, illegal drugs, or tobacco on playing or practice fields.

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EXCEPTION: Spectators may use tobacco.

D. Making a play with intent to injure another player.

EFFECT (D): If a defensive player commits the infraction while putting a runner out, the runner will not be called out and will be awarded the base. If an offensive player commits the infraction, she is out, the ball is dead, and other runners must return to the last base held at the time of the infraction.

E. Making disparaging or insulting remarks to or about opposing players, officials or spectators.

NOTE: If a player is ejected from a game, that player's team may continue to play with nine players.

9.02 If before, during, or after a game, there is intent or a threat of intent to injure or harm a player, coach, umpire, or any person, the league shall prescribe a minimum penalty of a one game suspension to the offending person(s).

9.03 If a player, coach or spectator is ejected from a game or from the premises by an umpire, the umpire must inform the scorekeeper so that the ejection may be recorded in the official scorebook. The names of the player, coach or spectator who has been ejected must be recorded along with the reason for the ejection. The umpire must state whether the player, coach or spectator has been ejected from the game or from the premises. Every effort should be made to notify league officials of the ejection.

9.04 Any Player, Coach, Volunteer or Spectator ejected from a game (regular season or tournament) is automatically suspended from the next game as well (the team must still field the team of at least nine (9) players for the next game). The League, District or LMK Corporation may impose additional disciplinary actions as each deems appropriate based on the conduct exhibited.

X - TOURNAMENTS

A. RULE 2.02 Caps or visors must be worn and in the upright position with the bill toward the front. Bandanas may not be worn by players and/or coaches during pre-game activities or during the game itself.

1. The governing body of the tournament shall determine if the uniforms are acceptable.

NOTE: Once a kicker has become a runner, she may take her cap off and hold it in her hand.

B. RULE 5.09A During the State All Star Tournament, the set time for forfeiture shall be the scheduled game time.

C. RULE 5.04 There will be no time limit in a tournament game.

D. RULE 5.07 In the event a tied tournament game is halted by the umpire for any reason, it will be replayed from the point of the suspension. This game must be completed prior to the next game beginning.

10.02 Any team refusing to continue to participate in a tournament loses their standing and any awards.

10.03 The Rookie/Pee-Wee division may participate in Exhibition Tournaments only.

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10.04 If before, during, or after a game, there is intent or a threat of intent to injure or harm a player, coach, umpire, or any person, the tournament governing body shall prescribe a minimum penalty of a one game suspension to the offending person(s).

A. Taunting or belittling of coaches, umpires or the opposing players will not be allowed.

EFFECT: Offending player(s), coach(es) and/or spectator(s) may be removed from the game or facilities.

10.05 In tournament play, a protest must be settled on the field immediately before play can be resumed, the rules director 'as appointed by the Tournament Director' and appointees, also approved by the Tournament Director shall serve as the committee. There shall be no appeal.

10.06 During a protest in tournament play, a player, coach or any spectator may be ejected from a game or from the premises by any member of the tournament governing body and cannot return to that game under any circumstances for conduct leading to ejection as stated in Rule IX.

10.07 Rules Directors for Tournaments should be State Certified Umpires.

10.08 During a protest in tournament play, once the protest has been declared by the protesting coach, each umpire on the field will return to their assigned position (first base, third base or home plate) and no longer engage in discussion about the protest unless requested to do so by the Tournament Protest Committee.

XI - COACHES

11.01 Coach's eligibility requirements areas follows:

A. A team head coach must be at least eighteen years of age. There is no maximum age requirement.

B. A team assistant coach must be at least seventeen years of age.

C. A team coach must have knowledge of all LMKII Official Playing Rules and Regulations.

D. A team coach must pass a written examination on the LMKII rule book administered by LMKII.

EFFECT: When above requirements have been met, the corporation shall issue a certification card to the qualified coach. Tenure expires concurrently with this Rule Book.

11.02 Team coaches shall:

A. not use or allow usage of illegal drugs or abuse of prescription drugs;

B. not use or allow usage of alcohol or tobacco during practice or games;

C. not use or allow usage of profane or abusive language or gestures during practice or games;

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- D. recognize their position as being a role model for the players, showing that they respect the judgment and the authority of the umpires and adult leaders of the league;
- E. instill a desire to win and improve, but should never overemphasize winning. Instead, the coach should encourage fair and honest play and sportsmanship;
- F. provide an opportunity for each youngster to participate in each game;
- G. encourage their players at every opportunity, and recognize that any coaching method which ridicules or embarrasses players has no place in kickball and shall not be tolerated;
- H. be fair and impartial to each player on the team;
- I. pay careful attention to the physical condition of each player on the team;
- J. have the ability to control emotional conflicts **and help manage the emotions of players, coaches, and spectators to insure the safety of all participants;**
- K. have knowledge of kicking, pitching, and fielding fundamentals;
- L. have the ability to coordinate team activities and ensure participation of all players and parents in league fundraising activities;
- M. ALWAYS REMEMBER KICKBALL IS A GAME AND GAMES ARE PLAYED BECAUSE THEY ARE INTENDED TO BE FUN!!!

11.03 Under no circumstances will a coach recruit or promise a player to his/her team.

EFFECT (11.01-11.03): Any violation may result in immediate dismissal from coaching.

11.04 A certification card can only be revoked by the LMKII **Corporation** Board.

XII - UMPIRES

12.01 Umpire's eligibility requirements are as follows:

- A. An umpire must be at least eighteen years of age. There is no maximum age requirement. Teenage and Senior Division players (at least 14 years old) may umpire in the Pee-Wee Division;
- B. An umpire must have knowledge of all the LMKII Official Playing Rules and Regulations.
- C. An umpire must pass a written examination on the LMKII rule book administered by LMKII.

EFFECT: When above requirements have been met, the corporation shall issue a certification card to the qualified umpire. Tenure expires concurrently with this Rule Book.

NOTE: State All-Star umpires will be tested annually.

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D. Umpires should not be changed during a game unless an umpire is incapacitated by injury, illness, or an emergency.

12.02 The umpires are the representatives of the league or organization by which they have been assigned and, as such, are authorized and required to enforce each section of these rules and shall have the equal authority to:

A. order a player, coach, or any person to do or omit to do any act which, in the umpire's judgment, is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed.

B. make decisions on violations committed any time during the game or during suspension of play until the game is over.

C. call a runner out for leaving a base too soon.

D. call "Time" for suspension of play.

E. remove a player, coach, or any person from the game for violation of rules.

F. declare the kicker or runner out without waiting for an appeal in all cases where such player is retired in accordance with these rules.

12.03 In order to define their respective duties, the umpire judging balls and strikes shall be designated as the "Umpire-In-Chief," and the umpire judging base decisions as the "Field Umpire."

A. Neither umpire has the authority to set aside or question decisions made by the other umpire(s) within the limits of their respective duties as outlined in these rules.

B. Umpires will only call offensive interference within their respective duties as outlined in these rules.

NOTE: An umpire should consult associates at any time when in doubt of a call or ruling. However, the final decision shall rest with the umpire who had the exclusive authority.

12.04 The Umpire-In-Chief shall:

A. take a position anywhere outside the kicker's circle in foul territory ensuring he/she does not interfere with the catcher or kicker;

B. call all balls and strikes;

C. call kicked balls fair or foul;

D. make decisions at home plate.

NOTE: If circumstances of a play require the Umpire-In-Chief to leave home plate unattended (such as a possible play at third base), the field umpire should assist the Umpire-In-Chief by covering home plate. If a play develops at home plate and the Umpire-In-Chief is unable to return and properly see the play, he/ she should defer the call to the field umpire.

E. solely have the authority to declare a game a forfeit.

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- F. solely be empowered to determine whether a player shall continue because of physical injury or illness. If a player loses consciousness during the game, she shall not be allowed to play for 24 hours from that game's starting time.

EXCEPTION: She will be allowed to play if she has a written release from the physician who treated her. **The written release must be provided to the Umpire-In-Chief (and Tournament Director if appropriate) prior to the beginning of the game.**

EFFECT: Any games in which the injured player participated after the injury without proper release will be subject to forfeiture.

- G. assume all duties when assigned as a single umpire to a game.

- H. render base decisions in the following instances:

1. With only one field umpire, the Umpire-In-Chief will be responsible for decisions at third base.
2. On appeal, the Umpire-In-Chief will decide whether the lead runner left her base before a fly ball was first touched by a fielder.

- I. inspect the playing field boundaries, bases, and chalked lines prior to the start of the game and clarify any special ground rules to both team's coaches. See Rule 4.02.

- J. solely be empowered to declare the fitness of the ground for a game.

12.05 The field umpire shall:

- A. take such positions on the playing field which, in his/her judgment, are best suited to render decisions in cooperation with the Umpire-In-Chief;

NOTE: The field umpire should never interfere with any player's field of vision.

- B. render all decisions at first and second base;

- C. assist the Umpire-In-Chief with calls at third base and home plate;

NOTE: The field umpire should react to the base or plate left unattended by the Umpire-In-Chief but should not make a call unless requested to do so.

- D. assist the Umpire-In-Chief in every way to enforce the rules of the game.

- E. with a runner or runners on base, be responsible for ensuring a fly ball is legally caught.

12.06 Under no circumstances shall any umpire of the game seek to reverse a decision made by another umpire unless asked to do so by such umpire, nor shall any umpire criticize or interfere with another umpire.

12.07 An umpire shall:

- A. not use illegal drugs or abuse prescription drugs;

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B. not use alcohol or tobacco on playing fields and during games;

C. not use profane or abusive language or gestures.

12.08 Signals:

A. To indicate that play shall begin or be resuming; the umpire shall call "Play Ball."

B. To indicate a strike, the umpire shall raise the right hand upward or outward and at the same time call "Strike" in a clear and decisive voice.

C. To indicate a ball, no signal is used but the umpire shall clearly and decisively call "Ball."

D. After every pitch the umpire should indicate the total count of balls and strikes, indicating the number of balls with the fingers of the left hand and the number of strikes with the fingers of the right hand, both hands held overhead, followed by calling out the balls first and then the strikes.

E. To indicate a kicked ball is fair, the umpire shall extend both arms toward the pitcher's box. NO VERBAL SIGNAL IS GIVEN.

F. To indicate a kicked ball is foul, the umpire shall extend both arms overhead (like a touchdown signal in football), loudly shout "Foul Ball", and then point towards foul territory;

G. To indicate a kicker or runner out, the umpire shall raise the right hand upward making a fist and clearly and decisively call "Out";

H. To indicate a runner is safe, the umpire shall extend both hands, palms to the ground, in front of the body at shoulder height, quickly moving hands from the front of the body to the sides and extending out;

I. To indicate "Time" or suspension of play, the umpire shall extend both arms overhead (like a touchdown signal) and clearly call "Time". The other umpires shall immediately acknowledge the suspension of play with similar action.

NOTE: Umpires declare a ball dead in two ways; immediately or on a delayed basis. When the ball is declared dead immediately, such as offensive interference, the umpire should raise both hands overhead and shout "The Ball Is Dead". If the play involves a delayed dead ball situation, such as a pitching or nine foot line violation, the umpire should hold the left fist straight out to the side of the body and allow players to complete the play.

LESSONS FOR ASPIRING UMPIRES

LESSON 1: No play is so insignificant that it might not change the complexion of the game.

LESSON 2: Justice is Blind- Forget fans, coaches and players. Concentrate on the play.

LESSON 3: Know the rule book!

LESSON 4: Have the knowledge and patience to explain decisions to players and coaches. Consider yourself an educator. You don't have to always explain, just be prepared to.

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LESSON 5: Anticipate - Think as an umpire, not a spectator.

LESSON 6: Control the game, don't let the game control you. Maintain order and pace of a game.

LESSON 7: Watch everything with INTENSITY. Let no detail escape.

WHAT IT TAKES TO BE AN UMPIRE

An umpire must be decisive, objective, consistent, courageous and energetic. He/She must be a disciplinarian yet understanding to players and coaches' frustrations. He/She must be able to accept criticism.

1. EYESIGHT: An umpire must have 20/20 or 20/20 corrected vision and dynamic visual acuity, peripheral vision, depth perception and visual pursuit. Visual acuity is the ability to move eyes rather than body. Peripheral vision is seeing all around you. Depth perception means getting both eyes to work together. Visual pursuit is the ability to follow moving objects. An umpire should have his vision tested. Any Optometrist can also suggest drills for improving acuity, peripheral vision, depth perception, and visual pursuit.
2. PROFESSIONAL APPEARANCE & DEMEANOR: Just because LMK umpires are not paid is no reason to dress or act like it.
3. HUSTLE: There is only one SIN with no forgiveness of an umpire; LACK of HUSTLE or EFFORT! Everyone depends on the umpire being in a position to make a correct call. Mistakes will happen, but when an umpire makes no EFFORT to AVOID them, everyone at the ballpark is getting a disservice. If you don't want to give it your best, watch the game from the stands.
4. DECISIVENESS: Be decisive and have instinct. No one appreciates an indecisive umpire. Make loud calls and clear understandable signals that everyone can see and understand. Control the game, don't let the game control you. Keep the game moving. Everyone responds better to a quick game. Kickers and pitchers can get into a groove and fielders are more alert. Let the coaches call time out to stop the momentum. Remember a quick pace NOT a rushed pace.
5. STEADY CONCENTRATION: Talk to yourself constantly and remind yourself of game situations. Display intense concentration on every detail of every play and judge only what you see happening. You and your umpiring partner (s) are the only people watching the game who do not have the luxury to even blink at the wrong instant. Never prejudice a play but anticipate what might happen.
6. GOOD JUDGMENT: Judgment calls can't be taught in a book. It is one part rules, one part knowledge of human nature, one part anticipation and preventative actions, and one part experience. You must become an observant student of kickball and umpires.
7. CONSISTENCY: There is absolutely nothing worse than inconsistent umpires. Strike zones may differ slightly between different umpires but they should never differ from the same one, in the same game. Everybody has bad days, but it takes professionalism to stick with a game and force yourself to concentrate. However, NEVER, NEVER, NEVER fall into the two TRAPS when you think you blew a call. 1) You may try to even the score by giving a team the benefit of the doubt on the next close play. 2) You may desire to be consistent even though you are wrong. NEVER DO THIS or you will be distracted and guessing the remainder of the game. Do not compensate by "evening the score" or being stubborn, compensate by bearing down and making good calls.

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8. OBJECTIVITY: This is the most serious affront to a person's character and professionalism. A key to being objective is to start over with each new play and focus only on the play. NEVER let anyone or anything affect your decisions.
9. KNOWLEDGE OF RULES: Read, reread, and learn the rule book! However, even if you memorize it, you will inevitably be involved in a play with a sticky interpretation. That big yellow ball does funny things, so be alert and know the rules.
10. GOOD RELATIONS WITH TEAMS: Be friendly and explain yourself. However, offer more detailed explanations after the game. Leave the field after the game, your job is done. Be polite and courteous yet have firm discipline and control.
11. BEING HUMAN: If you make a mistake, remind yourself to bear down and concentrate. Be patient with arguing parties, but do your job by maintaining order and discipline. Do not make a habit of telling coaches or players you made a mistake. If it is an obvious mistake and your umpiring partner can't help you out, one might say, "If I made a mistake, I'm sorry but I can't change it so let's get on with the game." UMPIRES MAKE MISTAKES WHEN THEY ARE OUT OF POSITION OR NOT CONCENTRATING ON A PLAY! Don't look at a play, PAY ATTENTION to it.
12. KNOW THE GAME: The best way to know the game is to watch and study a lot of games. While doing this, watch the umpires' game and evaluate the umpires. How are the umpires' voices and signals? Do the umpires have good timing or are they making calls too quickly or indecisively? Are they hustling and in good position? Do they communicate well with each other with hand signals or by calling out reminders?

SELLING CALLS

In umpiring, "proportionality" means fitting the call with the importance and closeness of the play. If a throw to first base easily beats the runner, the umpire should not make a loud call with dramatic body language. If the outcome is obvious to everyone, it is unnecessary to sell the call with a big show. However, if the play at first base is a close play, the umpire should harp it up a little bit. Be loud and use big motions whether safe or out. This not only shows every-one at the ball park what happened; it also shows them your confidence that you made the right call.

If you oversell obvious plays, people will think you are a show boat or you do not possess good enough judgment to know that the play's outcome was obvious. On the other hand, if you undersell the close plays, people might think you are not sure you got it right.

Proportionality is critical, especially on crucial calls in a close game. It can make or break you as an umpire, so work on it.

XIII - SCOREKEEPERS

13.01 The official scorekeeper is an official in the game and shall not discuss the game with spectators at any time during a game.

A. The official scorekeeper must be at least 15 (fifteen) years of age.

13.02 The official scorekeeper shall not show favoritism or encouragement for any team during the game.

13.03 The official scorekeeper(s) shall not communicate with either team's coaches, **spectators or players** during the game unless permission is granted by the **Umpire-In-Chief**.

EFFECT: Violations could result in forfeiture.

13.04 The official scorekeeper shall keep the official record of the game by recording in the official score book the following:

A. The date and official start time of the game;

B. Designate the visiting team and home team by team names;

C. The names of the umpires and the official scorekeeper;

D. Each team's lineup (first initials are acceptable); See Rule 5.11.

E. The number of balls and strikes on each kicker;

F. The number of time outs called by each team in each half inning;

G. The inning all substitutes enter the game, announced or unannounced;

H. The number of runs scored by each team in each inning and the final score;

I. Each out made by the defense and which offensive player was put out.

J. During Tournament play, each Coach's Protest requested (by writing a "P" in the Time Out Grid for the appropriate team and inning) to facilitate tracking the protests.

13.05 The official scorekeeper shall not call attention to the fact that a player is kicking out of turn.

13.06 If there is a discrepancy with the score or if the teams change sides before three outs in any inning, the official scorekeeper shall immediately inform the umpire of the mistake.

NOTE: Any time there is a discrepancy between the official scorekeeper and the umpires, the umpires' decision shall rule. At the time of any discrepancy, teams, coaches, the umpires and official scorekeeper are encouraged to openly discuss the situation. If there is a discrepancy with the score, once the official record is amended or approved, a notation shall be made and any protests must be officially entered before the game continues.

13.07 The official scorebook used to record game information (regular season or tournament) will be the approved scorebook or scorebook pages available on the LMK Website.

XIV - PROTESTING GAMES

14.01 When a coach claims that an umpire's decision is in violation of these rules, she/he may file a protest. Protests should be filed by the Head Coach, or his/her designee if the Head Coach is unavailable. In the case of the All-Star tournament, only the Head Coach (or acting Head Coach in case of ejection) will be involved in the protest discussion, **unless the head coach is a male coach in which case a female coach will be asked to participate in the discussion as well.**

- A. No protest shall ever be considered on judgment decisions by the umpire.
- B. Protests that arise during the game must be announced by the coach of the protesting team to the Umpire-In-Chief immediately and before a pitch is made to the kicker. The official scorekeeper shall briefly enter the following information in the official score book:
 - 1. The exact point of the game the protest occurred.
 - 2. The umpires and coaches names (of both teams), the count on the kicker, the number of outs, the score, the runners' positions, and any conditions the umpire feels necessary.
 - 3. The exact time of the protest.
- C. When a protest is upheld (ruled in favor of the protesting team), the game shall be replayed from the exact point of the protest with the decision corrected.

NOTE: The completion of a protested game is a continuation of the original game. The lineup and kicking order of both teams shall be exactly the same, if possible. (a) If a player who was playing in the original protested game is absent, sick or injured, a substitute may replace her. The substitution shall be treated as though the absent, sick or injured player had been injured at the point of the protest. (b) If a player was absent, sick or injured before the original protested game began, she may be allowed to participate in the continuation game as a substitute. All rules governing substitutions still apply as if the original protested game had never been suspended.

- D. The protest must be submitted on the Official LMK Protest Form and attachments, to the league protest committee within 36 hours from the time the protest was announced to the Umpire-In-Chief
- E. The league protest committee must settle each protest within seven days of the protest's receipt. All coaches, umpires, and scorekeepers involved in the game under protest must be given the opportunity to attend the protest hearing. The committee must respond to both teams' coaches by forwarding the Official LMK League Response Form and attachments within 36 hours from the hearing.
- F. If a coach feels the league's decision is in error or the league fails to hold a hearing within seven days of the protest, or fails to respond within 36 hours from the hearing, the coach may appeal to the district protest committee by submitting both the Official LMK Protest Form and the Official League Response Form and all attachments within fifteen days from the date of the protested game. The district protest committee must act on the appeal within 72 hours of receipt. All coaches, umpires, and scorekeepers involved in the game under protest should be given the opportunity to attend the protest hearing. The district shall forward the Official District Response Form and all forms and attachments to both coaches within 36 hours of the hearing.
- G. If a coach feels the district's decision is in error or the district fails to act within 72 hours of receipt of appeal or respond within 36 hours of the hearing, a coach may appeal to the Corporation Rules Director by mailing all

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forms and attachments within 72 hours of the district's decision to LMKII, P.O. Box 8046, Corpus Christi, TX, 78468-8046, Attn: Rules Director.

14.02 In tournament play, a protest must be settled on the field immediately before play can be resumed. The rules director of the tournament **and appointees** shall serve as **the protest** committee. There shall be no appeal **of any decisions rendered by the Protest Committee**. The protesting team shall be charged an official time out if the protest is denied. The protest time out shall not cause the pitcher to be removed.

A. Each team will be limited to three (3) official Head Coach's protests (hereafter, "coach's protest") to start each game. Once a team has exhausted its available protests, that team will no longer have the ability to file an additional official protest, unless the game extends into extra innings (see C below).

B. The team's head coach is the only person authorized to initiate protest on behalf of the team during a game, unless the head coach cannot perform this responsibility due to injury, illness, ejection, removal or other legitimate reasons, in which case the coach designated to assume the head coach's responsibilities shall have the right. This does not change the total/remaining number of Coach's Protests for the team.

C. In the event of extra innings, each team will receive one (1) additional Coach's Protest at the start of extra inning play and after every three (3) innings of extra play. The same rules will apply for these protests as are in place for other protests. A team may not possess more than three (3) unused Coach's Protest at any time.

14.03 It is imperative that all protested games played during the last week of the playing season and protested playoff games be settled in the same manner as tournament play.

NOTE: Leagues should take note that a protested game could take up to 22 1/2 days for final determination if the coach should appeal the league decision to district and then to Corporation. Leagues should consider implementing settling protests as in tournament play earlier than the last week of play.

XV - ALL STARS

15.01 The method for the selection of all-star players and coaches shall be left to the discretion of each individual league.

15.02 All-star teams shall consist of no more than fifteen players and three alternates.

A. If alternates are in the dugout and in uniform, they must be identified as an alternate on the team's **complete** lineup. (Rule 5.11) They will not be allowed on the playing field during the game unless they replace a player. See Rule 15.02B. Alternates are allowed on the playing field during time outs **and for home-run celebrations with teammates**.

B. If a player is replaced by an alternate, the tournament director and/or the tournament rules director must be notified immediately and under no circumstances shall the original player be allowed to play the remainder of the tournament. **The replaced player may remain in the dugout with the team during games and must be identified on the complete game lineup.**

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NOTE: The replacement of a rostered player by an alternate must occur before the beginning of a game and must be coordinated with the LMK Rules Directors and/or LMK Executive Committee. The selection of the alternate to replace an active player must conform to the League's submitted process.

15.03 All-star players must have been listed on a league's team roster for at least one-half of the season and have played in at least one-fourth of the regularly scheduled games.

EXCEPTION: Any exceptions must be requested to the **Corporation** Board for approval.

15.04 Each league shall submit the following documents for each player, enclosed in a binder, to LMKII Corporation prior to five days before the start of the All-Star Tournament:

A. Player's registration form.

B. A copy of player's birth certificate or **military/state ID or passport**.

C. The emergency authorization agreement.

D. Any additional documents, such as medical excuses for shoes, which may affect a player's eligibility.

15.05 Team's uniforms shall be the approved league colors and consistent with RULE II.

A. Coaches shall wear uniform shirts of similar color as their team.

B. Umpires shall wear white shirts, black pants or shorts and appropriate shoes.

EFFECT: Noncompliance may result in disallowing participation.

15.06 All-Star Tournament games shall observe all LMKII rules with the RULE X exceptions.

15.07 An All-Star coach may not coach more than one team. The scorekeeper for an All-Star team may not be an All-Star coach for another team.

A. **A** certified female coach for an All-Star team must be present at game time or team will forfeit the game.

B. Taunting or belittling of coaches, umpires or the opposing players will not be allowed.

EFFECT: Offending player(s), coach(es) and/or spectator(s) may be removed from the game or facilities.

15.08 The All-Star tournament shall be a double elimination bracket. First round matches shall be selected by lottery draw, with the provision that district opponents not play each other.

NOTE: The LMK Executive Committee, in collaboration with the host League, reserves the right to modify the format of the tournament should conditions justify such action.

15.09 Use of mobile phones or other communications devices are not permitted by **the official scorekeeper/operator or anyone in the scoreboard**.

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EFFECT: Violators **will** force their team to **be charged a timeout and may potentially** forfeit the game in which the violation occurs.

NOTE: The key words in this rule are “USE OF” which is not the same as having a device in one’s possession. While it is preferred that no cell phones or electronic communications devices be in the dugout, the advancement of these devices as a potential medical device make it nearly impossible to rule them out completely, therefore, during the state tournament, teams will be encouraged to keep these devices out of the dugout but may only be penalized if there is unauthorized active use of them during the game. If a coach or player must have the device with them throughout the game for medical reasons, inform the Umpire-In-Chief of this situation at the start of the game.

15.10 All-Star Game **Lineup**. All-Star Game **Lineups** should be exchanged at the time of the coin flip prior to the game. Failure to do so will result in the offending team losing the coin flip option. If both teams fail to exchange **lineups**, the coin flip will occur as usual. Failure to exchange **lineups** by game time will result in a forfeit in favor of the non-offending team.

15.11 **All-Star coaches must have been an active member with their league for at least one-half of the season.**

EXCEPTION: Any exceptions must be submitted in advance to the LMK Corporation Board for approval.

15.12 **Air horns and drums are not allowed at the All-Star Tournament—in the dugouts or in the stands or surrounding areas.**

EFFECT: Violators will force their team to be charged a timeout and may potentially forfeit the game in which the violation occurs.

15.13 **Any ejection of a Player, Coach, Volunteer or Spectator during the State All-Star Tournament must be reported to the LMK President and LMK Rules Directors by the official who issued the ejection for review upon completion of the game in which the ejection occurs. The LMK President, in conjunction with the LMK Rules Directors, is empowered to modify the effect of the ejection as deemed appropriate.**

15.14 **During the All-Star Tournament, no one other than the scorekeeper and scoreboard operator are allowed in the scoreboard during a game. LMK or Host League officials may be allowed in the scoreboard for an official function.**

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There shall be no team practice or regular season games until the date(s) as set each year by the Corporation. Failure to comply by a team or league may result in a forfeiture of all won regular season games for that year and/or be deemed ineligible for All-Star competition for the current season.

WEBSITE: <http://www.littlemisskickball.com>

Note: Links to all other Leagues are available through this site.

PHONE NUMBERS:

Corporation

	Name	Phone
President:		() -
1 st Vice President:		() -
2 nd Vice President:		() -
3 rd Vice President:		() -
Secretary:		() -
Treasurer:		() -
Rules Director North:		() -
Rules Director Central:		() -
Rules Director South:		() -

District

District I President:		() -
District II President:		() -
District III President:		() -
District IV President:		() -
District V President:		() -
District VI President:		() -