

TABLE OF CONTENTS

Definitions	2
Umpires	3
The Game	3
Kicking	4
Running	4
Catching	5
Fielding	5
Pitching	5
Injury and Substitutions	6

DEFINITIONS

Base Path: A runner's base path is established when the tag attempt occurs, and is a straight line from the runner to the **base** to which he/she is attempting to reach.

Bunt: A kicked ball contacted without a full swing of the leg.

Bunt line: The encroachment line shall be used as the bunt line. A ball contacted by a male player must cross this line in fair territory to be a legal bunt, if the ball is touched before reaching the bunt line it is now a legal kick.

Catch: A **catch** occurs when a fielder gains secure possession of a kicked ball in flight, and maintains possession until voluntarily or intentionally releases the ball.

Coach/Captain: A person who assists in directing the team.

Courtesy Runner: In event of injury, this person runs for an injured runner. Does not count as substitution

Dead Ball: A ball that is not in play.

Encoachment : Player crossing line that crosses from 1st base to 3rd base before the ball is kicked.

Force Out: An out made by touching an advancing base where a player must advance to that base due to a kicked ball.

Foul ball: A kicked ball that settles, is touched, makes first contact with an object over foul territory before first and third base; or rolls past first or third base on or over foul territory; or first lands in foul territory past first and third base.

Overthrow: A ball that is thrown by a fielder that goes beyond the playing field.

Substitute: Any member of a team's roster who is not listed as a starting player.

UMPIRES

1. The umpires govern all game play and issue all final rulings, and have final authority on equipment issues.
2. The umpires must introduce themselves to the team captains and co-captains.
3. Umpires have jurisdiction over plays and may do the following:
 - A. Call time-outs
 - b. Call game due to darkness, rain, or other cause at the umpire's discretion
 - c. Ejected participants must leave the field and park within 5 minutes and may not return to the game or the game is forfeited.
4. Umpires have jurisdiction over plays and MUST
 - a. Delay or cancel the game if lightning is near.
 - b. Call any game still in play after 50 minutes but not in the middle of an inning
5. Umpires will be provided by the league.

THE GAME

1. League games will last 7 innings or 50 minutes, whichever comes first. Games are considered official after 4 innings. If an inning begins prior to the 50 minute time limit, that inning must be completed.
2. Regular season games with a tie after 7 innings will continue to play if time remains. They will continue until time expires or a winner is determined.
3. Playoff games will be played for 7 innings or 50 minutes. Championship games will be played for 7 innings with no time limit. Extra inning rules will not be used during playoffs.
4. Extra Innings Play (Tied Games)
 - a. The last kicker from the preceding inning will be placed on 2nd base. There will be one out. There is a full count on all kickers.
5. If a game is postponed prior to the fourth inning, or replayed due to protest will resume from point of interruption.
6. There is a five minute grace period at the first game of the day (only). If any team does not field the minimum amount of 8 players, the game is forfeited.
7. **Timeouts: THERE ARE NO TIMEOUTS. TIMEOUTS ARE ONLY ALLOWED FOR A RULE QUESTION OR INJURY.**
8. The game will end due to mercy rule when any team is leading by 20 points after 3 innings have been played, the game will be called by the umpire, and will be recorded as a completed regulation game.

9. Encroachment by fielders is not allowed. Encroachment occurs when
 - a. Fielders cross the line prior to the ball being kicked
 - b. The pitcher crossed the line before the ball is kicked
 - c. The back catcher crosses the back catcher line prior to the ball being kicked.

KICKING

1. All team captains must exchange a kicking line up with the opposing team. Once the exchange has taken place, no additional kickers can be added.
2. A team must have a minimum of 8 players to start the game.
3. A team can play with 10 or 11 players on defense. All defensive players must kick.
4. No more than two males may kick consecutively.
5. Kickers must:
 - a. Kick the ball with their foot, ankle, or shin. Any ball being kicked by any other body part is a foul
 - b. Kick at or behind the home plate. The plant foot can't cross the plate. Kicking past the plate will be considered a foul.
 - c. Any kicker touching the ball other than to kick will be out.
 - d. Kicking must be in order of the written and exchanged kicking order.
6. While there are no restrictions on female bunting, men must bunt past bunt line or be considered a foul. Balls touched in fair territory before the bunt line is live.
7. Double kicks are fouls.
8. 3 balls constitutes a walk; 3 strikes constitutes and out; all fouls count as strikes.
9. When there is two outs a male kicker who receives 3 straight balls will receive two bases. If there is a female kicking after the male player, she may choose to either kick or advance one base.

RUNNING

1. Runners may only overrun first base and must tag the outside bag if there is a first baseman making a play. Runners who turn inside foul line are live.
2. Runners may not steal bases.
3. Runners may not leave the base until contact with the ball by kicker.
4. There is no limit to bases for over thrown balls
5. You may not run past another runner.
6. You can't touch another runner.

7. Defense has right of way when making a play on a kicked ball.
8. Runner is out when going more than an arm distance outside of base path.
9. Runner is out if touched by any ball while off the base or touched while on the base for a force out.
10. Runners may advance of first touch.
11. Runners can't advance on balls caught in foul territory.
12. Runners can't interfere with defensive attempts to make plays.
- 13 Runners must be at least half way to the next base before the pitcher gains control in the circle in order to advance.

FIELDING/CATCHING

1. Playing field can consist of no more than 11 players, but no more than 5 men. The number of men on the playing field cannot exceed the number of women on the playing field.
2. Fielders may not line up in the base path.
3. A fielder may not hit a runner in the face, neck or head with the ball. However, if the runner has compromised their position by sliding, diving, or ducking, they are live.
4. The catcher is not allowed to be in front of the kicker when the ball is contacted.
5. Defensive players can't be in the runner path without the ball or making an attempt to receive the ball.
6. Only control by the pitcher can stop the runners advancing. If the pitcher throws or brings the ball out of the circle the play is live again (even once the umpire has called the time)
7. The pitcher and catcher can only be changed for the same sex during an inning.
8. When there has been encroachment the kicking team will be presented with options for that play.
9. A team can never have more males than females on defense.

PITCHING

1. The pitcher is required to be within the pitching area on the mound when releasing the ball.
2. The pitcher can start their motion from outside the circle.
3. Pitcher can't cross the restraining line at any time until the ball is contacted by the kicker.
4. Pitcher may use any form to release the ball.
5. A strike must meet the following criteria;
 - a. Cross threw the front of the strike zone.
 - b. Bounce a minimum of two times before reaching the strike zone.
 - c. Be a maximum of twelve inches above the ground when in the strike zone
 - d. Strike zone will be twelve inches to each side of the plate
 - e. Be a legal pitch

INJURY AND SUBSTITUTIONS

1. Only runners who are injured while advancing to a base, and successfully make it to base, may be substituted with a base runner. The substitute must be the player last out of the same sex.
2. If the player returns the play, he/she must be inserted into the same fielding and kicking position.
3. If a player is injured, or becomes ill and cannot continue to play, the kicking order will continue less the removed player. No more than two males may kick in a row, the females order will be moved up if needed.
4. All changes to the kicking order must be made by the umpire once the game has officially started (plate meeting).

EACH TEAM HAVE UP TO THE SECOND GAME TO ADD NEW PLAYERS TO THE ROSTER

AFTER 2ND WEEK ALL PLAYERS NEED TO BE IN UNIFORM AND ALL ROSTERS SHOULD BE UPDATE AN A GROUP PICTURE SHOULD BE EMAILED IN

EMAIL ODCCOEDLEGIONPARK.com

THANK YOU

MRS TJ

HAVE A GREAT SEASON