

***The Northwest Arkansas Kickball League***  
**Fall 2009 Rulebook Ver.2.0**

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**Players should realize that for the benefit of the game, the players themselves and for onlookers, the rules are intentionally slanted towards the offense. Assumption of Risk in the Northwest Arkansas Kickball League**

There is a risk of injuries, serious and minor, associated with participation in Northwest Arkansas Kickball League. The risks may increase in activities involving physical contact, running, jumping or otherwise leaving one's feet, diving, sliding, or interaction with moving objects that are thrown or otherwise used in the sport. The risks include, but are not limited to: injury to internal or external organs; loss of or damage to sight, hearing, or teeth; pain; and scarring or disfigurement.

IT IS THE RESPONSIBILITY OF EACH INDIVIDUAL KICKBALLER [PARTICIPANT] to know his or her own general state of health and well-being, and therefore to be able to certify knowledgeably that he or she is physically fit to participate in Kickball.

IT IS ALSO THE RESPONSIBILITY OF EACH INDIVIDUAL KICKBALLER [PARTICIPANT] to have health insurance coverage sufficient to provide for medical or dental services and/or equipment required to treat any injury, minor or catastrophic, sustained or incurred as a result of participating in the Northwest Arkansas Kickball League.

Therefore, AS A PRECONDITION TO BEING GRANTED PERMISSION TO PARTICIPATE IN THE NORTHWEST ARKANSAS KICKBALL LEAGUE, EACH KICKBALLER [PARTICIPANT] shall read the agreement set forth below in order to make an educated choice to participate or not participate. Your signature will signify your recognition of the possible health risks involved and your informed consent to them. To that end, and before releasing the Northwest Arkansas Kickball League from all actions, claims, or demands related to any injury you may sustain as a result of participating in its league, please give serious consideration to the possible ramifications. You should understand that the causes of possible injury are many, but among them are: injury from bodily contact, incidental to or inherent in the nature of the sport; slipping, falling, or tripping on the playing surface, regardless of its physical or environmental conditions; injury from warming up, practicing, or training for game participation; injury due to supervision by Northwest Arkansas Kickball League agents or volunteers, paid or unpaid, including referees or officials, or to rules, regulations, and instructions (or lack thereof) regarding the nature of the playing conditions and the nature of the sport; or injury due to a disparity between and among other players or teams with respect to experience level, strength, height, weight, age, ability, and the relative competitiveness or maturity of, between, or among other participants.

## **Terms associated with the Northwest Arkansas Kickball League**

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

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

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

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

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

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

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

**Civil Pitch-** A pitch that is not excessively fast, excessively bouncy, or excessively curving as it makes its way towards home and through the strike zone.

**Core players-** Players listed on a NWARDL team’s roster that is on file with NWARDL.

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

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

A team not showing up to play at their scheduled game time, Not having 6 officially rostered players present at game time, Failure to take the field or begin play in the 5 minute allotted time, A rule infraction either intentional or unintentional that has been deemed a forfeitable offense in the NWARDL Rules, Serious Zero-Tolerance violations,

Team roster mismanagement such as playing players who are not pickups but who also do not appear on your official roster, Lineup mishandlings such as not disclosing the fact that less than 4 females are not kicking or persons on the sub list are playing defense without playing offense, or The playing of illegal players,

Any of these infractions discovered during the game must be brought to the attention of the Home Ump and that ump must verify that the infraction does indeed meet the standards set forth for forfeiture by the NWARDKL. The original team captain must then ask for the forfeit and the Umpire will award it. If the umpire does not agree that it is a forfeitable offense, the game will resume as normal and the captain may appeal to the league commissioners before 5pm the following Friday. Any forfeit infraction caught after the completion of the game, must be reported by the team captain before 5pm the following Friday and that captain must ask for the forfeit. If the umpire is unsure about enforcing the forfeit, a note should be made and the game should be played. The League's Ruling committee will then make a decision on the forfeit if it is still warranted.

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

A player under the age of 18

A player who is not a pickup and is not officially listed on the team's roster by 5pm the Friday before game time or finally by the official trade deadline.

A multi-player rostered on a team that already has the allowed number of multiplayers.

A captain who plays who is not also listed as an active player on the roster (rostered).

A player suspended from play in the NWARDKL

A player who plays defense without playing offense (kicking)

A pickup player not allowed by the rules of the NWARDKL

A pickup player used by the same team more than twice during the season.

If any illegal player is played, even if by accident, and it is discovered then or after the game is complete, the opposing captain may call for a review anytime up until 5pm the following Friday and a forfeit can then be issued. After that point, if it is discovered, nothing can be done to correct the record, but the offending team will be issued a warning and any further infractions can result penalties.

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

**NWARDKL** - Northwest Arkansas Kickball League

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

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

**Multi-player-** A player who is rostered as a player on more than one team in two different leagues. Being listed solely as a captain or co-captain on a team but not as a rostered player, does not count as a multi-player. (Note: no player can be rostered as a player on two different teams in the same league or on more than 2 different teams total)

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

**Pickup Player-** Not to be confused with a "sub" or "substitute player." Any player who steps in to play on a team that is short the minimum number of 9 players.

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

**Pop and Drop-**Any play in which a fielder, for the purpose of a double play intentionally and obviously drops a catchable fly so that he or she can then easily get the runner on base and the kicker out.

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

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

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

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

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

## **THE NWARL ZERO TOLERANCE FOR POOR SPORTSMANSHIP**

Actions such as taunting in an extreme manner, name calling, excessive profanity, dangerous aggression, intentional fouling, or other 'win at all costs' behavior are hereby strictly forbidden and are considered contrary to the mission of the Northwest Arkansas Kickball League. Failure to do so will have severe consequences.

The NWARL, for the remainder of the Spring 2009 Season and for every season from here on out, is instituting a Zero Tolerance Policy for poor sportsmanship, extremely aggressive behavior, trash talking that does not fit within the NWARL code of conduct and for any behavior that is "contrary to the Spirit of the Game." Furthermore, excessive profanity, especially stemming from disagreements or during taunting will not be permitted and will be considered an example of poor sportsmanship and will be subject to penalties.

**ENTIRE TEAMS WILL BE PENALIZED FOR THE BEHAVIOR OF INDIVIDUAL**

### **MEMBERS**

Teams are expected to police the behavior of their members for the entire duration of the season at hand regardless of whether or not they are currently playing. Captains are expected to be the first line of prevention and expected to police their members. If you cannot control a person on or off the field, you are expected to remove them from the NWARL for the benefit of your team, fellow players and for the good of the league. If not, your entire team will suffer penalties. No exceptions.

**IT IS UNDERSTOOD THAT THIS IS EVERYONE'S ONLY WARNING!!!**

- (a) The offending individual may be banned from all future NWARL events and will not be allowed in NWARL rented facilities.
- (b) The offending player may be suspended for an appropriate number of weeks meaning the player will not be allowed in NWARL rented facilities for the duration of that penalty.
- (c) The offending player's team may be further penalized with a 1 week suspension meaning any games scheduled for the following week will be forfeited and the team and its members will not be permitted in NWARL rented facilities for that week.
- (d) The offending team may be dropped from the remainder of the schedule or season. No refunds will be issued.
- (e) The offending team and any players associated with that team may not again be allowed to participate in the NWARL.

**Penalties are not limited to only those listed**

Any violations occurring during playoffs or charitable events will be considered the most extreme and teams will be immediately forfeited from the remaining tournament. Additionally, if that team participates in the next season, regardless of their record, without exception, they will not be allowed to participate in any playoffs or be considered conference champs if their record warrants it. No team will be allowed to participate in that next season's playoff with 3 or more members from a previously banned team. Any individual who incurs a ZTP offence at such an event will face further sanction in the next season. It is the

**responsibility of captains to ensure their team is aware of the NWARDL's Zero Tolerance policy.**

Sign \_\_\_\_\_

Team \_\_\_\_\_

Date \_\_\_\_\_

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

The first and foremost rule of the game is to have fun. Remember we are all just a bunch of grown-ups playing a kid's game and are probably over compensating for the fact that all of us at one time or another were picked last as kids and it sucked.

### **The second biggie is absolutely no whining!!!**

Be safe, make friends and kick da funk out of a child's 8.5-inch red playground ball!!! Also the Northwest Arkansas Kickball League is never allowed to take itself too seriously. The NWARDL shall be considered for all things "kickball" and all participants shall be tasked with promoting a love of the game, sportsmanship, community and actively participate in the NWARDL's community service and charitable projects. All teams are reminded that the NWARDL, besides being a social sporting organization, takes pride in its community works and charitable endeavors. All teams, captains and players are encouraged to participate and to remember how important that aspect of the NWARDL is.

**Scheduling: All regular season games will happen on Sunday. That means buy your beer on Saturday!!!**

Thanks for participating in the NWARDL, adhering to all the rules of the NWARDL and for ensuring the continued success of this organization. I thank and welcome all who play and promote kickball personally.

## **2. SPORTSMANSHIP**

### **2.1. Unsportsmanlike conduct will not be allowed and all participants are reminded of the NWARDL's Zero Tolerance Policy**

A. No longer must umpires issue warnings for the first offense.

B. For repeated offenses or serious offenses, umpires may eject a player, players or an entire team.

C. Serious offenses include but are not limited to:

1. Intentional unwanted physical contact with opposing players. Player must make the umpires aware if he or she feels any contact was unwarranted.
2. Physical violence or threats of physical violence are in no way allowed.
3. Intentionally causing or attempting to cause an injury to an opponent.
4. Overly aggressive taunting or excessive use of profanity directed at any player, spectators or umps.

D. Ejected teams or teams that have less than the minimum number of players due to ejection to continue will result in a forfeit.

1. Ejected players must leave the field and the park immediately or risk being expelled from the entire NWARDL.

2. Ejected players or teams may face suspension or even expulsion from the entire NWARDL.

## **2.2. Teams are expected to police their fans, family, supporters or spectators.**

A. At no time are fans to interject themselves in the game.

B. At no time are fans to argue with the ump or opposing team.

C. Any fans that are unruly, a constant source of controversy, or aggressive towards other fans will be ejected from the park.

D. If they refuse to follow the rules, the team that they are obviously there to support will be forfeited from the game.

## **2.3. Respect of the ballpark is expected**

A. No climbing on park facilities and/or fences is to be permitted.

B. Teams are expected to leave the dugout in a clean state after the competition of their game.

C. See the NWARDL's Zero Tolerance Policy.

## **2.4. NWARDL Suspension**

A. The NWARDL reserves the right to suspend any player or team at any time for unsportsmanlike conduct, violation of any rules, or for being a general nuisance without any refund what so ever.

B. Suspensions are doled out by the week, not by the number of games. This means if you are suspended for any number of weeks, you will miss every game that takes place during that time on any teams that you are rostered.

C. Suspended players and teams are not allowed to participate in any NAWRKL game or function during the duration of their suspension.

D. See the NWARDL's Zero Tolerance Policy.

## **2.5. NWARDL Expulsion**

A. NWARDL reserves the right to expel any player or team at any time for repeated unsportsmanlike conduct, violation of any rules, or for being a general nuisance without any refund what so ever.

B. See the NWARDL's Zero Tolerance Policy.

## **2.6. Trash Talking**

A. Trash talking is permitted as long as it is not cruel, racially motivated, hateful, or a personal attack on another player. The trash talking should only be good-natured and shall not be allowed to get out of hand.

B. At no time, should any spectators heckle or interject themselves to the point of having a direct impact on the outcome of a game.

C. At no time should a heckler single out one player for constant abuse. Doing so warrants a personal attack and it will not be tolerated.

D. At anytime, the umpire can put a halt to all trash talking if it is getting out of hand, is not conducive to the well being of the game, its players or the league or if it is contributing to an undesirable environment.

E. At anytime, a team captain may request a stop to all trash talk either from the opposing players or from spectators in the stands.

1. Any player who then refuses to put a stop to ALL trash talk or heckling will be ejected from the game and face future sanctions

2. Any spectator who then refuses to put a stop to ALL trash talk or heckling will be ejected from the park and face future sanctions

F. At anytime, a league rep in attendance may call a stop to all trash talk from the teams and the stands if it is obviously contributing to an unhealthy environment.

G. See the NWARDKL's Zero Tolerance Policy.

## **2.7. Alcohol**

A. While drinking of beer while playing is not discouraged, it is in no way a requirement for playing.

B. No glass containers

C. No one under the age of 21 shall be allowed to possess or drink alcohol in NWARDKL rented facilities.

D. Captains shall ensure that no player is too drunk or poses a danger to themselves or others during play.

## **4.2 Age requirements**

A. All players must be 18 years of age or older.

B. The BOARD can allow special exemptions for any players under 18.

C. Any player admitted under the age of 21 will not be allowed to consume alcoholic beverages.

D. It will be the responsibility of the team captain to ensure that any minor on their team does not drink.

**E. ALL PLAYERS WHOSE AGE IS QUESTIONABLE ARE REQUIRED TO HAVE A VALID STATE ISSUED ID PROVING THAT THEY ARE INDEED OF AGE. IF A PLAYER IS CHALLENGED TO PRODUCE THEIR ID AND CANNOT THEY WILL NOT BE PERMITTED TO PLAY.**

## **4.3 Joining a team**

A. Players must find their own teams to join and must be aware of the rules concerning participation on teams in different divisions. (See Multi-Player Rules, Rule 5.4)

B. If you cannot find a suitable team, the Board will help you.

C. It's a player's responsibility to work out any scheduling conflicts.

D. Players may switch teams before the final roster deadline of each season.

E. THE FINAL ROSTER DEADLINE IS 5PM FRIDAY AFTER THE SECOND WEEK OF THE SEASON.

## **4.4 NWARDKL wavier**

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

## **5. NWARDKL LEAGUES**

### **5.1 The NWARDKL is divided into two different divisions:**

F. The Upper Division (UD)

1. This division is for the more competitive players that take sports more serious.
2. Rules are more strictly enforced and the playoff seeding is based on:
  - a. Fulfilling your assigned umpiring duties
  - b. Record earned during the regular season
3. The total number of teams in the UD and time constraints will determine the total number of teams playing in the end of season tournament.

#### H. The Lower Division (LD)

1. This division is meant to create a niche for players not quite ready of the UD.
2. The playoff seeding is based solely record earned during the regular season.
3. Teams will be placed in differing conferences as size dictates and all steps will be taken to ensure a fair and equitable season.
4. Rules are more lax and the playoff seeding is based on:
  - a. Fulfilling your assigned umpiring duties
  - b. Record earned during the regular season
5. The total number of teams in the LD and time constraints will determine the total number of teams playing in the end of season tournament.
6. Teams deemed to be inappropriate fit for the LD will be moved to the appropriate league.

A. Any conferences in which teams play out of conference games; **conference rankings** will now be determined by:

- a. Conference record first. In the event of a tied conference record:
- b. Head to head will be the next determining factor for rank. In the event that a tie still exists or it is a three way balanced tie, then:
- c. Overall record will then be considered to determine conference rankings. In the event that a tie still exists:
- d. A random drawing will be used to determine conference records.

### 5.3 Team Participation in the different divisions

A. A team may determine which division best suits them and select accordingly but they must also ensure that they are truly suited for the division they chose.

B. Any team thought to be unsuitable for the division they chose will be advised to select a division more befitting their team and abilities.

### 5.4 MULTI-PLAYER RULES: PLAYER Participation in the different division

A player is *encouraged* to only play in only one team/division per season. It is understood that some players will play on more than one roster. These are “multiplayers.” The following rules are to preserve the sanctity of specifically of each division and to prevent abuses from occurring:

- A. Players are reminded to play to the appropriate level of the division in which they are currently participating especially multi-players who play “down’.
- B. No player, regardless of circumstance may play on more than 1 team in the same division **or 2 teams total regardless of division.**

C. Any players abusing this or not playing to the appropriate level will be removed from the inappropriate roster and not permitted to play with that team.

D. Persons who are only listed as a captain or co-captain and not also as a player do not count as multi-players because they are not eligible to play with that team.

**E. The Lower Division may not have more than 4 Upper Division players on their roster and they cannot be all of the same sex.**

**F. NO PLAYER WHO IS A "MULTI-PLAYER" MAY SERVE AS A PICKUP PLAYER AT ANY TIME FOR ANY OTHER TEAM REGARDLESS OF THE LEAGUE. DOING SO WILL CONSTITUTE BEING AN ILLEGAL PLAYER AND COULD RESULT IN A FORFEIT**

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

## **6. TEAMS**

### **6.1 Forfeits**

A. Any team that forfeits or is assessed a forfeit as outlined in the rules of the NWARDL:

1. May be dropped from the remainder of the schedule without any refund
2. May lose any playoff opportunities
3. May not be allowed back

B. Any team with more than 2 forfeits will not be allowed to play in the playoffs.

### **6.2 Team Names/Jerseys**

A. More creative the better.

B. Obviously vulgar/obscene team names will not be allowed and are subject to approval.

### **6.3 Teams Player Roster**

A. Team Size

1. Should meet all coed requirements and league participation requirements.
2. Minimum of nine (9) players.
3. No maximum. Teams are encouraged to list as many players and potential players as possible to list as subs to help avoid any issues associated with player no shows.

B. All teams are required to turn in an official completed team roster with all of their players listed before the opening of the season.

1. Any player not listed on your official roster as of 5pm Friday before game time will not be allowed unless the team is short of the required 9 players. Then that player may be added but only as a pickup and all pickup rules must be obeyed.
2. The final date for all roster changes is 5pm Friday after the third week of the season is completed. After that point, no players may be added or traded regardless of circumstance.

### **6.4 The Coed Requirement**

(a) For the UD and the LD, four (4) of the nine (9) to fourteen (14) lineup spots must be female.

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

### **6.5 Team Captains**

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

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

## **C. TEAM CAPTAIN'S RESPONSIBILITIES**

### **1. PRE-SEASON DUTIES**

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

### **2. PRE-GAME DUTIES**

- a. Determine their team's game lineup and fill out the appropriate NWARDKL Kicking Lineup Form.
- b. The lineup may consist of up to fourteen (14) players and must meet all league playing requirements and the coed requirements.
- c. Any additional players may be listed as "subs."
- d. A team may begin and play with as few as 8 players but they must:
  - i. Take all outs required by the missing 9th player as they occur on the kicking line.
  - ii. Must take any additional outs, if any, for not meeting the kicking coed requirement of four (4) females.

- iii. Must make provisions to cover the defensive positions while adhering to the defensive coed requirement that does not permit more than six (6) male players on the field.
- iv. Must assign up to nine (9) defensive players while adhering to the NWARDL coed rule. If the team starts the game with less than nine (9) players, they have to field what players they have.

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

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

### **3. Game Time Duties**

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

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

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

### **4. Lineup Management Duties**

- a. In the UD and LD the total kicking lineup can range anywhere from 9- 14 players.
- b. Missing or Late Players
- c. Teams must have a minimum of six (6) core players present to compete in games for a win or loss record. If a team does not have six (6) core players present:
  - That team will receive an automatic forfeit
  - At that point, up to nine (9) registered NWARDL players can be picked up to play a pickup game to ensure both teams receive a game. Regardless of inning or tie, the pickup game will end at the end of the originally scheduled time and is not guaranteed 1 hour, 15minutes of play.

ii. Teams with at least 6 core players may pick up other registered NWARDL players up to the minimum number of nine (9) total players that is required to play. These are "Pickup Players"

**iii. NO PICKUP PLAYER MAY BE A "MULTI-PLAYER" or be registered on more than one team roster.**

**iv. IF USING A PICK UP PLAYER, THE COMPLETE KICKING LINEUP CANNOT EXCEED NINE PLAYERS TOTAL. This includes assigned outs for missing females!**

**v. Any substitutions must meet the coed requirements. If a team is short females and they choose to pickup females to meet the coed requirement, then their total lineup still cannot exceed nine players. This may result in a team having to sit down male players as to not exceed nine.**

vi. In the event of a team being short the nine required players and they pick up players, no subs can be listed on the "Available Subs" section of the lineup.

vii. If no pickup players are available who meet these requirements, then the team that is short may:

May ask the opposing team captain for an exemption and pick up what players are available. The opposing team captain would then have no recourse to file a future complaint, or the team may play short, or the team may forfeit.

c. Strategic substitutions.

i. Substitutions can only occur during breaks in play after the umpire has called "time." A "sub" is a player who begins the game on the non-active kicking lineup or sub list and then may or may not be substituted in for a starting player.

ii. Starters may be replaced from the "Available Subs" section at anytime by the captain. While all female starters may only be replaced with female players, **male starters maybe replaced by a player if either sex.**

iii. Captain must notify the home plate umpire of any substitutions.

iv. Starters may return to the game but only to their original spot in the line-up.

Only allowed once.

any Sub that is replaced by the starter is not allowed to return to the game for any reason.

The starting player and his substitute may not be in the lineup at the same time.

v. While teams are permitted to shift their defense from time to time during the inning, excessive changes or constant adjustments that slow the game will not be permitted and the umpire may limit it.

must vi. Runners may **NOT** be substituted unless due to injury and the original runner at least advance to first base. This substitution must obey all sub rules. (See Lineup Management Duties Rule 6.5.C.4.) There are no designated runners. Once the runner is removed for injury, that player is out for the remainder of the game.

d. Injury substitutions

i. Captains may replace an injured player the same way as a strategic substitution.

ii. If no players are left on the "Available Subs" section an automatic out will be taken for the injured spot in the lineup. If a team is short of fielders, catcher position must be covered.

Injured players may **NOT** return to the game once removed due to injury.

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

**5. Post Game Duties-** Turn in their game results to NWARDKL ASAP by submitting them to the appropriate league representatives.

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

## **7. THE PLAYING FIELD**

Field of play will equal the dimensions of a standard softball field. The Northwest Arkansas Kickball League will designate the fields. In the event that the fields are extremely muddy or unplayable, a standard size field can be set up in the outfield. Both team captains must agree to move to the outfield. If both teams do not agree on where to play, then a coin toss will determine which captain selects where to play. The field is to be set up as follows:

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

## **8. EQUIPMENT**

### **8.1 Footwear**

- A. Athletic shoes are required, no barefoot kicking.
- B. Metal or ceramic cleats are not allowed.

### **8.2 Uniforms**

- A. Team jerseys are required
- B. Unique player numbers are required and must correspond to a player's name on the game's kicking line up.
  1. Numbers can be on the jerseys
  2. Or the player's kicking order number can be written on the back of each player's hand.

### **8.3 The Official NWARDKL Kickball**

- A. 8.5-inch red rubber playground ball.
- B. NWARDKL will provide the official NWARDKL regulation ball to each team.
- C. Only balls provided by the NWARDKL can be used in regulation games
- D. Both team captains must agree on ONE (1) ball to be used for the game, if not the ump will select the official game ball from those available.
- E. Any ball determined to be warped will not be used.

**F. Special Instructions:** Each team is asked to take care of their ball

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

3. Do not over inflate your ball

## **9. UMPIRES**

### **9.1 Team Responsibilities**

A. Every team will be scheduled to ump several games throughout the season and must provide knowledgeable and serious umps to fulfill that duty.

B. Each team must send representatives to the **REQUIRED UMPIRE CLINICS**.

C. Provided umps do not have to come from one team.

D. Teams may swap ump duties with other teams as long as they realize that they alone are responsible for the scheduled game. If the fill-in team fails to ump, then the team originally assigned the duties will be penalized.

E. At all times, umpires are expected to remain above the fray and are not to be engaged with bickering with the teams or the fans and umpires are expected to conduct themselves as professionals. Any umpire that behaves badly, directly profanity at teams or players involved or is obviously incapable of fairly umping a game will face sanctions.

F. If you are umping and also in charge of getting a line up ready for a game that might immediately follow, you should have someone else prepare your lineups or prepare it before your scheduled game time so that games remain on schedule.

### **9.2 Penalties**

A. Any team that does not provide umps as scheduled or knowingly provides unqualified, thoughtless or ignorant umps will be penalized as follows:

1. **FIRST OFFENSE:** A warning will be given and that team will be expected to ump an additional game if the need arrives
2. **SECOND OFFENSE:** Any team that fails to ump two games will be dropped one ranking or seed. This will be assessed at the completion of the season and could result in a team losing their playoff spot.
3. **FURTHER OFFENSES:** Any team that misses more than two umpping duties will be forfeited from the remainder of the schedule, be dropped from any playoff situations and may not be allowed to return.

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

### **9.3 Number of Umps**

A. Two during Regular Season, though every effort should be made to provide three umps is possible

B. Three during the Playoffs/Finals

### **9.4 Home Umpire**

A. Is the head umpire

B. Makes final ruling over disputed plays

C. Checks each team's lineup

### **9.5 Field Umpire**

A. Defers to the Home Ump if there is a disagreement about calls

B. Ensures that players play safely in the field

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

**9.7 Game Responsibilities- SEE THE NWARDKL UMPIRE'S MECHANICS MANUAL**

A. Get the game started on time. ONLY A 10-MINUTE PERIOD IS ALLOWED AS GRACE FROM THE SCHEDULED START TIME. GAMES STARTING LATE DUE TO A PREVIOUS GAME RUNNING LATE OR LONG ARE EXPECTED TO BEGIN IMMEDIATELY.

B. End the game on time. The game is over after 6 full innings. In the event of extra innings due to ties, extra innings will be played according to NWARDKL rules (see 10.2 C).

C. Keep the game's pace going so the game does not run past the scheduled slot. The umpire will use a cell phone or other available timepiece to keep track of time from the first kick.

1. If the Umpire determines that one team is being careless with the game time either with:

- a. Reckless pitches,
- b. Distracting, prolonged bickering, or
- c. Slow movement on or off the field
- d. Constant instruction to each player about to kick or pitch

2. The umpire should issue strict warnings to move the game forward in a timely fashion.

D. Determining the fielding position of the catcher as specified by the rules of the NWARDKL.

E. Collect line-ups from both teams.

F. Keep score

G. Enforce NWARDKL's rules for game play.

H. Warn and, if needed, eject players or entire teams for unsportsmanlike conduct.

I. Confer with their fellow umpire to ensure every call is correct.

J. Immediately change any call that they may have made if they believe they initially made an incorrect call.

K. A vocal call takes precedence over a hand sign.

**10. GAME PLAY**

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

A. NWARDKL will provide a season schedule that shows date, time and location of games.

B. Games will be scheduled for Sundays

C. Lineups are due at the start of the scheduled game time.

D. The game will begin immediately after both teams have submitted their completed lineup forms to the umpire.

**E. ALL TEAMS ARE TO WARM UP BEFORE THEIR SCHEDULED GAME START IN ANY AVAILABLE AREA. NO TEAM IS GUARANTEED "FIELD OR KICKING PRACTICE" OR WARMUP BEFORE TAKING THE FIELD.**

**F. NO MEMBER OF A TEAM MAY BEGIN WARMING UP ON THE FIELD UNTIL THEIR CAPTAIN HAS TURNED IN THEIR OFFICIAL LINEUP FORM TO THE UMP. A TEAM MAY THEN TAKE THE FIELD AND WARM UP ONLY IF:**

- 1. THEIR CAPTAIN HAS COMPLETELY FILLED OUT AND TURNED IN THEIR LINEUP FORM TO THE UMP, AND**

**2. THAT TEAM IS WAITING FOR THEIR OPPONENTS TO ARRIVE, TAKE THE FIELD OR COMPLETE THEIR LINEUP FORM. ONCE THE OTHER TEAM HAS COMPLETED AND TURNED IN THEIR LINEUP, THE GAME WILL BEGIN IMMEDIATELY AND THAT LAST TEAM WILL NOT BE ALLOWED THE SAME FIELD TIME.**

G. Any team more than **10 minutes** late will be considered a forfeit. THIS WILL BE STRICTLY ENFORCED. THIS IS A GRACE PERIOD!!! NOT A SCHEDULED WARM-UP TIME AND SHOULD NOT BE ABUSED. Being late means:

1. Not be physically present with enough players to begin the game at least ten minutes after the scheduled start time. (*Note: Players are to be ready, suited, stretched and warmed up before this time!*)
2. Not having your lineup form completely filled out and to the umpire and opposing captain by **10 minutes after the scheduled start time**, or
3. Refusing to take the field as commanded by the umpire as you are scheduled.

H. Teams are not permitted to hold up the start of a game because they are waiting for “multi-players” who might be currently playing on a different team or field.

I. If a preceding game runs long beyond the scheduled start time of the next time, teams have 5 minutes from the end of that previous game to have their line-ups turned in to the umpires.

**THIS MEANS TAKE THE FIELD AND BEGIN PLAY!**

### **10.2 Game Length.**

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

B. Championship game- six (6) innings.

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

### **C. Extra Innings-COIN FLIPS OR TIME LIMITS NO LONGER OCCUR**

1. Play until there is a winner!

### **10.3 Home/Visitors determination**

A. Home team shall be determined by the schedule.

B. The visitors will kick first.

### **10.4 Mercy Rules**

A. Limit of 15 runs per inning per team except for the last inning.

B. 15 run rule or Mercy Rule applies after 4 innings:

1. If losing team chooses
2. Or if the time has passed the next scheduled game time. The Umpire will call

mercy so that scheduled games can be played.

### **10.5 Weather/Lights**

A. The game will be called in the event of dangerous weather or if the fields are deemed unplayable.

B. If a game is unable to start or finish due to a malfunction with the lights when they are required, the game shall be rescheduled and replayed from the start.

*Note: We play in everything but lightning...we love sun, light rain, heavy rain, wind and mud--especially mud.*

### **10.6 Inclement Weather Policy**

A. If because of extreme weather or unfavorable conditions brought on by weather and games have to be canceled everyone should be aware of the following:

1. Only the Board can call games due to weather. Players are asked to be in contact via email, the website for updates. Captains, feel free to call the Mike at 479-756-4030 for up to the minute updates.
2. If no games have started, the entire day's schedule complete with umpires will be moved to a later Saturday date.
3. If games have already started, and the conditions become unfavorable, any games started will be finished and any games left will be moved to a later Saturday date.
4. Every effort will be made to give teams as much time as possible to accommodate the changed schedule.
5. Due to the complexity of scheduling, no exceptions will be made with the move to Saturday.
6. If conditions, effect the Playoffs or the Final Sunday, All games will be shifted to the following Sunday and shift back.

### **10.7 Other**

- A. During game play, all teams must remain in their dugout with their gate closed or sitting immediately next to the dugout outside of the field of play. Players are not permitted to move behind the backstop to harass kickers, or to sit in the stands and engage in any manner of heckling. After one warning, the player will be ejected and face further sanctions.
- B. Teams may employ a first and third base coach
  1. The only persons allowed on the field are the captain, co-captain or rostered members of the team.
  2. Base coaches are not allowed to assist runners or hinder the defense. Doing so will result in an out.
  3. No other coaches will be allowed on the field for either the Offense or Defense.

## **11. FIELDING**

### **11.1 General**

- A. When the ball is pitched, all fielders must be in fair territory. The catcher is the only exemption.
- B. Applicable fielders must not cross the "pitchers strip" until the kicker put the ball into play.
  1. Failure to abide by this rule will result in a ball being awarded to the kicker.
  2. After the warning, further failure results in a base for the kicker and the umpire may remove the offending player from the defense.
- C. Fielders are reminded to remember the safety of the base runners and the rules of good sportsmanship-like conduct.
  1. On first base, if the defense makes an out by mistakenly touching or taking the orange portion of the safety bag (if they are provided), the out does not count. The orange portion of the safety bag is for the runner only and in no way exists for the use of the defense.
  2. Fielders must stay out of the way of the base runner unless they are attempting to tag a runner out or field the ball.
  3. Fielders trying to make a force out on base must lean out of the base line to avoid collisions with the runner.
  4. Fielders are not allowed to intentionally block any base from base runners.

D. No throwing at a base runner's head.

1. Any base runner that is hit in the head results:
  - a. In the base runner being safe at the base the runner was attempting to achieve,
  - b. The ball is still live and other runners may advance until
    - i. The pitcher has control of the ball in the immediate vicinity of the pitcher's mound
    - ii. The umpire calls time
    - iii. Any other action occurs that stops play.
  - c. All other base runners are safe at the base they were attempting to achieve.
2. Exceptions where the base runner is out:
  - a. If the runner intentionally uses his head to block the ball.
  - b. If the runner is ducking, diving or sliding (i.e. attempts to dodge the ball) and is hit in the head because of this.
3. Any overly reckless, aggressive or dangerous conduct may result in the player being expelled from the game.

### 11.2 Pitcher

A. Pitches must be:

1. All divisions in the NWARKL employ a "Civil Pitch."
2. **Done underhanded.** Under hand is a pitch that is released at or about the knee from an arm the swings vertically to the ground in relation to the pitcher's body. This means no side arm pitches are allowed.
3. **All pitches must be made at or within a 6-foot radius of the pitcher's mound.** The only exception to this would be during extremely muddy conditions.
4. A pitch must bounce at least three times **before** entering the strike zone.
5. All pitches shall be within the prescribed strike zone that is 3.5 foot to the side of home plate. This area shall be marked off with a small orange cone. Any pitch within this area that is not excessively bouncy is considered kickable. Any pitch within this area that is not kicked is a strike. Any pitch outside of this area or one that touches the cone or home plate marking the outside boundary of the strike zone shall be considered a ball.
6. Done within 2 "bowling" steps. This means no running up to the pitching strip and that the pitcher's forward most foot cannot advance forward of the pitcher's strip until the kicker has made contact with the ball. Continued failure can result in a call of "ball" for the kicker.
7. Reasonable fashion.
8. "Bouncies" will be allowed but no pitch shall bounce higher than the cone. Any pitch bouncing obviously higher than 8 inches, shall be a ball.
9. Pitchers will have to adapt their pitching styles to field conditions.
10. The umpire will warn any pitcher who repeatedly pitches un-kickable pitches or purposely pitches balls in an attempt to walk kickers.
  - a. After one warning, the umpire can have the pitcher replaced for the remainder of the game.
  - b. Repeated offenses by a team can result in a forfeit.

- B. When the ball leaves the pitcher's hands, the pitcher becomes a fielder and must obey NWARDL's general fielding rules.
- C. At any time in the count or during the inning, the pitcher may be replaced by another player who is on the active kicking line up or brought in correctly from the sub list. Once replaced, the pitcher cannot return to that position for the remainder of that inning. They may though play another defensive position.

### **11.3 Catcher**

- A. The catcher's spot is determined by extending the 1st baseline backwards from home plate **two** yards. The catcher may not advance down the 3rd baseline but must remain completely behind the imaginary line drawn from 1st base towards home. (See the field diagram)
- B. This spot will be determined, marked and maintained by the head umpire before and during the game. (See the field diagram)
- C. After being warned, if a catcher continues to move early, the umpire may call the play dead if an out results and issue a call of a "ball" to the count.
- D. If the catcher is incidentally hit by a kicked ball while standing in the correct position in foul territory or while making a play on the ball the ball is still foul due to the player, in this case the catcher, is in foul territory when making initial contact with the ball.
- E. The catcher must remain stationary until the kicker has put the ball into play.
- F. The catcher's forward most foot must be on the spot at all times until contact is made.
  - 1. First failure results in a warning to the catcher and a redo option to the kicker's team.
  - 2. Continued failure can result in a base for the kicker and the umpire has the option to remove the catcher for the inning.
  - 3. In order to ensure that teams do not attempt to walk certain kickers, the kicker shall have the option of the walk or a re-kick.

## **12. KICKING AND BASE RUNNING**

### **12.1 Kickers**

- A. All kickers must kick in the order that they are listed on the official kicking lineup.
  - 1. A kicker has officially kicked out of order once they have readied themselves in the kicker's area and have taken one pitch. They do not have to have made contact with the pitch in order to be said to have kicked out of order and have an out accessed.
  - 2. Any kicker who kicks out of order may be called out until the next kicker has taken a single pitch. After that point, an out may no longer be accessed and play continues with the kicker who kicked out of order.
  - 3. If it is determined that a kicker has kicked out of order and it is caught before the next kicker takes a pitch, an out is accessed, if they advanced, all runners are returned to their original base, and no runs count.
- B. All kicks must
  - 1. Be made by the foot.
  - 2. Occur in the "Kicking Zone"
- C. Furthermore, a kicker must:
  - 1. Must be aware of the NWARDL strike zone rules,

2. Must kick on the side of the base opposite of the catcher,
3. Adapt to the catcher's spot and not interfere with the catcher,
4. Must understand that if a kicked ball it's the cone and then enters fair territory and is touched in fair territory by the defense or crossed inside of either first or third base, the ball is fair and if it hits the cone and then enters foul territory and is touched first in foul territory, the ball is foul, and
5. Must not argue with umpire over a call of "strike" or "ball."

D. If a kicker makes double contact with the ball:

1. In front of the plate, the runner is out
2. Behind the plate, while in foul territory, the ball is foul and the runner is not out.

## 12.2 Base Runners

A. Kickers become base runners as soon as they kick and leave the "Kicking Zone".

B. All ties will go to the runner.

C. Staying in the base line.

1. Leaving the baseline to avoid a tag, a thrown ball or interfering with a fielder attempting to field results in the base runner being called out.
2. Leaving the baseline to avoid a collision with a fielder attempting the field is allowed.

D. "Safety Bag" portion of 1st base, if available, will be enforced to avoid collisions.

1. Failure to use the "Safety Bag" will result in the runner being called out, regardless if the runner beat the throw IF a collision is a result of the runner using the white portion of the bag or if the runner has already been warned by the umpire and reminded to only use the orange portion of the bag.

**REMINDER: THE ORANGE PORTION OF THE SAFETY BAG ON FIRST BASE IS THE USE OF THE RUNNER ONLY.**

E. Base runners are allowed to overrun first base only.

1. To safely return to first base, base runners are reminded to
  - a. Turn to their right.
  - b. Remain in the base line or foul territory
  - c. Not appear to make or fake any attempt to go to 2nd base.
2. Base runners that over run first will be in play and eligible to be tagged out if:
  - a. They make any move or fake towards 2nd base
  - b. The base runner's turn to the left results in the base runner blatantly entering fair territory but:

### **THE UMPIRE SHALL ALWAYS CONSIDER THE RUNNER'S INTENT**

F. Running is only allowed after the ball has been kicked

1. Neither leading off base, nor stealing a base is allowed.
2. Runner is out in either instance.

G. After a kicked ball in the air is caught, runners must tag their originating base before running to the next base (tag-up):

1. Runners may advance once a defensive player makes any contact with the fly ball.
2. Failure to tag-up can result in the defense either tagging the base the runner left or the base runner for the out.

H. Runners interfered with by any fielder shall be safe at the base to which they were running.

1. Umpires discretion can award an extra base to the runner if the interference prevented that extra base.

I. All base runners will be awarded the next base on an overthrow traveling out of the bounds of play.

### **13. BALLS & STRIKES**

#### **13.1 Balls**

A. A ball is:

1. Any pitch that passes outside of the prescribed strike zone,
2. touches in any manner the orange cone or home plate on the boundaries of the strike zone,
3. Obviously bounces over 8 inches above the ground, or
4. A penalty assessed by the umpire for any member of the defense obviously moving early before the kicker has made contact with the ball.

B. Four "balls" in any fashion accrued by one kicker can result in either of the following:

1. If the kicker chooses, they may walk to 1st base and all runners, who as a result of a force, also advance, or
2. If the kicker chooses not to take the walk, the count resets to 0/0 and the kicker resumes kicking. If the pitcher walks the kicker a 2nd time with 4 balls, the kicker shall then have the option to walk 2 bases and all runners advance accordingly or reset the count to 0/0 and resume kicking. A 3rd walk results in 3 bases etc. etc.

**C. Kickers have the option to kick any ball considered "a ball"**

**D. Any pitched ball that makes contact with the kicker even if it hits the cone first is considered in play and may be assessed as a foul or as live.**

**13.2 A Strike is:**

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

A. A pitch that is missed entirely by the kicker who makes an obvious attempt to kick.

B. A kick in which the non kicking plant foot crosses in front of home plate.

1. If the kicked ball is caught, the kicker is out
2. If the kicked ball is not caught, the kicker is charged a strike and continues the "at-kick".

C. Any pitch through the strike zone that is not kicked.

D. Foul balls shall be considered strikes and be added to the kicker's count for the first two strikes.

E. On the third and final strike, the kicker will be allowed two fouls or tips before a third strike is assessed

**F. THREE STRIKES EQUAL ONE OUT.**

**13.3 CAPTAINS AND PLAYERS ARE NOT PERMITTED TO ARGUE "STRIKE" AND "BALL" CALLS FROM THE UMPIRE. DOING SO EXCESSIVELY, WILL RESULT IN A THE PERSON BEING EJECTED.**

### **14. FOUL & FAIR**

THE LEAGUE ADOPTED A MORE TRADITIONAL FOUL RULE FROM

<http://www.baseball-rules.com/fairfoul.htm>:

## **Fair and Foul Balls**

General notes:

The position of the fielder's body or feet, have absolutely nothing to do with judging whether a ball is fair or foul. The judgment is based solely upon the relationship between the BALL and the LINE at the moment the fielder touches the ball, or at the moment the ball comes to a stop, or on outfield fly balls; the moment it touches the fielder or the ground.

### **OUTFIELD FLY BALLS**

An outfield fly ball is judged to be fair or foul by the relationship of the ball to the foul line at the moment it first touches the ground, or where it first touches a fielder. If the ball touches a fielder in-flight, the judgment is made at where the ball was when it was touched, NOT from where it may land after a miss, or drop of the ball, by a fielder.

**The position of the fielder is irrelevant. You only focus on the ball and the foul line.**

### **INFIELD GROUND BALLS**

Ground balls that bound between home and first, or home and third are a little tricky. The ball is not ruled fair or foul, until the ball comes to a stop, is touched by a fielder, or goes past first or third base. The ball may zigzag, back-and-forth, between fair and foul ground an unlimited number of times. The ruling of fair or foul is not made until the ball finally comes to a stop, or is touched, or goes past first or third base.

THE ACTUAL RULE from the rulebook

A FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

## **FROM THAT, THE RULES OF THE NWARKL READ:**

### **14.1. A Foul Ball is:**

- A. A kicked ball landing in foul territory or out of play.
- B. A kickball that touches the ground in foul territory and is also touched by a fielder
- C. A kicked ball rolling on the ground in foul territory that is touched before reentering fair territory.

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

**14.2 A Fair Ball is:**

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

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**15. OUTS**

**15.1 An Out is:**

- A. A count of three strikes or any combination that results in three strikes.
- B. A runner touched by an in play ball while not on base.
  - 1. A thrown ball that hits a runner above the shoulders is not out.
  - 2. Not applied if runner is sliding or appearing to cause the thrown ball to hit above the shoulders.
  - 3. Hitting a runner above the                      shoulders results in the next base for all base runners.
- C. Any kicked ball (fair or foul) that is caught before it hits the ground.
- D. A ball tag on a base to which a runner is forced to run.
- E. Kicking out of order

- F. Any line-up spot that does not have a kicker that can kick due to:

- 1. Ejection
- 2. Not having the minimum number of four (4) females in the lineup.
- 3. Injury & no reserves of the same sex available

G. A kicker or base runner displaying unsportsmanlike conduct after being warned by the umpire.

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

**16. BALL IN PLAY & NOT IN PLAY**

**16.1 Ball in play:**

A. Once the kicker makes contact with the ball.

**16.2 The ball is not in play:**

B. Once the pitcher has the ball in control and is on the mound.

C. If a runner **intentionally** touches in any fashion or stops the ball in any way. Even if the player is standing safe in the base, if they purposely interfere with the ball, they are out and the play is dead. Interfering with the ball in any fashion by the offense immediately kills the play and runners may not advance past the base they are progressing towards.

D. If the ball travels out of the accepted play area.

E. If the Umpire calls "time," the play ends.

**17. League Representatives**

**17.1** Each division will have at minimum two representatives that will serve the benefit of the Division and assist the Board in the day-to-day running of each division. These volunteers will:

A. Be appointed by the Board

B. Help collect scores and compile division rankings

C. Aid in settling disputes within their division or in deciding Zero Tolerance offences and sanctions against players or teams.

1. Anyone in any division has the right to appeal to their league reps in instances where rules do not clearly dictate how a situation is to be handled.

i. Anyone wanting to have a matter looked at by their reps must, in writing, ask for them to first review the case.

ii. A majority of league reps must then agree that action or review is warranted. If a majority of the league reps do not feel that any action is needed, the case is closed.

iii. If the league reps decide to listen to the case, any parties involved will in writing present their sides of the situation. The reps may or may not ask for additional information.

iv. After the league reps have read the materials and are satisfied that they have enough info to make an informed decision, they vote and the majority rules.

v. All votes are to be kept secret and once a majority decision has been made, the case is closed.

vi. There is no appeals process for a majority league rep vote.

vii. In the event that a minimum of three league reps cannot be found or are not currently seated, the Board will ask for suitable volunteers from the other divisions.

2. League reps decide what further sanctions a person or team might face after a ZTP offense or an ejection.

18. Serve as an authority on the fields during game Sundays when called upon
19. Step in and interject when they witness any activity that goes against the standards and principles of the NWARDL
20. Aid in the further development and refinement of the NWARDL Rules
21. Aid in the running of the Captain's meeting, the Umpire Clinic and Playoffs.
22. Make their contact information available to those in their division.

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**NWARDL Umpire Mechanics Manual Originally Created By Chris Disterdick for use by Umps in the NWARDL Updated Fall 2009**

**WWW.NWARDKICKBALL.COM**

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

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

**A – General Mechanics**

Umpires are communicators. Every move we make on the ball field is saying something to someone. Mechanics is a very important part of umpiring. It is basically where you go when something happens. It is what people see. What people see affects what they believe, how they feel and how they will act. As an umpire we want people to believe in our calls and feel confident in our ability. Always know what your body is saying. Send the message you want to send. Let the team know that you are taking this as serious as you would want someone to take your game serious. Always move with a purpose. Never saunter or stroll. Make all signals crisp and strong. This manual depicts standard mechanics of where to stand and where you should be on certain plays. This manual will help you learn the position that an umpire should be in and will help you kind of understand that being in position to make a call will make your job a whole lot easier. Have purpose and direction as you move about the field. If you don't know where you

want to be, then it is guaranteed that you will never get there. Mechanics is being in the best place at the right time. If we are in the right place at the right time we greatly increase good judgment because we can see what happened from the best possible view. Also we cannot be in the right place at the right time if we don't show a little hustle. We have a huge area to cover.

### **Some General Guidelines for Umpires**

**KNOW THE RULES OF THE OF THE NWARDL!** They are similar to the rules of other sports, but there many rules unique to both Kickball and to the NWARDL

### **KNOW YOUR UMP SCHEDULE!**

Always watch the ball

You always want the base, runner and fielder in front of you

You want 15 feet from a force play. You need the big picture

You want 7 feet from a tag or close play

You want to be set for every play

Adjust your position, change as the play changes

Arrive at the play before it happens

### **Call in your own area!**

Support your partners

Use strong verbal calls

Don't retreat from a call. That's a negative movement and does not show commitment to your call

Hold your signal long enough to show conviction to the call

Not sure on a call, get together and talk about it alone, away from coaches and players

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

### **B – Pre game Mechanics**

Arrive at your game site at least 15 minutes prior to your scheduled game time. Prior to arrival make sure you have a pen/pencil, something to write on like a clipboard, umpire score sheet and a watch or a phone to make sure you try and start on time. After the game before is finished, call both captains to home plate for the pre game conference.

### **Pre game conference should consist of the following:**

Lineup exchange (check and see if anyone has to take outs and/or pickup players)

Inform captains on how home umpire will rule on overthrows around either dugout.

Remind teams of an overthrow into their dugout area that it could hurt their team. So keep them off field and in dugout with gate closed.

Inform them home umpire will rule on tag up plays whether the runner tagged or not.

Inform them on how they expect the captains, players and fans associated with their teams to act and that the ZTP is in effect.

Explain to them how your crew will call the game that the home umpire will not overrule a judgment call in the field. The field umpires will only ask the home umpire did the ball hit him in the back only in a situation that the field umpires view may have been

blocked, also a play in question on whether the first baseman's foot was on or off the bag.

Check game ball from home team and make sure both teams agree on it.

Instruct both teams to keep their players in the dugout and to keep their gates closed.

### **C – Plate Mechanics**

Be set and in position before the ball is pitched. Your position being off the fence, 10 to 13 feet back from the plate in a position to be able to rule on a kick line infraction and able to move to see down each line to rule whether ball is fair or foul. The fair/foul lines are your responsibility unless a big kick in the outfield in which a field umpire can help out on those.

After the ball is in play move up to the first base side foul line and watch the play develop. Rule on fly balls whether caught or not caught. Be alert on close plays at first base in case the field umpire needs help on a ruling.

On calls at third base when there are only 2 umpires, you need to get down that line and rule on those plays.

On plays at the plate, position yourself in the field of play watching the ball as it comes in. Shade either towards first base or third base side of the field depending on where the ball is coming from.

Rule on all tag ups on fly balls. Try and position yourself where you can try and see both the catch and tag.

On all calls that your field umpires make, do not make any kind of safe or out movement depending on what you think you have seen. It is tough to explain a call at third when you are 60 feet away and you have a field umpire 7 feet away. As soon as you make your signal, it is almost a guarantee that someone has seen you and they are going to call you on it. Close calls at the bases are left for the field umpires because they are the ones in position to make that call.

### **General Guidelines for Plate Umpires**

Plate umpire has all fair/foul decisions

Plate umpire has infractions on the kick line

Stand behind the calls your field umpires make

Control all players, coaches and fans and take action if necessary

Game management is the key to running a smooth game

Be approachable

### **D – Strike Zone**

Make sure your positioning allows you to see the entire width of the strike zone so that you can see whether pitches touch either any portion of home plate or the cone

Make your calls quickly, decisively, and loudly

Use the provided counters to keep track of the count

Do not allow players, coaches, captains or spectators to excessively argue your call

### **E – Trash Talking/Heckling**

Never allow trash talking or heckling from players or spectators to be excessive or to obviously have a negative impact on the game at hand

Understand that as an umpire, you do not have to tolerate being the target of excessive trash talking or heckling and can demand a stop to it

At any time you can put a stop to any trash talking or heckling and demand that the teams play in silence

Umpires have jurisdiction over spectators in the stands. If they are engaged in excessive heckling and are being a general nuisance or disruptive, instruct them to cease immediately. If they refuse, you have the right to eject them from park and they will face further sanctions

## **F – Base Mechanics**

First base position is 15 feet beyond first base and 1 yard in foul territory.

The top priority before and during the pitch is making sure all fielders are behind the pitch line from first base to third base and they stay behind line until the ball is in play.

On a bunt, and there is a play at first, move into the field of play no more than 90 degrees off the line and in a position to see the fielders foot on the bag.

Remember: on a force out, position yourself no more than 15 feet from the base.

Always follow the ball to the base. When the ball gets to the base, pause, and then make your call.

With a runner on first, position yourself kind of in between first base and second base on the edge of the outfield grass and ready to make a call at second or first.

When calling with just 2 umpires, the home plate umpires have the calls at third base unless a runner is advancing home. If that is the case you need to get over to third base to rule on any calls over there.

Never make a call at third base from the right field edge of the grass. There is no way you can see that play from that far away.

Help home umpire with balls that travel down the first base line in the outfield only and help rule whether they are fair or foul.

Any tag out plays or close throw at the runner plays try and get at least 7 feet from the base in a set position.

## **General Base Mechanics**

Be set before the pitch

Recognize the possibilities of the next play and plan what you would do in certain situations

Do not echo foul/fair balls that the home umpire calls

Make your call and stick with what you call

If you need assistance, stop and ask your fellow umpires

Be at the play before the play gets to the base.

Always have a pause before you shout out your call.

## **G– Closing**

Never put yourself at a disadvantage and appear lazy or unknowledgeable of the rules. Remember whether you are calling with 2 or 3 umpires, stay in your area of responsibility. Have confidence

### **H– Newer / Inexperienced Umpires**

Prior to your scheduled game time, try and locate someone that has been in the league a few seasons and ask them could you come to them during the game if you have a rule question, not sure how to enforce a rule or something like that. Let the vet know that they have no say so in the ruling on the field that you just want a clarification if needed. Remember newer/novice umpires, you have to have the confidence in whatever call you make and cannot let anyone influence you in any way. Learn how to control your teams and come out to the field with the confidence that you can umpire a big game if called upon to do so. Umpiring a game can be just as fun as the two teams that are playing each other. It is your job to have good game management.

If you make a questionable call and you getting heckled a little, remember that there is another call to make on the next play or the play after that. Do not get down on yourself because someone said something you may not like. Your one questionable call did not cost either team the game. In your fellow umpires you are calling with. Umpire the game the same way you would want your game umpired. Hustle but don't hurry. Be approachable. Have confidence in your call and stand by it! Have fun!!!!!!

**1 2 3 4 5 6 Final**

**1 2 3 4 5 6**

### **(HOME)**

Home: Away:

Team Line Up? \_\_\_\_\_

Nine players start? \_\_\_\_\_

Four female players? \_\_\_\_\_

(Automatic out each "up" if short)

Three females in the field? \_\_\_\_\_

(must play short if not enough)

Team Line Up? \_\_\_\_\_

Nine players to start? \_\_\_\_\_

Four female players? \_\_\_\_\_

(Automatic out each "up" if short)

Three females in the field? \_\_\_\_\_

(must play short if not enough)