



U.I.K.L SMALL BALL TOURNAMENT MIAMI, FLORIDA RULES AND REGULATIONS



CODE OF CONDUCT FOR THE U.I.K.L. CIRCUIT:

All players must adhere to the following code of conduct to stay in good standing with the U.I.L.K Circuit:

1. Respect the game, play fair and follow its rules and regulations.
2. Show respect for authority, to the officials of the game, and of the league.
3. Demonstrate good sportsmanship before, during and after games.
4. Help fans understand the league philosophy so they can watch and enjoy games.
5. Be courteous to opposing teams and treat all players and coaches with respect.
6. Be modest when successful and gracious in defeat.
7. ABSOLUTELY NO FIGHTING, 1 ST OFFENSE WILL RESULT IN TERMINATION FROM ENTIRE TOURNAMENT

DISCLAIMER:

All coaches, players, spectators, and participants assume full and complete responsibility for any injury or any accident that may occur during my participation in the 2018 U.I.K.L. Small Ball Tournament. I hereby release and hold harmless the U.I.K.L., Board of Directors, Agents, Board of Volunteers, Miami Takeover LLC, and any other members associated with the U.I.K.L. I hereby waive any and all claims against the U.I.K.L., Board of Directors, its Agents, Board of Volunteers, Miami Takeover LLC, and any other members associated with the U.I.K.L. for personal injury or property damage which I may have or may hereafter occur as a result of my participation in any event associated with the U.I.K.L Small Ball Tournament.

******These Rules Are Subject to Change Without Written Notice******

1 THE PLAYING FIELD

1.1 The field shall be established on any safe terrain suitable for play in accordance with the following provisions, which equal the dimensions of a modified softball field (see Diagram 1)

- a. The kickball diamond is a square with equal sides of 65 feet with a base at each corner.
- b. The distance from home plate to second base is 90 feet. The distance between any base and home plate shall be measured from the back corner of each.
- c. The pitching mound/plate is in the center of the diamond, 45 feet from home plate, and directly aligned with the 1st-3rd base diagonal.
- d. The pitching mound extends 10 feet from the center of the pitching strip (on each side.)
- e. The illegal pitch line is 20 feet from home plate.
- f. The sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline.
- g. The back-catcher line is measured from the point of home plate.
- h. The 1st and 3rd base encroachment line is 5 feet in front of the base towards home.



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1.2 The strike zone is from the front of home plate. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The strike zone will be marked by green carpet.

1.3 All participants must respect and obey all rules and regulations pertaining to the field used for games.

1.4 Upon notification to the Head Referee of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

2 - TEAM APPAREL & EQUIPMENT

2.1 While participating, players/teams must be properly dressed in uniforms during the game. All Players are required to keep their uniforms on at all times during the game. (No Exceptions)!

2.2 All players must wear uniforms with a 4-inch number on the back. Names are not required. All players by the second week of the season must have this requirement.

2.3 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee (see Rule 3.01) as a performance enhancement must be removed or the player will be removed from play.

2.4 The official kickball is the red Kickball, measuring 10 inches in diameter when properly inflated.

2.5 Both teams must use the same ball from start to finish; we will provide the official game ball.

3 – OFFICIALS / REFEREES / STATISTICIANS

3.1 Games must be officiated by at least one authorized official, the Head Referee. When available, at least two officials referee each game: a Head Referee, and a Field Referee. The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. Other Referees may assist these officials when available.

3.2 Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to address any ground rules in effect and to identify the designated Captains/Coaches who will be authorized to discuss calls with the Referees during the game (see Rule 5.03).

3.3 Referees have jurisdiction over play and may:

- a. call a time out;
- b. call off a game due to darkness, rain or other cause at the Referee's discretion
- c. penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.

3.4 Referees have jurisdiction over play and must cancel the game if lightning is seen, or delay it until safe to continue.



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3.5 Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

3.6 Statisticians keep a record of the final game score. Statisticians have no say so in the callings of the games.

4 - PLAYER ELIGIBILITY

4.1 All players must be 21 years of age or older by/during the end of the current calendar year. In the event of a violation of this rule the team will forfeit every game the ineligible player(s) has participated in.

4.2 Each player including the coaches/captains must be properly registered with the U.I.K.L CIRCUIT

If this rule is violated the team will forfeit any game that the illegal player participated in. Identification Checks maybe implemented. ID's must be government issued and have a picture and the birth date of the player.

5 - TEAMS

5.1 Teams shall consist of a minimum of 10 players (5) five males and (5) five females to be considered a team. The maximum is 20 players.

5.2 To start a game, each team must at least have ten (10) players (5 females and 5 males), if at game time a team does not have the required amount of players, it is an automatic forfeit. (Kicking line up must be turned in before the game). Women cannot be used in place of men and vice versa in the field or kicking lineup.

5.3 Each team shall have one Captain and one Co-Captain who are jointly responsible for the team. The Captains may discuss calls with the Head Referee, but must accept the Head Referee final ruling. Captains may raise protest with the referee for blatant rule infraction with U.I.L.K CIRCUIT. The CIRCUIT will consider protest beyond the referees at its discretion after the game.

6 - BASE COACHES

6.1 Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order. No other members of the teams are allowed inside of the fence, except one coach. The referee will issue one warning then the offending player will be restricted to the dugout. Another occurrence the offending person will be ejected from the game. This rule does not include conferences with referees (when called by the referee), or for an injury.

6.2 Base coaches may not physically assist runners (touch) while the ball is in play or the runner will be out. They are allowed to congratulate (high five, dap, etc.) the runner on base once the play has stopped.

7. REGULATION GAMES

7.1 All games will last six (6) full innings or fifty (50) minutes, whichever comes first. If an inning begins prior to the (50) minute time limit the inning must be completed.



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7.2 All games will begin with a coin toss to determine the home team. The team that wins the coin toss is the gets to choose kick (visitors) or play defense (home).

7.3 If the Home team is leading the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.

8 - LATE ARRIVALS

8.1 Teams should report to the statistician at least twenty (20) minutes before the preceding game to turn in their team's line-up. There are no grace periods. Failure to submit team line-ups or kicking rotation will result in a forfeit.

9 - SCORE/STANDINGS

9.1 Each win is Ten (10) point; In the event of a tie score at the end of the game, the game shall be marked as a tie and count as a half (5) point. Each regular season game will have a result of a win, lose, and/or tie.

9.2 When a team is leading by ten (10) runs by the bottom of the fourth (4th) inning the game will be ended.

10 – OVERTIME / PLAYOFFS / CHAMPIONSHIP

10.1 If after the game period, the game is tied; one inning of sudden death will be played. If after the extra inning the game is still a tie, another inning of sudden death will be played using below rules.

10.2 The last kicker from the regular inning goes to 2nd base. The next kicker (and those thereafter) in the lineup will approach the plate with a full count (No Courtesies). The pitcher will pitch the ball once per kicker, and the result will follow normal rules (e.g. Strike or Foul will result in an OUT)

10.3 If at the end of the extra inning, the game is still tied, an additional inning will be played. This time each team will only be allowed to use eight (8) players on defense (must be 4 male, 4 female). This style of play will be used until there is a winner.

11 - MERCY RULE

11.1 When a team is leading by ten (10) runs by the bottom of the fourth (4th) inning the game will be ended.

12 - PITCHING

12.1 Balls must be pitched by hand. There are no restrictions on pitching style (fast, slow, hooks, spins, etc.).

12.2 The pitcher has ten (10) seconds to pitch the ball once the referee signals to play ball. If the pitcher does not roll the ball within ten (10) seconds the violation will result in a ball.

12.3 There will be a fair pitch line which is twenty (20) feet from the pitcher's mound. The ball must hit the ground before the twenty (20) foot line to be considered a fair ball. If not the play will be dead and the violation will result in a ball. There is no pitchers box, however there is a pitchers area. The pitcher area shall be considered 5 feet to the left, right, and behind the pitching mound/plate. The pitcher must pitch from the



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designated area and cannot cross the pitchers line until the ball crosses the plate. If the pitcher crosses the line, the violation will result in a two (2) base advancement for a male kicker and a one (1) base advancement for a female kicker.

12.4 The pitcher must be in the pitchers area with the ball in hand to stop any play.

Example: if a play is in motion and a runner advances to another base after a play has been made, that player can continue to advance bases until the pitcher returns to the pitchers area with the ball to stop the play.

13 – STRIKE / BALLS

A count of three (3) strikes is an out.

A strike is:

- a pitch that is not kicked and is not called a ball that enters any part of the strike zone
- an attempted kick missed by the kicker inside or outside of the strike zone
- A count of four (4) balls advances the kicker to first base.

A ball is:

- a pitch outside of the strike zone as judged by the Referee where a kick is not attempted;
- a pitched ball that does not touch the ground at least once or roll before reaching the 20 foot line in front of the home plate;
- a pitched ball that exceeds the knee when crossing the plate will be called a ball

A pitcher can verbally walk a kicker. Four (4) balls pitched (intentionally and/or unintentionally) to a male kicker will result in a two (2) base advancement and a one (1) base advancement for a female kicker to follow. If a female kicker is walked she only advances to first (1st) base. Each kicker has to tag (touch) all bases.

14 – FIELDING / ENCROACHMENT

Proper Field Position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Each position infraction by that team that game will result in the kicker being awarded bases based off the encroachment rule. (*Men 2-bases, Women 1-base*)

Proper Field Position is:

- Fielders:
 - All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal;
- Pitchers:
 - The pitcher must start the act of pitching with at least one foot within the pitching mound.
 - The pitcher can release the pitch from anywhere in the pitching area, as long the pitchers foot does not cross the pitching mound/line.
 - No part of the pitchers front foot may be in front of or across the front edge of the pitching strip.
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- Catchers:
 - The catcher must be within arm's length or beyond the kicker and not exceeding the kicking plate.
 - The catcher may not make contact with the kicker or position so closely to the kicker as to restrict the kicking motion.
 - The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.
 - Catchers can move forward as long as they do not make cross the back catcher line before the ball is kicked. If the catcher crosses this line before the ball is kicked, the encroachment rule is enforced.

15 - KICKERS

All kicks/bunts must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick/bunt. Kicking leg must extend in a forward or side motion to be considered a kick/bunt. Any ball kicked with a knee or above will result in a strike/foul.

All kicks/bunts must occur:

- At or behind home plate. The planted foot may be on the home plate but no part of the plant foot can be in front of or cross the front edge of the home plate. Violation of this rule will result in an out.
- A ball kicked twice (double kick) in fair territory is an out, in foul territory it's a foul.

Kickers are allowed only ten (10) seconds to get ready between each kick, once the umpire indicates for the pitcher to play ball. If the kicker is not ready the violation will be the result of the pitch (strike, ball,).

A male kicker that is (intentionally and/or unintentionally) walked will result in a two (2) base advancement and a one (1) base advancement for a female kicker to follow. If a female kicker is (intentionally and/or unintentionally) walked she only advances to first (1st) base. Each kicker has to tag (touch) all bases. If you walk the person does not have to touch home. Neither does the runner behind him.

If a kicker touches the ball while up to kick, it is an automatic out. If the ball is pitched and the kicker decides not to kick the ball and the ball hits the kicker and bounce or rolls off the kicker its either a ball or strike (**NOT A LIVE PLAY**).

16 - KICKING LINE UP

Must alternate genders. Must consist of a minimum of 5 women and 5 men. You can have as many kickers in your lineup as long as the pattern is continued. If a kicker kicks out of order it is an automatic out.

17 - RUNNING AND SCORING

Runners must stay within the baseline. Any runner outside the baseline is out.

- Runners may choose their path from one base to the next, and may follow a natural running arc;
- Runners are free to change course to avoid interference with a fielder making a play;
- When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.



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Obstruction. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.

18 – BASE RUNNING

There is no stealing or leading off a base. A runner may advance only once a ball has been kicked. A runner who is off the base when the ball is kicked is automatically out.

- A runner who is off the base prior to the ball being kicked is also out.
- A runner off the base that results in the 3rd out of the inning will use the below rules.
 - If the kicker at the plate had no pitch count (Kicker has 0 Balls, 0 Strikes, and 0 Fouls) when the 3rd out was made they will start the next inning off as the lead kicker.
 - If a pitch was taken (Ball, Strike or Foul) then the next inning will start with the next kicker in the lineup.
- Hitting a runner's neck or head with the ball is not allowed (except when runner is diving, ducking or sliding ref judgement).
- Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
- A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out. A runner may tag up on a caught ball in foul territory. The ball instantly becomes live when the ball is secured.
- Runners must use the orange safety base when a play is being made at 1st base. Runners may run past 1st base as far as they wish if the runner exceeds the 8ft past first base and tries to turn to run to second it becomes a dead play and the runner returns to 1st base. A runner keeps their safety, as long they do not turn into the field of play. If a runner turns into the field of play they are live and can be tagged out.

Base Running on Overthrows;

- An overthrow is a ball thrown, kicked, or deflected out of play while making a defensive play toward a player or base;
- A runner may advance only one base beyond the base the runner is on or running toward when the ball travels out of play;
- One base on an overthrow is a restriction on the runner not an automatic right for the runner to advance;
- If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- Running past another runner is not allowed. The passing runner is out.
- Runners may not touch another runner, if so the second runner (or the one behind) is out.
- Runners are allowed to slide, head or feet first, into second, third and home base only. Runners are also allowed dive to avoid being tagged. When a runner decides to slide or dive, if they are hit in the head they are out.

19 - SCORING

- A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.
- When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.



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20 – FAIR / FOUL

A kick is considered fair if:

- The kick is touched by a defensive player in fair territory.
- The kick hits the ground and rolls past 1st or 3rd base.
- The kick travels in flight in fair territory over 1st or 3rd base.
- A kick comes to rest on a foul line.

A kick is considered foul if:

- The kick lands anywhere outside the foul territory lines
- The kick is touched by a defensive player standing in foul territory
- Double kick into foul territory is a foul
- Once a kicked ball starts foul it is automatically dead and the play is over. There is no rolling back.
- A fly ball kick that is caught in foul territory now becomes a live ball. Offensive players must tag up to advance. Standard tag rules apply.
- Knee and above kicks are fouls

21 - OUTS

An offensive player is considered out when:

- A kicked ball is caught in flight.
- The ball is thrown to the base the runner is forced to run to and caught by a defensive player.
- Makes contact with a live ball
- Is struck by the ball thrown from a defensive player
- Touches a pitched ball that they do not kick.
- Double kick into fair territory is an automatic out
- Knee foul or pop foul balls caught in will result in and out
- After each OUT the pitch/kick count restarts, there are three (3) outs per inning. If the third out of an inning is not a force out, the runner must cross the plate before the third out occurs for the run to count.

22 - INJURIES / SUBSTITUTES

SUBSTITUTES

- Defensive substitutes can be made at any time.
- Offensive substitutes must be given to the scorekeeper before the substitute receives their first pitch. If the substitute is not reported then that person is out. The other team must get the subs reported from the scorekeeper and only the other team can challenge a substitute. A person that has been substituted can come back to kick only same position in the lineup.
- To challenge an illegal substitute, the other team must challenge to the head official before the next kicker is pitched a pitch. If this does not occur, then the play stands and cannot be challenged. Scorekeepers do not announce or challenge substitutions that is a requirement of the other team.

INJURIES

If a player is injured, they may be substituted for at any time once a play is concluded. If an offensive player is substituted after they receive a pitch, they cannot reenter the game.