



## 2020 Titletown Kickball Handbook and Rules

### TABLE OF CONTENTS

- A. General Information
- B. Playing Field
- C. Equipment
- D. Umpires
- E. Participation
  - a. Player Eligibility
  - b. Teams
  - c. Base Coaches
- F. Regulation Games
- G. Pitching, Catching and Fielding
- H. Kicking
- I. Running and Scoring
- J. Fairs and Fouls
- K. Strikes, Balls and Outs
- L. Ball In Play
- M. Injury and Substitutions
- N. Tournament
- O. Sportsmanship & Profanity
- P. Ejections
- Q. Forfeits
- R. Code of Conduct

**EACH CAPTAIN HAS THE RESPONSIBILITY TO ENSURE THAT ALL TEAM MEMBERS ARE AWARE OF THE FOLLOWING RULES AND REGULATIONS**

### Titletown Kickball League Contact

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The following rules and regulations in this handbook ensure the success, safety, and efficiency of the Titletown Kickball League. All participants agree to comply with the rules and procedures when registering for the league. Titletown Kickball League rules and regulations strictly follow the rules put forth by CLUBWAKA.

KICKBALL: Official Rules of the Game  
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## A. GENERAL INFORMATION

### a. Overview

- i. Titletown Kickball League is comprised of 12 teams. These teams will be divided into two conferences of six teams. Each team will play every team within their conference one time to determine seeding for the championship tournament. Only the top three seeds from each conference will advance to tournament play to determine the Titletown Kickball League Champion. The championship team will receive a traveling trophy with their team name engraved on it. The trophy must be returned before the start of the next year's league and when the trophy is returned, the team will receive \$50 off of their league fee for the season.

### b. Fees

- i. All teams will be charged a \$500 league fee, which includes referees for the games, 20 beer tokens to be redeemed for 12 ounce pours during the season, five weeks of guaranteed games and a clean, well-lit field to play on. All fees must be paid before the first week of game play.

- c. Inclement Weather
  - i. League play will continue rain, shine or wind. However, certain weather conditions (high winds, lightning, tornadoes, etc.) may necessitate either a delay or cancellation of games. Delays and cancellations will be posted on the Titledown Social Media pages. Emails will also be sent to all team captains announcing a delay or cancellation of league play. Should games be cancelled due to the weather, the rain date will be used to make up the games before the championship tournament.
- d. Schedule
  - i. Dates
    - 1. Titledown Kickball League will run every Wednesday starting April 15, 2020 and ending May 6, 2020 with May 13, 2020 designated as a rain date. The championship tournament will be played on May 20, 2020.
  - ii. Times
    - 1. Games will be played at 5:30 p.m., 6:45 p.m., and 8:00 p.m. Two games will occur during each time frame - one game on the West Field and one on the East Field.
- e. Location
  - i. All games will be played on the Titledown Football Field, which is located next to the playground. The football field will be divided into a West Field and East Field.
- f. Captain Role
  - i. Each team will designate an official team Captain and Co-Captain. The captains are responsible for relaying all information regarding the league to their teammates. The Captains are the only players allowed to discuss calls with the Head Referee. Any player who is not a Captain and arguing calls with any Referee may be ejected from the game, and in some cases, suspended from future games.
  - ii. All Captains and Co-Captains will be required to attend a league meeting prior to the start of the season to review the Titledown Kickball League Handbook and Rules.
  - iii. Captains are also responsible for choosing the official team name. Titledown and the League Commissioner reserve the right to decline a team name if deemed inappropriate.
- g. Food and Beverage
  - i. Each week of regular game play, 20 beer tokens will be provided, at no additional cost, to each team. The tokens can be redeemed at the beer portable next to the field for 12 ounce pours during the season. Additional beer can be purchased at the beer portable. Beer tokens can be saved from week to week. Food can be purchased inside 46 Below.
  - ii. No food or drinks, beside water, is permitted on the football field. Food and drinks must be consumed around the perimeter of the field.

## **B. PLAYING FIELD**

- a. The field shall be established on any safe terrain suitable for play in accordance with the following provisions, which equal the dimensions of a softball field.
  - i. The kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner.
  - ii. The distance from home plate to second base and from first base to third base is 84 feet 10.25 inches or about 28 paces. The distance between any base and home plate shall be measured from the back corner of each.
  - iii. The pitching strip is in the center of the diamond, 42 feet 5.125 inches or about 14 paces from home plate and directly aligned with the 1st-3rd base diagonal.
  - iv. The pitching mound extends 12 feet from the center of the pitching strip.
  - v. 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 area.

- vi. When available, cones are placed: at the outside corner of first, second, and third base, and not touching the base; on the foul lines 30 feet or about 10 paces behind first and third base; and on the sidelines 10' from home plate.
  - vii. The kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box.
  - viii. The foul lines are fair territory.
- b. The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. 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 back edges of the zone are one (1) foot from the back sides of the plate. The strike zone may not be marked by cones or other raised objects.
  - c. All participants must respect and obey all rules and regulations pertaining to the field used for games.
  - d. Any player or Referee wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.
  - e. 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.
  - f. Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area except for the kicker, Referees and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written kicking order on the team that caused the infraction.

### **C. EQUIPMENT**

- a. While participating, players must properly wear the official athletic clothing designated for their use.
- b. Athletic shoes are required. Metal cleats are not allowed.
- c. Titledown kickball jerseys will be available for use if needed to help differentiate between the Home and Away teams.
- d. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee as a performance enhancement must be removed or the player will be removed from play.
- e. The official kickball measures 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.
- f. All player attire is an extension of the player.

### **D. UMPIRES**

- a. Titledown will provide an umpire for all scheduled games
- b. 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 First Base 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.
- c. Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to address any ground rules in effect, to ensure the exchange of team lineups, and to identify the designated Captains who will be authorized to discuss calls with the Referees during the game.
- d. Referees have jurisdiction over play and may:

- i. Call a timeout;
  - ii. Call off a game due to darkness, rain or other cause at the Referee's discretion;
  - iii. Penalize a player, including game ejection, for any reason. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.
- e. Referees have jurisdiction over play and must:
  - i. Cancel the game if lightning is seen, or delay it until safe to continue;
  - ii. Keep a record of the final game score.
- f. 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.

## E. PARTICIPATION

- a. Player Eligibility
  - i. All participants must be 18 years of age or older to register
  - ii. All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.
  - iii. A claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts:
    - 1. That the written kicking order was exchanged in accordance with Rule E.a.i;
    - 2. That the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker.
  - iv. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker. A player removed from the kicking order for ejection, injury, illness, or any reason does not constitute an improper kicking order.
- b. Teams
  - i. Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.
  - ii. The roster must be comprised of a minimum of eight (8) players and a maximum of eighteen (18) players with a minimum of three (3) women.
  - iii. Teams may dress and kick a minimum of eight (8) and up to fifteen (15) players for each game. While the outfield requires a minimum of eight (8) or a maximum of eleven (11) players.
    - 1. Of the minimum of eight (8) or maximum of fifteen (15), there must a minimum of three (3) women on the roster.
  - iv. While fielding, each team must field at least eight (8) and no more than eleven (11) players, which must include one pitcher and one catcher at any time during the game. There must be three (3) women in the outfield at any given time.
  - v. For a given game, each team shall have one Captain and one Co-Captain (collectively "the Captains") who are jointly responsible for the team. The Captains may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Other players besides the Captains that dispute calls with the Referees are subject to ejection from the game.
- c. Base Coaches
  - i. 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.
  - ii. Base coaches may not physically assist runners while the ball is in play.

## F. REGULATION GAMES

- a. Regulation games last seven (7) innings.
  - i. In the event of a tie score at the end of the game, up to two (2) overtime innings will be played by the teams to determine a winner. If after two (2) innings are played and no winner has been established, the game shall be marked as a tie.
  - ii. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
  - iii. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- b. A game that is called off by the Referee after four (4) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.
- c. A game that is called off by the Referee for any reason before four (4) full innings of play shall not be considered a regulation game and a new game may be rescheduled.
- d. During tournament play, in the event of a tie at the end of seven (7) innings, play will continue until a team scores. Each team will have a chance to score when play has been extended to extra innings.

## G. PITCHING, CATCHING AND FIELDING

- a. Balls must be pitched by hand. There are no restrictions on pitching style.
  - i. Balls bouncing excessively or over six (6) inches high will be declared an illegal pitch.
- b. Proper Field Position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.
- c. Proper Field Position is:
  - i. For Fielders: All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal;
  - ii. For Pitchers:
    1. The pitcher must start the act of pitching with at least one foot within the pitching mound;
    2. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball;
    3. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
  - iii. For Catchers:
    1. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
    2. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
    3. The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.

## H. KICKING

- a. All kicks must be made by foot or leg, below hip level. Any ball touched by the foot or leg below hip level is a kick.
- b. All kicks must occur:
  - i. At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
  - ii. Within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
- c. Bunting is allowed.
- d. Kicking order does not require alternating genders.
- e. Any pitched ball that crosses the plate, unless declared an illegal pitch by a referee, is a strike.

## I. RUNNING AND SCORING

- a. Runners must stay within the baseline. Any runner outside the baseline is out:
  - i. Runners may choose their path from one base to the next, and may follow a natural running arc;
  - ii. Runners are free to change course to avoid interference with a fielder making a play;
  - iii. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- b. Obstruction. Fielders may be within the baseline when doing so is necessary to make an active play on the ball, but must otherwise stay 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.
- c. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
- d. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. 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.
- e. 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.
- f. All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.
- g. Base Running on Overthrows;
  - i. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;
  - ii. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;
  - iii. One base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance; d. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- h. Running past another runner is not allowed. The passing runner is out.
- i. 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.
- j. 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.

## J. FAIRS AND FOULS

- a. A count of four (4) fouls is an out. Foul balls never count as strikes.
- b. A foul ball is:
  - i. A kicked ball first touching the ground in foul territory;
  - ii. A kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory;
  - iii. A kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing 1st or 3rd base;
  - iv. A kicked ball landing in fair territory, then entering foul territory before crossing 1st or 3rd base, and touching a fielder or Referee wholly in foul territory;
  - v. A ball put into play with any part of the kicker's body at or above the kicker's hip level;
  - vi. A kicked ball touched more than once or stopped in the kicking box by the kicker;
  - vii. A kicked ball first kicked outside of the kicking box;
  - viii. A kicked ball first touching a permanent object, such as a batting cage or fence;
  - ix. A kicked ball first touching a fielder in front of the kicker's box prior to the ball crossing into fair territory.
- c. A fair ball is:
  - i. A kicked ball landing and remaining in fair territory;
  - ii. A kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base.
  - iii. A kicked ball first touching a player or Referee in fair territory;
  - iv. A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory;
  - v. A kicked ball that touches a runner before touching the ground in foul territory;
  - vi. A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.

## K. STRIKES, BALLS AND OUTS

- a. Strikes
  - i. A count of three (3) strikes is an out.
  - ii. A strike is:
    - 1. A pitch that is not kicked and is not called a ball, that enters any part of the strike zone;
    - 2. An attempted kick missed by the kicker inside or outside of the strike zone.
  - iii. Foul balls never count as strikes.
- b. Balls
  - i. A count of four (4) balls advances the kicker to first base, with the exception of four-pitch walks.
  - ii. During a single plate appearance, if a kicker is walked on exactly four pitches, without being pitched any strikes or any resulting foul balls, the kicker will be awarded a walk of two bases. Base runners shall only advance as far as they are forced by the kicker proceeding through 1st base to 2nd base.
  - iii. A ball is:
    - 1. A pitch outside of the strike zone as judged by the Referee where a kick is not attempted;
    - 2. A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;
    - 3. A pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box;
    - 4. A pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker;
    - 5. A pitched ball that is higher than one foot at the plate.

c. Outs

- i. A count of three (3) outs by a team completes the team's half of the inning.
- ii. An out is:
  1. A count of three (3) strikes or four (4) fouls;
  2. Any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground;
  3. A Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base;
  4. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play; e. a kicker or runner that interferes with the ball;
  5. A tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball;
  6. A runner off base when the ball is kicked;
  7. A runner physically assisted by a team member during play;
  8. Any kicker that does not kick in the proper kicking line up;
  9. A runner that passes another runner;
  10. A runner outside of the baseline;
  11. A runner who misses a base, as called by a Referee upon the conclusion of the play;
  12. A runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;
  13. A runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner;
  14. A runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use);
  15. A player improperly occupying the sideline area after their team has been issued a warning.

**L. BALL IN PLAY**

- a. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
- b. Interference is:
  - i. When any non-fielder or non-permanent object except a Referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed;
  - ii. When any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance;
  - iii. When any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came.
- c. During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

### **M. INJURY AND SUBSTITUTIONS**

- a. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.
- b. If a player is ejected, injured, becomes ill and cannot continue, or leaves the game for any reason, the written kicking order will continue in the same formation, less the removed player. A player removed from the kicking order for ejection, injury, illness, or any reason does not constitute an improper kicking order and there is no “automatic out” when the removed player’s spot in the order is reached.
- c. Injured players who do not kick shall not play in the game.
- d. Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.
- e. The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.
- f. Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

### **N. TOURNAMENT**

- a. A single elimination tournament will start May 20 after the final regular season game.
  - i. All brackets will be posted prior to the start of the tournament.
- b. Tournament brackets will be decided based on a team’s overall performance during the regular season. Below is the order of tiebreakers to determine seeding.
  - i. Tiebreaker #1 – Overall conference record
  - ii. Tiebreaker #2 – Runs scored through the regular season
  - iii. Tiebreaker #3 – Strength of schedule
- c. The top three seeds from each conference will advance to the championship tournament, with the No. 1 seed receiving a first-round bye.
- d. The winner of the first round match-up will play the No. 1 seed in the second round.
- e. The winning teams from the second round will play each other in the final round to determine the 1<sup>st</sup> place and 2<sup>nd</sup> place teams. The losing teams from the second round match will play to determine 3<sup>rd</sup> and 4<sup>th</sup> place.
- f. A traveling trophy will be awarded to the league champion.

### **O. SPORTSMANSHIP & PROFANITY**

- a. The umpire has the authority to assess ONE UNSPORTSMANLIKE OUT against the offending team for the use of PROFANITY which shall be defined as expletives (vulgar or profane language) not directed at umpires or opposing players, uttered by a player, captain, on the field or an individual within the dugout involved with the play of the team, frustrated with themselves, a teammate, or fan.
  - i. PLEASE NOTE – an umpire’s interpretation of profanity varies from one to the other. If your team doesn’t want to be assessed an out, don’t use any language that could be looked at as profanity.
- b. The umpire has the authority to assess ONE UNSPORTSMANLIKE OUT against the offending team for excessive protests, arguments, arguing pitch height, complaints, or behavior not appropriate in a recreation sports setting, (throwing bat, glove, gestures, whining, etc.). The out can be assessed to anyone involved with the team (players, coaches, captains, scorekeepers, or fans).
- c. Any outs assessed to the defense will be applied to their next at bat.
- d. Unsportsmanlike outs can be assessed as the third out of an inning or the last out of a game.
- e. Unsportsmanlike outs will be assessed as a “team out” and will not affect any batter or base runner. For scoring purposes, the putout will be credited to the catcher.

- f. Any player that is assessed 2 unsportsmanlike outs during a game will be ejected. Any team that is assessed 3 unsportsmanlike outs during a game will forfeit the game immediately. Refer to P. EJECTIONS for more details.

#### **P. EJECTIONS**

- a. Game officials can eject any player, coach, or fan for the following: profane language; unnecessary roughness; harassment of officials; unsportsmanlike conduct; destruction of public property; being under the influence of alcohol or drugs during a game.
- b. Any player ejected will face a 1 week suspension from all teams/nights with which they play (or your next scheduled game- in the case of a rainout, scheduled bye, etc....the Athletics Supervisor will clarify to the team captain).
- c. The team captain and player will be contacted regarding a player ejection/suspension.
- d. Any player ejected will be removed from the game immediately and will not be allowed to play in any games at any fields the rest of the day (as well as the next week- see above). The site supervisor will determine the timeframe in which the ejected player needs to leave the premises. If the ejected player does not comply with the supervisor, the team may receive a forfeit and the player may face further game suspensions.
- e. On every ejection, a report will be completed and given to the League Commissioner. Failure of the team captain to cooperate with this procedure could result in a forfeiture of the game or further sanctions.

#### **Q. FORFEITS**

- a. Teams should be ready to play at least 15 minutes before game time. At game time, if one team is short of the required number of players, the captain of the team with the required number of players will have the following options:
  - i. Option 1: Accept forfeit at game time
  - ii. Option 2: Allow opposing team a grace period of 10 minutes from scheduled starting time to reach the minimum number of 8 players. Grace period time will be deducted from the playing time period.
- b. In the event both teams cannot field the minimum required number of players at game time, there will be an automatic 10 minute grace period for both teams. If both teams have reached the minimum number of 8 players within the 10 minute grace period, the game will begin immediately.
  - i. If one team reaches the minimum of 8 and the other has not, the team with 8 may continue to grant time until the grace period is up or can accept the forfeit.
  - ii. If both teams do not get at least 8 to begin the game once the grace period is up, the game will be declared a double forfeit.
- c. Only the team captain can notify the League Commissioner if their team is willingly forfeiting their scheduled game.
- d. If a team forfeits 3 times during the regular season, they will be dropped from the tournament.

#### **R. CODE OF CONDUCT**

- a. Titledown is committed to providing an enjoyable and safe environment. Irresponsible conduct will not be tolerated at Titledown or in its parking lots and, in some cases, may result in arrest and/or ejection. The following will not be tolerated:
  - i. Smoking: Titledown is a smoke-free facility.
  - ii. Behavior that is unruly, disruptive, or illegal in nature.
  - iii. Intoxication or other signs of alcohol impairment that result in irresponsible behavior.
  - iv. Foul or abusive language or obscene gestures.
  - v. Interference with the purpose of Titledown.
  - vi. Failing to follow instructions of Titledown personnel.
  - vii. Verbal and physical harassment of other Titledown guests.
  - viii. Any other conduct deemed to be beyond the bounds of reason.