

SPORTS LEAGUE OFFICIALS ASSOCIATION

Coed GLOW IN THE DARK Kickball Rules



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Since GLOW Kickball will be played in the DARK, some CSSC Kickball rules will be changed to put more of an emphasis on FUN and SAFETY. We encourage all of our players to look out for each other, including those on the opposing team. Rules may be altered as we see fit throughout the course of the season to make it the best possible experience for all participants.

1. **PLAYER EQUIPMENT** – All players will be provided with 2 GLOW BRACELETS and 1 GLOW NECKLACE prior to each game. All players participating in the game should wear the provided bracelets and necklaces for the duration of the game. Teams are also welcome to bring their own glow gear however it must be the same color glow for the entire team.
2. Play consists of 10 players (6 men and 4 women) in the field at one time. Teams may play a legal game with 8 players (6 men/2 women). Teams may not field with more than 6 men at one time and no less than 2 women to be considered a legal game. (THERE ARE NO POSITION REQUIREMENTS of any players, i.e. there need not be 2 females in outfield and 2 in the infield).
3. Games will be played on a regulation kickball diamond. The pitcher and fielders must stay behind the pitchers mound until the ball is kicked. The catcher or kicker is not allowed to cross home plate until the ball is contacted. All kicks must be made by foot and must occur at or behind home plate. If the kicker does contact the ball in front of home plate it will be considered a foul.
4. Bunting is NOT allowed in Glow Kickball. Any player deemed to have “bunted” in the umpires eyes, will be given an automatic strike.
5. All batters will start with a one ball, one strike count. The “strike zone” extends to 1 foot on either side of home plate, and 1 foot high.
6. All pitches **MUST** be thrown underhand and at a “reasonable” speed. Reasonable is obviously subjective but if you have to question it, then it’s probably too fast. The league umpire has final say on what is or is not too fast. This is a league that plays in the DARK, so fast lightening pitches are **NOT** allowed.
7. NO CURVING of pitches. All pitches must be rolled in a direct line.
8. Pitches must be rolled towards home plate. Pitches may not be bounced, only rolled towards the kicker! Pitches that bounce more than one foot above the ground will be considered an illegal pitch, and thus deemed a ball.

9. **WALK RULE:** If a male batter is walked in 3 pitches (meaning no strikes were thrown or foul balls were hit) and a female follows him in the batting order, the female has the choice to take a walk or bat. (Exception: ***if the bases are loaded (at the time a male is at-bat) and a male is walked and a female follows him in the order, that female must bat.) Umps will enforce this rule upon request; however, they will not be responsible for notifying the batter in each walk situation.

10. A batter with two strikes is allowed one foul ball, two fouls with two strikes, the batter is out.

11. All games are seven innings or one hour (warm up time included); the last inning will start 10 - 15 minutes to the hour. The ump will enforce this rule and will make the call at the top of the final inning. Note: Due to differing circumstances in each and every game, some games will finish short on an hour in length, while others might run over the hour mark. Please respect your ump's call in this matter. He/she must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.

12. Teams may bat more than ten players; however, these teams must bat the same ratio (3 to 2) of fielding men and women, unless their opponent allows it. If only 2 women are present at game time, each woman must bat twice in the first 10 batters. If a team has less than the minimum required number of players it is up to the opponent and/or umpire as to what is allowable. In situations where additional players wish to bat, the line up must come as close to a 3 to 2 ratio as possible, even if some women need to bat twice in the rotation. ***Men CANNOT bat twice in the lineup to achieve a 3-2 ratio if a team plays with more women than men. Prior to game time, ask your ump for a score sheet, line ups must be given to the ump for every game.

13. There are no guy-girl batting order rules other than the 3 to 2 ratios. (i.e. You may bat 5 men followed by 4 women or vice-versa)

I.e. 6 men 4 women
7 men 4 women
8 men 5 women (1 out of 4 batting twice if needed)
9 men 6 women (2 out of 4 batting twice if needed)
10 men 6 women (2 out of 4 batting twice if needed)
11 men 7 women (3 out of 4 batting twice if needed)
12 men 8 women (4 out of 4 batting twice if needed)
Etc., etc., etc.
*6 men 2 women (both batting twice) *If playing with the minimum # of people

14. All players in the field must be listed in the batting order. There are no designated hitters allowed. Any attempt at doing so must be brought to the attention of the umpire prior to game time and can only be deemed allowable by the opposing captain.

15. Game mercy rule: 10 runs up after five complete innings.

16. NEW RULE ***Inning run limit rule: There will be a 7 run limit per inning through innings 1-4. (Exception: unlimited runs may be scored if one of the innings 1-4 is declared the final inning of the game.) Unlimited runs may be scored in innings 5, 6, and 7 always.

17. No leadoffs or stealing, runners can leave the base once the ball crosses the plane of the plate or is hit by the batter. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the batter will be first up in the next inning.

18. Players are considered out by one of the following means: (1) Striking out, (2) A fly ball caught by the defense, (3) A throw out at one of the lead bases, (4) The runner being tagged by the ball which is in possession of the defensive player (this does not include deflections off of a defensive player), (5) Infield fly rule (6) A foul out. Fielders **ARE NOT PERMITTED** to throw the ball at a runner in Glow Kickball. Any runner hit with a thrown ball by a fielder will be considered safe and the play will be considered live until the umpire calls the play dead.
19. Fielders **ARE NOT PERMITTED** to throw the ball at a runner in Glow Kickball due to safety concerns. Any runner hit with a thrown ball by a fielder will be considered safe and the play will be considered live until the umpire calls the play dead. If a runner is hit with a throw ball by a fielder and the ball ends up out of play, the runner will be given the base they were going to plus an additional base (treated as an overthrow).
20. Games start on time!!! Teams must be prepared to play.
Forfeit rule: 10 minutes after game time. If one team has less than the minimum number of players (8 total-2 females) at ten past the designated start time, it is up to the staff and opposing team as to what is allowable - this decision will ultimately be made by the staff.
21. Base runner to defensive player contact will be closely watched by the ump. Any excessive contact or collision will result in an “out” and/or ejection. This includes contact with the catcher. **Sliding is NOT allowed.** Games will be played in the DARK so NO SLIDING. Any sliding into a base will be deemed an automatic out.
22. NO METAL SPIKES ARE ALLOWED.
Any equipment in question should be brought to the attention of the umpire. The umpire will make all final decisions with regard to equipment discrepancies.
23. A foul kick above the batter’s head may be caught for an out.
24. All thrown balls are deemed out of play when:
- The ball is thrown over the fence
 - The ball is thrown beyond the fence
 - The ball is thrown beyond the imaginary line extending from the end of the backstop (if there is no fence).
 - This imaginary line applies to overthrows and caught fly foul balls.
 - If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is **NOT** considered out of play and the runner may advance, BUT at his/her own risk.
 - On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.
25. On an infield fly (any ball kicked within the infield with significant arc and deemed an “easy catch”) with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.
26. All outfielders must remain behind the chalked and/or coned “outfield line” (*if applicable - consult with your ump before your game to determine if this rule is enforced at your particular league*) when a female is up to bat. If the “line” is not clearly marked it is up to the umpire’s discretion if an outfielder is too close to the infield. There cannot be more than 7 players on the infield at any one

time. Once contact has been made the outfielders may cross the line. If an outfielder crosses the line before contact has been made the female may be awarded first base.

27. In certain facilities a home run rule may apply. (consult with your ump and/or CSSC staff person to determine if a rule is in effect at your particular league.)

LEAGUE POLICIES

GAMES:

During the regular season games are to be played within time allotted (warm up time is included).

UMPS:

An umpire will be provided by the Sport & Social Clubs to supervise the game. It will be the umpire's responsibility to coordinate and run the games, which include the following tasks:

- Starting games on time.
- Calling outs, making final calls on any disputed balls or strikes.
- Settling all disputes or disputed calls.

It is understood that umps will assist in the tracking of the score (i.e. Announcing it between innings) and assist in any discrepancies with regards to the coed line-up ratios. However, it is the responsibility of both teams to maintain their respective line-ups and scores each inning.

FORFEITS:

If your team forfeits a game during the season, the following rules apply:

First Offense: Loss of game.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league.

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office, at 312.850.8196, so as to help us schedule your opponent a game. This will still be considered a forfeit, but is a courtesy to your opponent.

Teams have until **ten** minutes past the designated start time to field a full squad (minimum numbers of players required to play according to the rules). Refer to rules regarding the guy/girl batting ratio. Anything less than the minimum must be approved by the staff and opposing team.

STANDINGS:

The updated standings will be posted weekly, displaying each team's rank within its skill level. Rank is based on winning percentage.

PLAYOFFS:

Playoffs will begin immediately following the end of the regular season and will typically last between 2 and 3 weeks. After teams have been seeded according to their records all captains will receive an email or call with the 1st week of playoff game times roughly 3 days before their league. **Teams will not receive a call for any other weeks of playoffs!** It is **ALL TEAM'S** responsibility to check the playoff brackets at the league to find out what time they will be playing the following week if they win. In playoffs it is not uncommon, (and in some cases will be necessary), for teams to have more than one game in a given night. No non-roster players will be allowed during playoffs. All players must have signed the waiver or be on the roster by the second week of the season in order to be eligible for playoffs. All eligible teams will make the playoffs. Playoff eligible teams will be determined on a league by league basis. Teams that have violated the forfeit policy during the course of regular season will not be eligible for playoffs. In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with CSSC league coordinator to see if this applies to your league. Playoffs are single elimination.

Seeding: Teams are seeded according to winning percentage, point differential and various other criteria. Teams may be dropped from their regular season level based on the above criteria. Teams may play more than one game per day/night, and/or play games on days/nights other than your regularly scheduled league day/night if necessary. CSSC reserves the right to schedule playoff games on days other than teams regularly scheduled league night.

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WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating.

PLAYER ELIGIBILITY:

A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a CSSC staff member prior to the start of the game. This qualifies as an official protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the

protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other “logged” protests. All rulings by CSSC staff are considered final.

SPORTSMANSHIP:

The purpose of Chicago Sport and Social Club is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Have FUN and be SAFE out there in the dark and be NICE to your fellow players!

STAFF:

To coordinate and run the league, the umpires and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Please call our weather hotline for the most up to date information on any cancellations (312.773.7100)

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league. If the league is cancelled, CSSC staff will change the voicemail immediately. If a league is cancelled on site, CSSC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week’s schedule (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, CSSC reserves the right to run a shortened season without a refund or schedule matches on days and/or locations other than our regularly scheduled league day/night/location.

PRIZES/ JERSEYS:

Each team will receive a pre-bundled set of colored jerseys with various sizes at the first night of the league. Additional shirts and sizes can be purchased from the CSSC for an additional charge.

The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.