



Shore Social is a collaborative league between Talbot County Chamber of Commerce Young Professionals, Talbot County Parks and Recreation, and Town of Easton Parks and Recreation. Our goal is to provide a fun, community-based social league for all adults who choose to play.

ROSTERS

Rosters must be submitted via email to Parks@talbotcountymd.gov by the first game. Teams who do not turn in their roster may not be placed on the schedule at the discretion of the Recreation Supervisor. Team Rosters **MUST** have at least 3 female players and all players must be over the age of 18. Teams must have a minimum of 12 players and can have a maximum of 15 players.

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to know the rules and abide by them. It is also every player's responsibility to respect and cooperate with the referees. It is the responsibility of the team manager/captain to ensure proper behavior on the part of his/her team's fans. The team manager is responsible for providing 1 referee and 1 score keeper each week coordinated by Shore Social representatives. Friendly competition and good-spirited rivalry are expected. However, Shore Social representatives are volunteers and will not tolerate verbal abuse or physical threats directed at them or other participants, coaches, and/or spectators. Referee volunteers and Shore Social Representatives are there to rule on unclear plays, settle disputes, keep the game moving and ensure player safety. While they will at times call a fault, a lack of call by a referee does not remove your obligation to abide by the Honor System. Please remember to play in the spirit of the league: a fun, social community space to connect with other like-minded adults. Players are expected to comply with the intent and spirit of the rules. Deliberately attempting to violate the rules is unacceptable.

GENERAL

Conversations between teams about rules/plays during games should be kept to a minimum. Team managers/captains can address disagreements with the referee. Managers/captains may only address matters of rule interpretation or essential game



information and must do so in a courteous manner. Shore Social Representatives, Talbot County and Easton Parks and Recreation staff reserve the right to ask players to leave if policies are repeatedly violated.

RULES

Player and Team Eligibility

1. Players must be a minimum of 18 years of age to play. Roster must be submitted to parks@talbotcountymd.gov before the first game. Forms can be found on the league registration page.
2. Home Team is the team listed first on the schedule.
3. Away Team is the team listed second on the schedule.
4. No substitutions of field players during the inning unless there is an injury.
5. If a player arrives late and their team is the current fielding team, they may join them mid-inning if they are down a player.
6. Each team must be able to field a minimum of 8 and a maximum of 9 players in the field for each game.
 - a. There will be no more than 6 male players on the field.
 - b. A minimum of 3 females are required however:
 - i. Teams will not be penalized with an automatic out if they only have 2 female players.
 - ii. If only 2 females, teams can play with 7 males and 2 females, but will be charged an out any time the 3rd females spot in the line up comes up
7. Substitutions/Injuries:
 - a. Field players may substitute only if there is an injury
 - b. If any injured player cannot kick, they will not be allowed to play in the field.
 - c. If an injured player can kick but not run, they may use a pinch runner
 - d. Female players may sub for another team if they are short females players to avoid forfeit
 - e. If any injured player cannot kick, they will not be allowed to play in the field.
 - i. If an injured player can kick but not run, they may use a pinch runner
 - f. If a player gets ejected from the game, no substitutions will be allowed to replace them in their kicking order
 - i. There will be no automatic out if the kicking order changes due to an ejection



Field and Equipment

1. Location: Idewild Park Fields
2. If the fields are deemed unfit for play i.e. too muddy from rain, the game will be postponed.
3. Field Dimensions
 - a. Strike Zone: 1ft on either side of the designated home plate, it will be lined on fields that allow paint. 10inches above the ground, measured at the bottom of the ball.
 - b. Team Area: 15ft back from the 1st and 3rd base line in order to stay out of play.
 - c. Female Bunt Line: 30' from home base – will be marked with cones
 - d. Male: Line from 1st to 3rd base If ball is played before it gets to the line, it is live
 - e. Extra Base: There will be an extra base to the right of first base and home plate. Runners will run to the extra base, and fielders will tag the base in fair territory.
4. Equipment
 - a. Ball: 10in red rubber kickball
 - b. Attire: Teams will wear assigned team t-shirts.
 - c. Footwear: No Cleats. Players MUST wear appropriate athletic shoes. No bare feet, sandals, or work boots.

Referee Responsibilities, Game Length, and Scoring

1. Each game will have at least one referee, and when available there will be two. If referee is solo, they should designate an additional captain or spectator to keep score. Captains are responsible for following the posted schedule and making sure their assigned games are appropriately staffed.
2. Line-ups will be turned into the ref prior to the start of the game
3. Referees will call a plate conference for captains 5 minutes prior to the start of each game.
4. Game Length:
 - a. Games will be 50 minutes long- no preset inning limits.
 - b. Both teams will have an equal number of innings, and the final inning will be announced beforehand
 - c. Regular Season: If teams are tied at the end of 50 minutes during the regular season, the game will end in a tie.
 - d. Playoffs and Finals Extra Innings:



- i. Extra Innings will be done in playoffs only.
 - ii. Players will start out with a 1 strike, 2 ball count
 - iii. Each team will have a runner start on 2nd base, and the team will start with zero outs. The runner starting at second base will be the runner that had the last out in the lineup during regulation play
 - iv. Teams must maintain their original kicking lineup.
5. A team will score a point if their player touches the appropriate home plate
6. Mercy Rule: If a team is winning by 15 runs after the first 3 total innings, the scoring of the game will be over. Teams may continue play for the allotted 50 minutes. There will be a 5 run limit per team, per inning. If a team scores 5 runs, that half of the inning will stop, and teams will switch. **There is no run limit in the final inning during playoff games.**

Fielding

1. Home team will begin in the field.
2. Infield Players: **Must be within 6 ft of the baseline prior to the kicker making contact with the ball.**
3. Intentionally dropping a ball to turn a double play is **not allowed**. This will be at the ref's discretion. You will only be awarded one out.
4. If a team has less than 9 players, they can opt not to have a catcher at their discretion. If a team has 9 players, they must have a catcher.
5. Base Blocking: Up to referee discretion, blocking of the base will result in runner being allowed to advance to the base.

Pitching

1. Pitchers must start their pitching sequence from within the pitcher's circle.
2. Pitchers must have both feet inside the pitching circle when the ball is released.
 - i. Pitchers cannot follow the ball once the ball is released and must wait for the ball to be kicked to field the ball or move outside the circle. Accidentally falling out of the circle from the momentum of pitching is not a foul but pitchers will be warned if the ref deems it intentional
3. Ball must bounce at least twice prior to crossing the plate.
 - a. Pitches may be deemed not kickable if they are considered to be too bouncy, it will be a ball.
4. No overhand pitching.
5. No turning the hand during the pitching sequence to create spin.



6. Pitches must be in the strike zone as it crosses the front plane of home plate to be considered a strike.

Kicking

1. Home team will begin in the field.
2. The kicker may not make contact with the ball in front of home plate. This will result in a foul.
3. Kickers must make contact with the ball within the kicking box.
4. Any ball that strikes the player's foot and/or shin is considered a kick.
5. If the ball hits the kicker more than one time, it is a dead ball and will be considered a foul.
6. Teams may not have more than 3 consecutive males kicking in a lineup.
7. Bunts
 - a. Bunting will be allowed.
 - b. The ball must be touching or go over the male or female bunt line accordingly.
 - c. If player tries to kick with a full attempt but the ball does not make it to the bunt line, this will not be considered a bunt.
8. If a kicker kicks a ball, even if the umpire would have called it a ball for being too bouncy or outside of the strike zone, the play will be live.

Base Running

1. Base Coaches: Base coaches will be allowed at 1st and 3rd base. They should remain at least 10ft away from their respective bases in foul territory.
2. Players must run along the base path which may include a natural arc after turning a base. Running outside the base path to avoid a tag will result in an out.
3. **No Sliding.** Runners intentionally sliding to the base will result in an out.
4. No Stealing Bases.
5. No Leading Off.
6. Players must "tag-up" and can run once the ball is first touched by a fielding player. Players who choose to run before the ball is live, must return to their base before advancing if the ball is caught.
7. If a player is running home and makes it past the halfway hash mark, they must continue home. They will need to tag the outside base, and the person at home plate can either tag the player or tag home plate for a force out.



8. Runners may run around field players that do not have the ball if they are within the baseline. Field players should do their best to position themselves outside of the base path to avoid collision injuries.
9. Obstruction: If the runner is obstructed by a player not currently trying to field the ball, the runner will be allowed to advance to the next base.
10. Runners will touch the designated outside base for both 1st base and home plate. Failure to do after warnings will result in an out as follows:
 - a. Warnings will be given during week 1
 - b. Each team will get one warning during week 2, after that it will be an automatic out
 - c. No warnings beyond week 2
11. Runners can overrun 1st base only.
 - a. A runner is considered live if they attempt to round 1st base towards 2nd. Referees will make the final judgment call if there is a disagreement.

Strikes, Balls and Kicks

1. Strikes
 - a. Definition: A ball is pitched through the strike zone and the kicker either doesn't attempt or fails to make contact with the ball. Also see fouls.
 - b. 3 strikes equals an out
 - c. Foul balls count as strikes. Players can strike out on a foul.
2. Balls
 - a. Definition: A ball is pitched outside of the strike zone and a kick is not attempted. A ball that was deemed not kickable i.e. too bouncy (Referee discretion).
 - b. 4 balls will advance the kicker to 1st base
3. Foul Balls
 - a. Definition of Foul:
 - i. A ground ball foul territory.
 - ii. A ground ball that touches fair territory, but rolls into foul territory before it reaches 1st or 3rd base or before a fielder touches it.
 - iii. A ball that is first touched by a fielder completely in foul territory
 - iv. Double kicks.
 - v. Balls struck by kickers outside of the kicker's box
 - vi. Balls kicked in front of the home plate



- b. Fouls equal a strike
- 4. Fair Balls
 - a. Definition:
 - i. Balls that land and remain in fair territory
 - ii. Balls that remain in fair territory up to 1st and 3rd base
 - iii. Balls that land on 1st or 3rd base, regardless if they stay in fair territory

OUTS

- 1. 3 outs per team completes an inning
- 2. Resulting in outs
 - a. 3 strikes equal 1 out
 - b. Any ball caught with maintained possession in either fair or foul territory.
 - c. Tagging a runner or hitting the runner with the ball while they are not on base
 - i. Throws and tags must be at shoulder height or below. Runners that are upright and hit in their neck or head will not be out. Runners that attempt to duck/dodge a ball and get hit in the neck or head will be out.
 - ii. Unforced runners must be tagged out
 - d. A fielder tags the base with possession of the ball at any base the runner is forced to run to (forced out*).
 - i. Runners must proceed home if they go past the halfway mark from 3rd to home plate. The catcher may either tag the player or it will be a forced out if they touch the bag before the runner crosses home plate.
 - e. A runner coming in contact with the ball at any time while not on base.
 - f. A runner not touching the designated base at 1st and home plate for the runner. See Base Running 10.

DEAD PLAY

- 1. The play is over when any player has possession within their pitcher's circle, unless it is determined that the pitcher is a relay player trying to make a play with the ball.
 - a. The referee will yell "Time"
 - i. If a runner is further than halfway to the next base, they are awarded that base. If they are less than halfway, they have to return to the previous base.
- 2. If a ball is kicked over the fence.
- 3. If a player becomes injured.
- 4. If the ball becomes suddenly deflated or pops.



5. An overthrown ball that goes into foul territory, runners advance to the next base, and the ref will call “time”.
 - a. A runner may only advance if they are in the process of trying to run to the next base. If there was no attempt made to advance, they will remain at their current base.