



IMPORTANT RULES

Tournament Format

Pool Play: Prior to the tournament, each team will be randomly placed into a Pool of 4-5 teams. Each team is guaranteed a minimum of three (3) games. No team will play more than two (2) consecutive games without a break.

Pool Scoring: Win - 3 points, Tie - 1 point, Loss - 0 points. Tiebreakers: Run Diff., Runs For, Runs Against, Coin Flip

Championship Bracket: The top 1-2 teams from each pool will play in a single-elimination bracket for the Championship!

Game Length

Pool play games are 6 innings max. or no new inning will begin after 35 minutes, whichever comes first.

Championship bracket games are 7 innings max. or no new inning will begin after 45 minutes, whichever comes first.

Roster: Defense

A max. of 11 total players (including a catcher) can take the field on defense at one time.

Requirements:

- 4 females minimum

- 7 males maximum

- 8 total players minimum to avoid forfeit

Stipulations:

If your team does not have 4 females present, you must still play a catcher.

If your team has at least 4 females present with less than 11 total, you may forego a catcher.

Roster: Offense

There is no limit to the number of players in your kicking lineup.

Anyone who plays on defense must be in the kicking lineup.

Kicking order cannot change during the course of a game.

Stipulations:

If your team does not have 4 females, an out will be taken at the end of your lineup for each female missing.

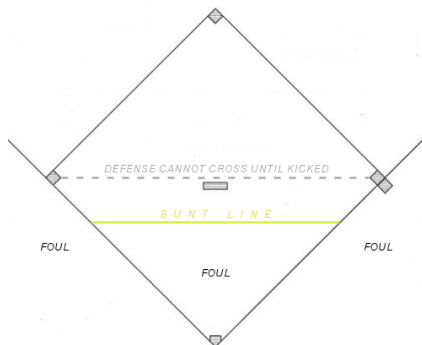
Bunt Line

The bunt line is a diagonal foul line designated by small yellow cones. A kicked ball must cross this line to be a fair ball.

If the ball is touched in front of the line (home plate side), the ball will be called foul. A ball in the air that's in front of the bunt line may be caught for an out.

Defense:

All fielders must remain behind the imaginary line from 3rd base to 1st base until the ball is kicked. Once the ball is kicked, fielders may attempt to touch a kicked ball before it crosses the bunt line to make it foul.



Mercy Rules

If a team is ahead by 10 or more runs heading into a half inning, there will be a 5-run limit for that team during that inning.

If a team is tied or ahead by any number of runs heading into a half inning*, each kicker may only kick once during that inning. Once the leadoff kicker is up to kick next, the half inning is over regardless of the number of outs.

* - Excludes the 1st inning where it applies to both teams for each half inning regardless of the score.



ADDITIONAL RULES

Pitching and Catching

1. A pitch must be rolled underhand toward home plate at slow to moderate speed, no spin, and no excessive bouncing.
2. There is no strike zone and balls/strikes will not be called.
3. A delay of game penalty (1 out deducted or added) may be issued to either the pitcher or kicker at the referee's discretion.
4. The catcher must stand behind the kicker and retrieve any passed pitches to throw the ball back to the pitcher.

Kicking

1. The kicker must wait for the ball to reach home plate before kicking the ball. If the entirety of the kicker's plant foot crosses in front of home plate, the kick will be called foul but may still be caught for an out (runners cannot tag-up).
2. There are no walks or strikeouts. Four foul balls are an out.
3. If someone becomes injured and cannot run, a pinch runner may be granted (same gender + opponent chooses). If the pinch runner is starting at home plate, the runner must start *behind* the kicker. If the injured player cannot kick, an out must be taken in their spot.

Fielding

1. Fielders must stay out of the base line unless making an active play for the ball. Runners hindered by any fielder within the base line (not making an active play for the ball) may be called safe by the referee.
2. If a thrown ball hits a runner (standing off a base) in the head or neck, the runner is safe - except when the runner is sliding or ducking to avoid the ball.
3. Fielders may not intentionally drop a catchable ball (all runners are safe).
4. A kicked ball that hits a runner who is standing on a base is a live ball (runner is safe as long as no intentional interference).

Base Running

1. Runners must stay within the base line except to avoid a collision with a fielder.
2. No leading off or stealing. Runners can only advance after the ball is kicked. A runner off a base when the ball is kicked is out.
3. Runners may tag-up and advance to the next base after a kicked ball is caught OR first touched by the defense (e.g., bobbled) before being secured for a catch. If a runner leaves base before it is caught, they must retreat to their base before advancing.
4. Runners may only overrun first base and home. Sliding is allowed.

Fair/Foul

1. A kicked ball in front of 1st/3rd will be called fair/foul wherever it's first touched or comes to rest (e.g., if a ball is kicked into foul territory but then spins and rolls into fair territory in front of 1st base at which point it's picked up, the ball is fair).
2. A kicked ball that lands behind 1st/3rd in the air will be called fair/foul wherever the ball makes first contact with the ground. The orange cones establish the foul line, and a ball that lands on the line is fair.
3. Referees will not vocally call "fair ball" and will only indicate "fair" by pointing in that direction with their arm. When in doubt, play it as if it's fair until you hear a call.
4. A "double kick" is foul and an immediate dead ball (cannot be caught for an out).

Out of Play

1. Out of play is generally on any paved surface, in thick vegetation, or over a fence.
2. If the ball is thrown by the defense out of play, each base runner is granted one additional base in addition to the base to which they were running. Runners that are not in the act of advancing when the ball goes out will *not* be auto advanced.
3. An overthrow or kicked ball that remains on grass or even goes onto another field is a live ball. Baserunners may choose to advance at their own risk. All overthrows must be retrieved, and the ball must be returned to the pitcher's area for play to stop.

Play Ends:

1. When the ref calls "time" and/or when any defensive player has control of the ball within 10 ft of the pitcher's stripe. In order for the ref to grant "time," baserunners must not be in the act of advancing to the next base (i.e. not beyond approx. 10 ft of a base). Once "time" is called, runners may not advance, and the ball may not be thrown.
2. On any intentional interference (physical or verbal) by the kicking team. If the referee determines there was intentional interference by the kicking team to gain any sort of unnecessary advantage, that player will be called out.
3. When the referee rules the ball is out of play.

Courtesy Rules

1. Captains are the only players allowed to speak with the referee concerning calls on the field. Have an issue or concern? Ask your captain to speak with the ref about it.
2. Base coaches may not physically assist baserunners. Players on the sideline should not go out of their way to touch a live ball.
3. Any attempt to go against the spirit of the rules or bad sportsmanship will be at the referee's discretion to rule on the appropriate action (e.g., warning or ejection).
4. Due to liability, only registered players for the tournament who have signed our waiver are allowed to play.

Most Important Rule: HAVE FUN and don't take it too seriously - it's just kickball!