

Kicks for Kids Tournament Rules

Kickball is a simple game requiring two teams, bases and a ball. The game is played in the same fashion as Softball or Baseball. A match consists of 5 innings.

This is a Double Elimination tournament. Double Elimination means once a team has lost twice, they are out of the tournament.

1. THE PLAYING FIELD

1.1. The field of play will be designated by the "Organizers" and will be proportional to the dimensions of a regulation softball field.

1.1.1. The kickball diamond (infield) is a square. Bases are to be laid out 60' apart;

1.1.2. The distance between opposing comers (1st to 3rd and home to 2nd) is roughly 90';

1.1.3. The pitchers strip is in the center of infield diamond roughly 42 1/2 feet away from home plate.

1.1.4. The foul lines extend from home plate to through 1st and 3rd base and extend 100' past the bases. This does not indicate the end of the playing field. It is merely used to aid the referee in determining whether a ball has been hit foul or not.

1.1.5. The kicker's box is a rectangle whose most forward point is aligned with home plate and extends 5' to either side of home plate and extending behind the plate. This box will be marked with either cones or paint.

1.1.6. The strike zone extends 1' to either side of home plate and 1' high.

2. EQUIPMENT

2.1. Athletic shoes are required. Participants will not be allowed to play barefoot, with sandals or with any open-toed shoe. Plastic cleats are allowed. Metal cleats will not be allowed.

2.2. The kickball will be provided by the "Organizers" for all games.

3. OFFICIALS

3.1. The "Organizer's" will appoint a Head Official to monitor play throughout the tournament. This official has complete jurisdiction over all aspects of play. The Head Official is not provided to referee the games. The Head Official is provided to maintain control of time, handle any issues involving unsporting behavior and call games if required due to inclement weather or other factor that they may feel requires this action.

3.2. The "Organizer's" will assign at least one umpire/referee to each game to monitor fair play and make judgment calls. It is imperative that all participants understand that this tournament is for fun and each Captain is expected to police their team and ensure that proper etiquette and demeanor is maintained. (i.e. -Don't whine, complain or cheat!)

3.3. The Umpire is the referee designated to be behind home plate and can overrule the other referee's call if necessary.

3.4. The Umpire will keep the official game time which starts on the first pitch.

3.5. The referees have complete authority over all aspects of play, this authority allows them to:

3.5.1. Call a timeout to review rules and/or confirm a call with the other official;

- 3.5.2. Immediately change any call that they may have made in error, a vocal call takes precedence over any hand signal;
- 3.5.3. Penalize a participant for unsporting behavior and/or any other reason deemed objectionable or against the nature of the game. This penalty can be as minor as the awarding of a run, an out, ejecting the player or forfeiting the game. All penalties are subject to the approval of the Head Official.

4. PARTICIPANTS

- 4.1. All players must be of 18 years of age or older.
- 4.2. All players must have signed the Tournament "Assumption of Risk" Agreement.
- 4.3. Players may play on only one team.
- 4.4. A team fielding unregistered players will automatically forfeit the game.
- 4.5. Teams are only allowed to pick up substitutes with approval from the Head Official. The Head Official will check the status of the player against the rosters of other teams. No roster substitutions will be allowed under any circumstance during the course of the game.
- 4.6. The "Kicks for Kids" kickball tournament "Organizer's" reserve the right to eject any player from a game and/or the tournament at any time for unsporting behavior, explicit violation of the rules, delay of game and/or excessive verbal abuse to a referee or other participant. (This is a charity event!)

5. TEAMS

- 5.1. Each team shall designate one (1) Captain who will be charged with the following:
 - 5.1.1. Making sure that the roster and kicking order are complete prior to beginning the game;
 - 5.1.2. Exchange information with the opposing team and referee to ensure that the proper order is maintained throughout the game;
 - 5.1.3. To keep score and game statistics in the provided score book (paper). The referee will be available to aid in the proper manner in which to keep score. Score must be verified by both teams at the end of the game before turning it in to the Umpire;
 - 5.1.4. To turn in the game results to the Umpire at the completion of the game after conferring with the other team Captain;
 - 5.1.5. Dispute any call made by the referee;
 - 5.1.5.1. While we understand that every participant may choose to voice the opinion from time to time, it is the team Captain's responsibility to maintain order and control of his team. Excessive verbal abuse will not be tolerated.
 - 5.1.6. To make sure that all his team's participants are at the field of play at the designated time of the game.
 - 5.1.6.1. Players listed on the kicking order and not in attendance may result in automatic outs when it is their turn to kick.
 - 5.1.6.2. Please make kicking order changes apparent and final at the beginning of play.
- 5.2. Each team must consist of a minimum of ten (10) players and a maximum of fifteen (15).
 - 5.2.1. All participants on the roster are allowed to "kick" during the course of the game in whatever order is deemed by the Team Captain.
- 5.3. Each team is required to have no less than one (1) male/female member.

- 5.3.1. While playing defense (fielding), the team must have no less than one (1) male/female player in the field.
- 5.4. While it is not required that all members of the team participate in the "fielding" aspects of the game, every player must be in the kicking lineup and kick.
- 5.5. During the course of the game, the Team Captain may make substitutes to the "fielding" positions or replace a player due to injury. Any offensive substitute (kicker or runner) will be reviewed by the referees before they are allowed. (i.e. – No substitute runners, etc.)
- 5.6. Teams are allowed to pick up roster substitutes at the approval of the Head Official only.
 - 5.6.1. The Head Official reserves the right to not allow substitutes for any reason.
 - 5.6.2. Roster substitutions may not take place during any game.
- 5.7. Teams may provide third and first base coaches if they deem them necessary. These coaches are in no way allowed to make physical contact with any player, of same or opposing team, or the ball. Doing so will result in an automatic out and potential loss of a base runner.

6. REGULATION GAME

- 6.1. Double Elimination Tournament Rounds 1 – 3 (as defined by the organizers).
 - 6.1.1. A regulation game shall consist of no more than five (5) innings or thirty (30) minutes, whichever comes first. In the event that the game is tied at the end of five (5) innings, the game shall be played until a total game time of thirty (30) minutes has elapsed.
 - 6.1.1.1. If there is still a tie, during the first three rounds a kickoff will be held. Each team will designate one person to kick the ball from home plate; the furthest kicked ball as determined by the referee will win the game. Home team gets to kick first.
 - 6.1.2. A time limit of thirty (30) minutes is in affect during the first three rounds of the event.
 - 6.1.3. The away team will kick first. The home and away shall be determined by coin toss prior to the start of the game.
 - 6.1.4. A 10 run mercy rule is in affect after the completion of four (4) innings. It is the loosing team's option to accept the ruling or continue playing.
- 6.2. Rounds 4+ (as defined by the organizers) of Double Elimination Tournament
 - 6.2.1. A regulation tournament game shall consist of five (5) innings.
 - 6.2.2. A 10 run mercy rule is in affect after the completion four (4) innings. It is the loosing teams' option to accept the ruling or continue playing.
 - 6.2.3. In the event of a tied game at the end of regulation (five innings), overtime periods, each one (1) inning will ensue. In the event of two (2) overtime periods, (two (2) innings) are played without a decided winner, the games will be decided by a kickoff as described above in 6.1.1.1. The home team gets to kick first.
 - 6.2.4. If a teams first loss is in the championship game a second championship game will be played after a short break.

7. SPORTSMANSHIP

- 7.1. Players are to act as an adult. This is a kickball tournament and not a World Championship. If it is that important to you to win at all costs, this is the wrong recreational sport for you!
- 7.2. Participants are not to have any intentional or unwelcomed physical contact with opposing players and/or officials that is not within the run of play.

7.2.1. A player must make the umpire aware if he or she feels contact was unwarranted.

7.2.2. It is the responsibility of the defensive player to stay out of the base runner's path when fielding balls. Accidents happen and there will sometimes be contact that is part of the game.

7.2.3. The team found to be making intentional or unwelcomed physical contact will be assessed a minor penalty. Further infractions, will result in the ejection of players, forfeiture of game and/or other action deemed reasonable by the Head Official.

7.3. "Trash-talking" is permitted as long as it is not cruel, racially or sexually motivated, hateful or a personal attack on another player. Any "trash-talking" should be good natured and in the spirit of the competition.

7.3.1. Captains are responsible of the conduct of their team.

7.3.2. Players are to notify the referee if he or she feels the "trash-talking" is unsportsmanlike.

7.4. Threats of physical violence will not be tolerated and will result in immediate expulsion of the player and/or team. These decisions will be made by the Head Official only.

8. PITCHING / CATCHING / FIELDING -DEFENSE

8.1. Pitching

8.1.1. There is no restriction on how to pitch as long as it is done underhanded and the pitcher remains behind the pitching strip until after the ball is either kicked or fielded by the catcher.

8.1.2. Pitches are not to be bounced into play. Any ball that bounces more than one (1') foot will not be an acceptable pitch and will be deemed a ball.

8.1.3. The pitcher may choose to run toward the pitching strip as long as he does not go past it before the pitch is either kicked or fielded by the catcher.

8.1.4. No player other than the catcher may be in front of the pitching strip prior to the ball being kicked. (i.e. -You can't play the infield "in" to prevent bunting)

8.2. Catching (The Catcher)

8.2.1. The catcher must remain behind the kicker during the pitching and kicking process.

8.2.2. The catcher may not interfere with the kicker in any way.

8.2.2.1. Any contact made by the catcher on the kicker will result in the advance of all base runners including the kicker. Contact must be initiated by the catcher. Do not try and draw contact as that will be deemed unsporting behavior.

8.2.3. The catcher may move behind the kicker and run up to the pitch with the kicker as long as they are no closer than five (5') feet behind the kicker.

8.2.3.1. This is an arbitrary decision made by the umpire that will result in a redo.

8.2.3.2. Consistent violation of this rule will result in the removal of the catcher for another team member as picked by the team Captain.

8.3.1. The team Captain may align their team in any fashion they choose with the following exception. A team is only allowed one (1) catcher and one (1) pitcher.

8.3.2. The fielding player must remain out of the base running area unless fielding a ball.

8.3.2.1. Failure to remain out of the base runner's path when not fielding the ball will result in a free base to the runner.

8.3.2.2. Contact made while fielding the ball with the runner is not considered a violation of the rules. In the nature of the event, please try to avoid this as much as possible so we may all avoid injuries.

8.3.3. A fielding player may not throw the ball intentionally at the head of a base runner.

8.3.4. Participants playing first base or second base must take special care in avoiding the runner as they round the base. Stay out of their path unless you are making a play on the ball.

9. KICKING

9.1. All participants, whether they are fielding or not, will be on the kicking order.

9.2. All kicks must be made by the foot or lower leg.

9.3. All kicks must occur at or behind home plate.

9.3.1. A ball kicked in front of home plate will result in a redo and a warning. The second violation of this rule will result in a strike.

9.3.2. The ball must be kicked within the cones designating the kicker's box.

9.3.3. The ball must be kicked no more than five (5') feet behind home plate.

9.4. Bunting is allowed.

9.5. Foul kicks:

9.5.1. You can foul out!

9.5.2. A kick will be considered foul if it lands in foul territory on the fly.

9.5.3. Grounders will only be ruled foul if the roll into foul territory before 1st or 3rd base.

9.5.3.1. Any ball touched by the fielding team before rolling foul is in play.

9.5.4. Two fouls will be marked as a strike. Therefore it would take a grand total of four foul balls to strike a person out on strictly fouls. The umpire can clarify this for you at any time.

9.5.5. Any caught foul is an out.

9.5.6. Any pop-up foul that is attempted to be caught then is dropped by the fielder is in play if contact is made with the ball before it hits the ground.

10. BASE RUNNING

10.1. Runners must stay within the base line.

10.1.1. The base line is six (6') feet to either side of the direct line between bases.

10.1.2. It is understood that when rounding bases, a base runner may run outside of the base line.

10.1.2.1. It is the referees decision as to whether this is a violation or not.

10.1.2.2. Any contact made outside of the base line with a fielder will be result in an automatic out for the runner.

10.2. Runners unfairly hindered by any fielder within the baseline shall be safe at the base to which they were running.

10.3. Base runners are not allowed to lead off the base nor are they allowed to steal.

10.4. A runner is out if:

10.4.1. The ball they kicked is caught;

10.4.2. The base they are running to is tagged prior to them getting to the base and all bases behind the runner are occupied;

10.4.3. The runner is struck by a kicked ball while in the act of running the bases;

- 10.4.4. The runner is struck or tagged by a thrown ball by a fielder below the head;
- 10.4.5. The runner is struck in the head while attempting to avoid the ball by ducking, diving or sliding;
- 10.5. Runners may tag up if a kicked ball is caught in the air.
- 10.6. Runners may not advance to another base once the pitcher has control of the ball within the pitchers circle.
- 10.7. All ties go to the runner.
- 10.8. Runners may overrun 1st base but please attempt to avoid contact with the fielding player as much as possible.
- 10.9. A base runner is allowed to advance only one base if a ball is overthrown. The one base is not automatic and any advancing runner takes the risk of being thrown out.
- 10.10. There are no designated runners unless a runner is injured during the course of play.

11. STRIKES

- 11.1. A count of two (2) called strikes constitutes an out.
- 11.2. A strike is:
 - 11.2.1. A pitch that is missed by the kicker;
 - 11.2.2. A kick made in front of home plate after being warned by the umpire (see 9.3.1);
 - 11.2.3. Two fouls equal one strike.
- 11.3. Anyone striking out must endure the torment of all players present. (i.e. -bunt if you have to)

12. BALLS

- 12.1. There are no balls in kickball except for the one you are supposed to kick!
- 12.2. Pitched balls that are bouncing or outside the strike zone will result in a redo.
- 12.3. Any kicker who makes an attempt on a ball that is outside of the strike zone or bouncing will not get a redo. It will constitute a strike so don't miss.

13. OUTS

- 13.1. A count of three outs completes the team's half of the inning.
- 13.2. An out is:
 - 13.2.1. A count of two strikes;
 - 13.2.2. A runner touched by the ball at anytime while not on base;
 - 13.2.3. Any kicked ball (fair or foul) that is caught before it hits the ground;
 - 13.2.4. A ball tag on base to which the runner is forced to run to;
 - 13.2.5. Kicking out of order;
 - 13.2.6. Violation of the rules as spelled out in the rule manual;
- 13.3. You can foul out!

14. FUN

- 14.1. It is the sole responsibility of all participants to have fun!
- 14.2. This is a charity kickball tournament and should be treated as such.
- 14.3. Should you have any questions at any time, have the Team Captain contact the Head Official.
- 14.4. Enjoy yourself and help others enjoy themselves as well by playing with the proper attitude, manners and intent.
- 14.5. If this event is successful, maybe we can make this into a league.
- 14.6. Your help and comments will be used to improve the tournament for next year and determine if there is indeed a future for a league in our area.