

Stiftungsfest Kickball Tournament Rules and Captain Notes

Kickball is played in the same fashion as softball or baseball with the following rule clarifications in effect.

GAME PLAY

- Each team must submit a roster of up to 18 players prior to their first game. A player must be on the roster submitted to play in any game thereafter. A player may only be on one team's roster.
- Games will start on time. Regardless to if tournament games are running behind, your team is still responsible for being at the field and ready to play at the scheduled time. A team failing to be ready to play within 10 minutes after the scheduled game time will forfeit the game. (The 10 minute grace period will not be given if games are running behind)
- Each team must field at least 8 players and have no more than 10 in the field. A team may have more women than men, but may NOT have more men than women.
- When kicking, each team must have at least 8 players in the line-up and alternate male and female in kicking order (again- more women than men, not more men than women). When less than 10 players in the line-up, the missing player will be at the end of the line-up and an out will be assigned when that player is scheduled to kick.
- Games will last 7 full innings or 40 minutes, no new innings are to start after the time cap has been called. In the event of a tie score at the end of the game, additional innings will be played.
- The 10 run rule is in affect after completing 6 innings.
- Help keep game play moving smoothly.
- All umpire decisions are final- No Arguing! Tournament organizers reserve the right to eject any player and/or team at any time for unsportsmanlike conduct.

PITCHING

- Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder.
- Pitchers (of the kicking team) will not be responsible for playing defense. When the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw. If, in the umpire's opinion, the pitcher interferes with any part of a defense's play, the umpire may call out a runner or the kicker as appropriate.
- There is no restriction on how to pitch as long as it is done underhanded and the pitcher remains within the pitching circle until after the ball is kicked.
- No players other than the catcher may be in front of the pitcher prior to the ball being kicked. In the act of pitching the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitching rubber until the ball leaves the pitcher's hand.
 - Defensive player at pitcher position must stand in pitching circle until ball has been kicked.
 - Defensive outfielders must stand behind infield/outfield dividing line until ball has been kicked.
 - Defensive set up shall consist of equal number of men/women in outfield.
 - Defensive set up shall consist of equal number of men/women in infield.

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KICKING

- All kicks must occur at or behind home plate and within the kicker's box.
- Bunting is not allowed.
- 2 Strikes equals an out.
- A strike is:
 - A pitch that is missed by the kicker
 - A kick made in front of home plate.
 - A foul. (you can foul out)

BASE RUNNING

- All ties at first base will go to the runner. Runners may overrun first base.
- If an overthrown ball travels out of bounds, a runner may not run beyond the subsequent base to the one originally running toward when the ball was thrown. (This 'one base' rule is a restriction to the runner-not an automatic right for the runner to advance).
- No lead offs or steals.
- Runners may tag up.
- Runners may not advance to another base once the pitcher has the ball within the pitchers circle.
- A runner is out if:
 - The ball they kick is caught.
 - The base they are running to is tagged prior to them getting to the base and all the bases behind the runner are occupied (force out).
 - A kicked ball strikes him or her while in the act of running the bases.
 - A thrown ball strikes him or her below the shoulders while in the act of running the bases.
 - A thrown ball strikes him or her above the shoulders while attempting to avoid the ball by ducking, diving or sliding.

MISCELLANEOUS

- All players must be at least **18** years of age.
- Kickball will be supplied.
- **16** Team Double Elimination Tournament.
- Play Safely- keep control of yourself, no bare feet, sandals, open toe shoes or metal cleats.
- **Are You Serious Rule:** If the umpire feels your attempted play is quite "Cheesy", the umpire may call for the play to be done over. Example: A runner is on first and the first baseman appears to intentionally drop a fly ball to tag the runner and also get the kicker out resulting in a double play. This sort of play the umpire has at their discretion the ability to call for the play to be done over.
- Captains:
 - Have your team at the field, on time, ready to play.
 - Maintain order of your team.
 - Ensure proper etiquette and sportsmanship.
 - Make sure your team understands the rules.
 - No protests, umpire rulings are final.
 - Keep score of the game and report final score to the tournament director.
 - Championship game will be Saturday night at Wilkommen Park under the lights.

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HAVE FUN!