

# Tournament Guidelines

All teams must be ready to play 10 minutes prior to game time for check in. Teams must have at least 4 male and 4 female eligible players to play.

Game length is 5 innings or 1 hour from the "scheduled" start time whichever comes first. Teams are allowed to complete the inning they are playing if the 1 hour mark hits. You may not start a new inning past the 50 minute mark. **There are no extra innings allowed in rounds 1 or 2 or 3.** Up to two innings of Kansas City format Kickball will be used in the semi-final and Championship game.

At any point after 3 innings a team is winning by 12 or more runs, the game will immediately end and is considered final.

In rounds 1 & 2 & 3, games that are tied after 5 innings or 1 hour - (whichever comes first) will participate in an "Accuracy Kick" competition to determine the winner, more on that below.

Any runner off base when the ball is kicked with 2 outs will be out and the next kicker in the lineup will start the next inning.

DCS WILL NOT TOLERATE ANY UNSPORTSMANLIKE-LIKE CONDUCT – YOU WILL BE SUSPENDED FROM THE REMAINDER OF THE TOURNAMENT & MAY NOT BE ALLOWED TO REGISTER FOR A FUTURE TOURNAMENT!

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**Tie break format for rounds 1 & 2 & 3:**

Each team will designate 1 kicker. Each kicker will get 1 practice kick. The higher ranked team will choose if they want to kick first or 2nd.

The ball will be placed on home plate. The kicker will kick it towards 2nd base. Who's ever ball ends up closest to 2nd base wins the game (the ball can go past 2nd)

**Tie break format for semi finals & finals:**

If the game is tied after regulation innings, up to 1 extra innings of Kansas City style will be played up until the 70 minute mark and played as follows.

Place the last kicker from the previous inning on 2nd base

The fielding team will place 4 males and 4 females only on the field.

If still tied after extra inning (current inning will be allowed to complete) or 70 minutes the accuracy kick will be used to determine the winner

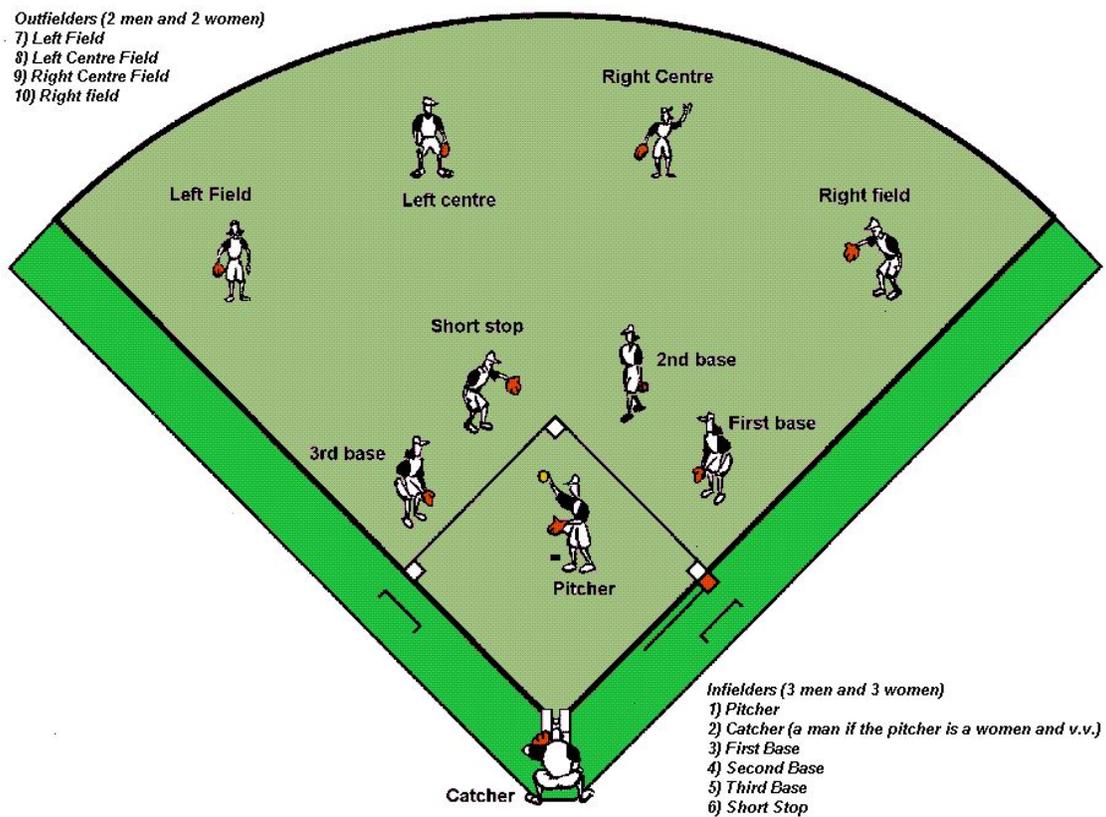
**GAME PLAY**

1. Regulation games last five (5) innings or 1 hour whichever comes first. a. In the event of a tie score at the end of the game, the game shall be marked as a tie. b. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over. c. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.

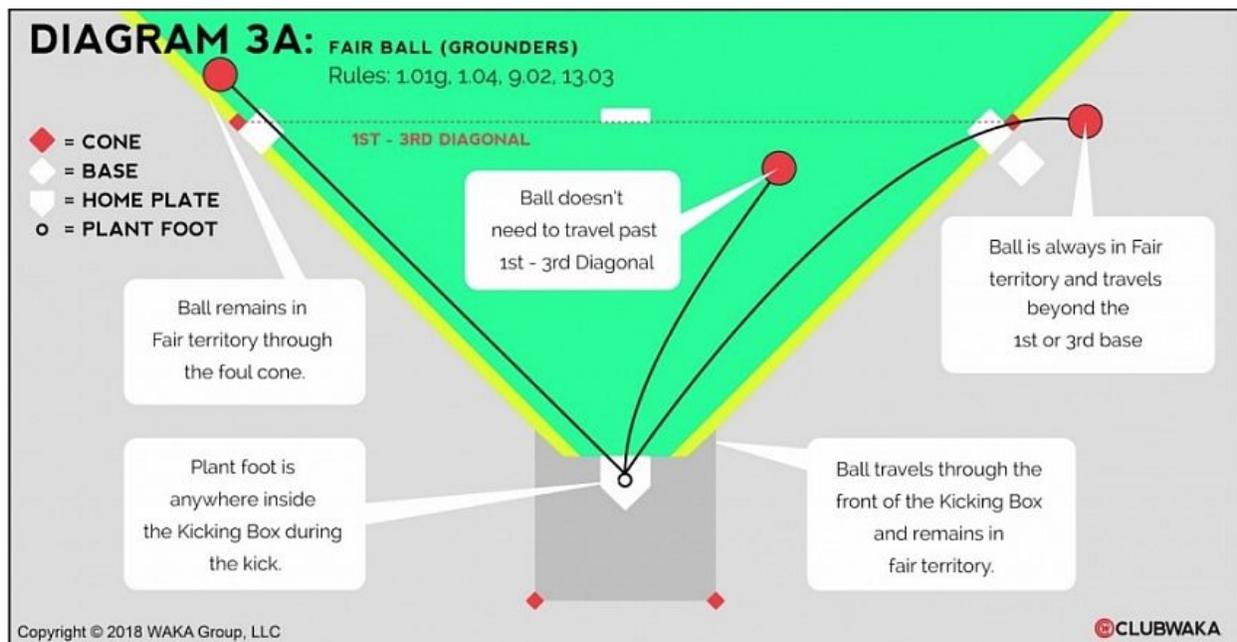
2. PITCHING, CATCHING AND FIELDING Balls must be pitched by hand. There are no restrictions on pitching style. Proper Field Position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position

Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.

Proper Field Position is -- a. for Fielders: All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal; b. for Pitchers: - The pitcher must start the act of pitching with at least one foot within the pitching mound; - The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball; - No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip. c. for Catchers: - The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate. - The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion. - The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.



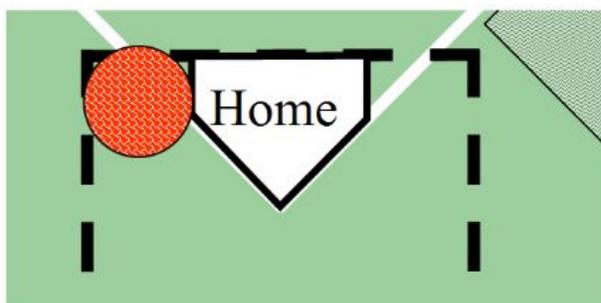
3. **KICKING** All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick. All kicks must occur: a. at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate. b. within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.



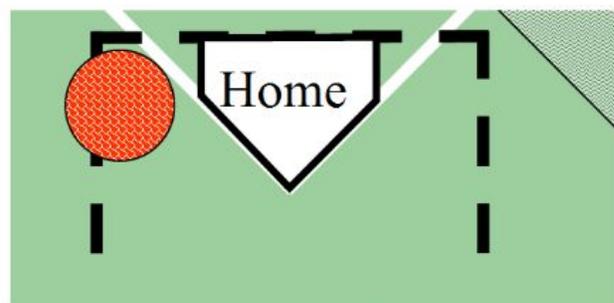
4. **RUNNING AND SCORING** Runners must stay within the baseline. Any runner outside the baseline is out: a. Runners may choose their path from one base to the next, and may follow a natural running arc; b. Runners are free to change course to avoid interference with a fielder making a play; c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path. Obstruction. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out. Hitting a runner's neck or head with the ball

is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out. A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out. All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base. Base Running on Overthrows; a. an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base; b. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory; c. one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance; d. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running. 10.08 Running past another runner is not allowed. The passing runner is out. A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins. When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.

5. STRIKES A count of three (3) strikes is an out. A strike is: a. a pitch that is not kicked and is not called a ball, that enters any part of the strike zone); b. an attempted kick missed by the kicker inside or outside of the strike zone. Foul balls never count as strikes.



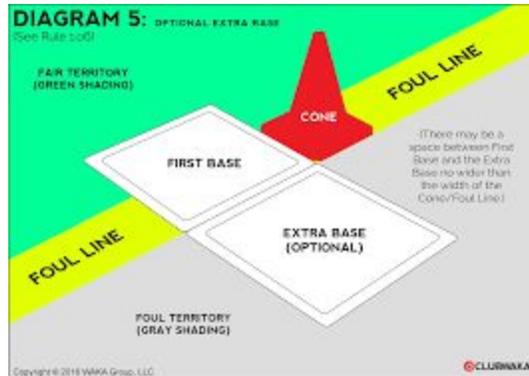
**Strike**



**Not a Strike**

6. BALLS A count of four (4) balls advances the kicker to first base. A ball is: a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted; b. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box; c. a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box; d. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker; e. a pitched ball that is higher than one foot at the plate.

7. FAIRS AND FOULS A count of four (4) fouls is an out. Foul balls never count as strikes. A foul ball is: a. a kicked ball first touching the ground in foul territory; b. a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory; c. a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal; d. a kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal, and touching a fielder or Referee wholly in foul territory; e. a kick made on or above the knee; f. a kicked ball touched more than once or stopped in the kicking box by the kicker; g. a kicked ball first kicked outside of the kicking box; h. a kicked ball first touching a permanent object, such as a batting cage or fence. A fair ball is: a. a kicked ball landing and remaining in fair territory; b. a kicked ball landing in fair territory then traveling into foul territory beyond the 1st -3 rd base diagonal. c. a kicked ball first touching a player or Referee in fair territory; d. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory; e. a kicked ball that touches a runner before touching the ground in foul territory; f. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory;



8. **OUTS** A count of three (3) outs by a team completes the team's half of the inning. An out is: a. a count of three (3) strikes or four (4) fouls; b. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground; c. a Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base; d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play; e. a kicker or runner that interferes with the ball; f. a tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball; g. a runner off base when the ball is kicked (see Rule 10.03); h. a runner physically assisted by a team member during play; i. any kicker that does not kick in the proper kicking line up; j. a runner that passes another runner; k. a runner outside of the baseline; l. a runner who misses a base, as called by a Referee upon the conclusion of the play; m. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play; n. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner; o. a runner coming from home plate who steps on First Base when required to use the Extra Base; p. a player improperly occupying the sideline area after their team has been issued a warning.

9. **BALL IN PLAY** Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running. Interference is: a. when any non fielder or non permanent object except a Referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes

the play to end, and runners shall proceed to the base to which they were headed; b. when any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance; c. when any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came. During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

10. INJURY AND SUBSTITUTIONS In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held. If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no “automatic out” when the removed player’s spot in the order is reached. Injured players who do not kick shall not play in the game. Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee. The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution. Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

11. OTHER The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner.

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