



Spring Kick-off Kickball Tournament Rules

RULES AND REGULATIONS:

Rosters

Rosters must be submitted to the field supervisor before the first game.

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 officials. It is the responsibility of the team manager to insure proper behavior on the part of his/her team's fans. The team manager is ultimately responsible to the CARD staff for all of the above. All infractions will be governed by the Players Code of Conduct.

INSURANCE

Persons or players participating in the activities sponsored by CARD are not covered in any way for personal liability or property damage. This means that persons competing in this program do so at their own risk. CARD does not carry medical insurance for injuries incurred by participants of athletic events.

GENERAL

Conversations with officials will be kept to a minimum. Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner. Any verbalization directed toward an official other than that outlined above, will result in possible dismissal from the contest, league, or any CARD related activity.

TIME LIMIT

9 innings or 50 minutes whichever comes first. Extra innings: maximum of 2 extra innings per game if time permits. No NEW inning can start after 50 minutes. Once an inning has started, it must be finished regardless of whether or not it has passed the time limit.

EQUIPMENT

1. CARD will provide a kickball.
2. Athletic footwear, no open toed shoes or flip flops allowed.
3. No jewelry please, players will be asked to remove jewelry if noticed.

UMPIRE

One umpire will be provided by CARD

SCOREBOOK

The home team will keep score in the official scorebook provided by CARD. The umpire will also keep score.

TEAM REQUIREMENTS WHILE KICKING

1. Teams may have an unlimited number of “kickers”, but must at least have seven in order to start a game. Teams may add players anytime during the game, but place them at the bottom of the lineup.
2. In Co-Rec, males and females may kick in any order in the line-up.
3. A team may not kick fewer players than they have in the field. 10 players in the field means at least 10 players in the lineup.

TEAM REQUIREMENTS WHILE IN THE FIELD-1. Teams may play up to 10 in the field (four outfielders, four infielders, defensive pitcher, catcher), but must have at least seven to start the game.

2. Batting team will supply their own pitcher 3.

A team cannot have any more than one more male than female in the field at any time (5M, 4W for example) while also ensuring they have seven total players at least to start the game.

Substitutions-1. Free substitution is allowed for all players in the field.

2. Substitutions are allowed for kickers provided the sub occupies the same position in the batting order that has been vacated. Once a player has been replaced in the kicking order, they may kick again only if they return to the position in the order that they vacated.

3. A base runner may be replaced by a courtesy runner who made the last kicked out. If a player leaves the game due to injury and there is no player to replace that person, the team will be credited with an out one time and there will no further penalty. 4. If a player is thrown out of the game and there is no player to replace that person, the team will be credited with an out every time that player's batting position comes up.

KICKING-1. The kicker will get one pitch thrown to them by their own pitcher. If the ball is kicked into foul territory, the kicker will receive one more pitch. On the second attempt, the kicker will be declared out if he/she kicks another foul ball.

2. In order to be considered a fair ball, the ball must be within the baselines and also the imaginary line that exists between 1st and 3rd base. A kicked ball that comes to rest before the imaginary line, without being touched by a player in the field, will result in a foul ball. Once a fielder touches a kicked ball in fair territory (between the baselines), it automatically becomes a live ball.

3. A kick that is judged to be intentionally kicked short of the imaginary line between 1st and 3rd base will be deemed a "bunt" and ruled a foul ball. Bunts will be called solely at the discretion of the official.

4. All kicks must be taken inside the batter's box. Kickers may set up for the pitch within 3 feet of the box, but must have their plant foot inside the box at the time of the kick. A kick ruled by the umpire as out of the box will be ruled as a foul ball and if caught by a fielder, an out. Kicking out of the box is determined at the sole discretion of the umpire.

RUNNING 1. No stealing is allowed, runners may leave the base when the ball is kicked. If a runner is off the base before a pitch is kicked, the runner will be called out and a no-pitch will be declared by the Official.

2. When a ball is thrown out of play, runners may advance as far as they can, provided no other individuals interfere with the play.

3. A runner who is in fair territory and is struck by a kicked ball will be called out. An immediate dead ball should be called, the runner will be out, and the kicker will be awarded first base.

4. A fielder can not obstruct (get in the way of) the path of a base runner unless he/she is in possession of or is making a play on the ball.

5. **NO SLIDING ALLOWED.** Sliding will result in automatic out of the runner.

6. A runner will be called safe while running home if they cross the line of the batter's box ahead of the ball. A runner will only be called out at home plate if a. A defensive player with possession of the ball tags home plate BEFORE the runner has crossed the line of the batter's box OR b. The runner is tagged by a thrown ball BEFORE crossing the line of the batter's box.

FIELDING-1. All fielder must remain behind the imaginary line that exists between 1st and 3rd base until the ball is kicked.

2. Runners may be put out in one of three ways: a. A fielder tags the base that a runner is being forced to b. A fielder uses the ball to tag a runner before that runner reaches a base c. A fielder throws the ball and hits a runner before that runner reaches a base.

3. Hitting a runner with the ball above the shoulders is illegal. A runner will be ruled safe and will advance 1 extra base, with the following exceptions. a. IF, in the Officials opinion, the runner intentionally uses their head to block a thrown ball b. IF, in the Officials opinion, the runner ducks and this action results in getting hit in the head.

RULE CLARIFICATIONS

1. There is no infield fly rule

2. If the Official suspects that a player is not having fun, said player will be ejected. Teammates are then encouraged to ostracize said player, call him/her "Scrooge McKickball", and tease him/her for a minimum of 5 business days.

3. Rule #2 (above) is the most important rule of Co-ed Recreational Kickball. *winky face