

PALS & GALS COED KICKBALL TOURNAMENT

1. Rosters: Complete Team roster is due at register booth 45 minutes prior to first game. All players must sign team rosters and waiver before touching the playing field. (If a child is a minor, parent and child must sign a minor waiver form).
2. Pick up players: Female pick-up are allowed once they have been eliminated from their original team. Male pick-up players ARE NOT ALLOWED to be a pick-up player for another team if they have played on another roster prior. (This includes if their team has been eliminated).
3. Uniforms: Are encouraged, but not mandatory. (If your team are not using uniforms, please try to use coordinated colors).
4. Game Start: Home and Visitors will be determined by flipping a coin. There is not home or visitor's specific dugout. (First come first serve with the dugouts).
5. Time Limit: 45 minutes or 6 innings- whichever occurs first. If the game is tied, once these both expires (international tiebreaker rule with the one pitch format, last kicker of the previous inning goes to second base).
6. Line-up: The team lineup is due to the designated score-keeper 10 minutes prior to the game (which includes First Name of the player) and subbing information if any. Subs switch out are allowed at the top of the fourth inning.
7. Scorekeeper: Responsible for keeping up with both line-up and is able to correct line-up if needed. No penalty will be administered the first time a kicker attempts to kick out of turn. If a kicker kicks out of turn the second time, then the scorekeeper will make it known to the umpire and the kicker will be called out.

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8. Players: Team can play with 8 players but will be given 2 automatic outs (up to the coach's discretion).

9. Game Time: You will have a 10-minute grace period to have a complete team. After 10-minutes, the other team is awarded 1 point. For every 5 minutes after that, the team is late, and the opposing team is awarded 2 runs.

10. Home runs: Homerun kicks have NO distance limit. No penalty for multiple home runs male or female.

11. Kickers and Foul Balls: Player will come to the plate with one ball, one strike. A legal kick is any kick where the ball makes contact one time with the kickers attacking leg below the knee. An illegally kicked ball will result in an automatic foul ball regardless of the outcome of the kick.

Foul Balls: When a kicker has 2 strikes, a courtesy foul will be awarded to the kicker for the next foul ball that is kicked and not caught. The next foul or strike will result in an out for that kicker. If a kicker makes an attempt at a pitched ball and foul tips it, the catcher is allowed to catch this for an out, REGARDLESS of the height of the ball in relation to the kicker or the current pitch count.

12. Walks: No intentional walks. All players must kick. Only 1 base awarded on a walk to the kicker. Once a male is walked, no female walks to follow.

13. Mercy Rule: 10 runs after the 4th inning.

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14. Co-ed team: must have a minimum of 5 women.

15. Co-Rec: must have an opposing sex player at pitcher and catcher. The defensive team is only allowed to switch the catcher and/or pitcher once per inning.

16. Pitching: The pitcher may take two steps prior to the release of the ball (ex. A bowling movement). At least one foot must be on the pitcher's plate at the release of the ball in order for the pitch to be considered legal. He/She must deliver the ball with one hand, releasing the ball below his/her waist. (Penalty: a ball will be called unless the kicker makes an attempt to kick the ball then result of the play will stand... Ex. The ball is swung at and missed-result strike, the ball is kicked and caught in air-result out, the ball is kicked for a home run-result home run, the ball is illegally kicked-result foul ball)

Pitch Bounce: Must have one bounce before the 3-foot line and cross the plate below the knees for it to be a legal pitch. (Penalty: a ball will be called unless the kicker makes an attempt to kick the ball then result of the play will stand)

Pitcher's circle: Pitcher is not allowed to leave the pitching circle after releasing the pitch until the ball is kicked.

17. Tag up's: If the ball is caught in foul territory, it will then be considered a live ball on the first touch and runners are allowed to tag up and advance.

18. Umpire Courtesy: If not kicking or bunting, the kicker must try to avoid the pitched ball by moving aside to allow the umpire to better determine if an attempt to kick was made.

19. Women's Tournament: Allowed to kick with 12 kickers.

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20. Co-ed League: can kick 12 kickers but must have an even number of men and women.

21. Base Runner: can be called out if tagged or legally hit with the ball after he or she touches the safety base and it was determined by the umpire they were attempting to advance to second base.

22. Base Coach Interference: 1 st and 3 rd base coaches may not assist a runner on the field WHILE BALL IS IN PLAY. This will result in a dead ball and that runner is out and all other runners must return to the base they last legally held.

23. Encroachment: No defensive player (excluding the catcher) may be in front of the front short line until the ball is kicked. The catcher may also not be alongside or in front of the kicker's body before the ball is kicked. The catcher can never cross into the kicker's circle until the ball is kicked but is allowed to run beside the kicker's circle so long as they are not encroaching on the kicker. The penalty for encroachment will be either a ball called or the result of the play. This will be the offensive team's decision.

24. Ground Rule Doubles: any kicked ball that bounces over the fence in fair territory or an errantly played ball by the defense that goes over the fence in the fair/foul territory or into the dugout. The result will be a dead ball and ALL runners to advance two bases from their last legally held base at the time of the ground rule double being awarded.

Ex. Runners on 1 st and 3rd -ball is kicked and bounces over the fence in center field.

At the moment the ball clears the fence the 1 st and 3rd base runners are halfway to their next base. The kicker is awarded 2nd base, runner on 1 st is awarded 3rd and runner on 3rd base is awarded home.

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25. Coaches box: Coaches need to remain in the coach's box while the ball is in play. If a ball is kicked to the foul area, the coaches nor players cannot interfere with the attempting fielder. The kicker will be called out if interference is determined.

26. Dugout: All players need to remain in their designated dugout at all times except when kicking, or being a 1st or 3rd base coach. (First-time offense: Warning; Second time offense will result in one point granted to the opposing team).

27. A player is considered out if he/she is hit anywhere below the waist. If a player makes an attempt to slide, duck or jump to the base, they will be called out if the ball hits any part of their body including the face or head.

If a player gets hit above the waist while running in a normal position, the player is safe to the base they were headed to unless legally tagged or hit again with the ball before making the base. This is still a live ball after contact. A player will be considered automatically safe to the base they were headed to if struck in the face or head while running in a normal position. This is also a live ball after contact.

28. Forfeit: Any time a team does not show for a schedule game a FORFEIT will be applied to your team, or umpire has the right to forfeit the game for any reason team is ineligible for playoffs.

29. Protest: Only one Head Coach or one designated person responsible for the team will be allowed to approach umpire. All protest needs to be directed to the home base umpire before and during the game, not after the game. Games will be played but noted played under protest. The protest will be reviewed by Laura Carver, Kenny Carver

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and the designated Umpire of that field.

30. Conduct: Unsportsmanlike conduct will not be tolerated. It is caused to have you removed from the tournament. No taunting, trash talk or profanity. The Head coach is responsible for all his/her team as a whole. One warning will be given, thereafter, the team will be forfeited and no reimbursement will be made. The whole team will be asked to leave the fundraiser.

31. Ages: All players must be 18 years or older.

32. Jewelry and Cell phones: Jewelry is up to player discretion. Please, no cell phones while on the field of play.

33. Pets: All pets must be on leashes and you must properly dispose of their bowels. If this is not followed you may be asked to leave the premises.

34. Trash: No glass containers, no alcohol will be sold at any event. IF recycle bins are provided at the event. All trash must be disposed of in the recycling bins.

35. Children: All parents or guardian are responsible for their own children not playing in the tournaments.