



Kick It for Girls Kickball Tournament

October 18, 2008 at Coolidge Park

Registration: 8 a.m. First game: 9 a.m.

Co-ed Kickball Tournament Rules

Just a friendly reminder: The main objective of the tournament is to have fun and be social. Good sportsmanship is of the utmost importance. Respect for players, opponents, officials and any property is required of all participants. At the umpire's discretion, an individual cited for unsportsmanlike conduct can be ejected from the game. No refunds will be provided.

Kickball is a simple game consisting of two teams, bases, and a big playground ball. Played like baseball, the object is to score more runs than the opposing team. Girls Incorporated of Chattanooga plays with 10 fielders, 7 innings, no head shots, one base on an overthrow, and forced outs. The following rules will govern all Girls Incorporated kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another.

WAIVER OF LIABILITY

All participants must complete a waiver of liability form. All participants in the league assume the risk of injury. Girls Incorporated of Chattanooga, its volunteers, and employees are not liable for injury to person, loss or damage to personal property arising from, or in any way resulting from, participation in the league.

1. THE PLAYING FIELD

- a. The kickball field equals the dimensions of a softball field. The pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or 14 paces from home plate, and directly aligned with the first base/third base diagonal.
- b. **The strike zone extends to 1 foot on either side of home plate, and 1 foot high.**
- c. All participants must respect and obey all rules and regulations pertaining to the respective field used for play (i.e. city-owned field rules, national parks rules, etc.) during the game.

2. EQUIPMENT

- a. Athletic shoes are required. Metal cleats are not allowed.
- b. Players may wear protective equipment provided it does not offer the wearer an unfair performance advantage.
- c. Equipment will be provided by Girls Incorporated of Chattanooga.

3. UMPIRES

- a. Umpires have jurisdiction over play and may:
 - call a time out;
 - penalize a player, including game ejection, for unsportsmanlike conduct. Ejected participants may not return to the game.

4. TEAMS

- a. Teams must field at least 8 players and no more than 10 on the field at one time. Teams must field a minimum of 3 female players if they are playing with 9 or 10 players.
- b. Each team shall have one captain who will be responsible for the team. The Team Captains must ensure that:
 - all team players must kick in the written scorebook order
 - only the Captain (or designated captain if the official captain is not there) may dispute calls
- c. During play, the team captain may request time outs from the umpire that are granted at the umpire's discretion.
- d. Any player may be withdrawn from the game and re-entered, provided that player occupies the same kicking position whenever in the lineup.
- e. If a team has only 8 players, they don't have to play a catcher. However, someone from the infield must cover plays at the plate. If a team has 9 or 10, then they must supply the catcher.
- f. **LINEUPS:** LINEUPS: Everyone bats (kicks). You cannot bat 3 or more men in a row. If there are not enough women to make this happen, you may bat your women through the order more frequently. The women must keep the same rotation among themselves; likewise, the men must keep the same rotation among themselves. \

A player arriving late to the game may be added to the end of the line-up.

A player that must be removed from the game for an injury may be removed from the lineup without incurring an out. However, this player may not return to the game (batting or fielding) once he/she is removed from the lineup.

5. GAME PLAY

- a. "Lightning Round" regulation games are 5 innings or 35 minutes, whichever comes first. Regulation games can end in a tie.
- b. The single elimination tournament games will last 7 innings. Games cannot end in a tie.

6. PITCHING / CATCHING

- a. A legal pitch shall be a ball that is delivered underhand. Bounces are permitted

AT LEAST 2 BOUNCES ARE REQUIRED (meaning the ball must touch the ground twice before reaching the plate) and any pitch speed is allowed

Pitching "fireballs", balls with excessive speed, is not permitted and shall be ruled a ball at the umpire's discretion.

- b. The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball. Pitching strip = imaginary line connecting 1st and 3rd base.
- c. No player may field in front of the pitcher other than the catcher, and no player may advance in front of the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
- d. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball.

7. KICKING

- a. All kicks must be made by foot.
- b. All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.
- c. The kicker must take a full kick at the ball. A kicker who bunts the ball is out and the ball is immediately dead.
- d. Three men cannot kick in a row.
- f. The infield fly rule is in effect. (The infield fly rule goes into effect when the batter hits pop fly, as determined by the umpire, with less than 2 outs and a force to 3rd base. Once an infield fly is called by the umpire, the batter is automatically out. The runners may try to advance, but must tag up if the ball has been caught.)

8. RUNNING

- a. Runners must stay within the base line. Fielders must stay out of the base line. 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 base line shall be safe at the base to which they were running.
- b. Neither leading off base, nor stealing a base is allowed. A runner cannot leave the base until the kicker has made contact with the ball or the runner on the base will be out.
- c. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances 1 base. If the runner intentionally uses the head to block the ball, and is so called by the umpire, the runner is out.
- d. After a kicked ball is caught, runners must tag their originating base before running to the next base. If the runner has not moved before the ball is caught, the runner may simply run forward without a tag up.
- e. All ties will go to the runner. Runners may overrun first base.
- f. Baserunners must not interfere with the play in progress. A baserunner who does interfere will be charged with interference resulting in both the baserunner and the batter-runner being called out on the play.
- g. When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and deliberately runs into the defensive player, the runner is declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.

- h. One base on an overthrow: In taking advantage of the time loss from an overthrown ball that travels out of bounds, a runner may not run beyond the subsequent base to the one originally running toward when the ball was thrown.

9. STRIKES

- a. A count of 3 strikes constitutes an out.
- b. A strike is:
- a pitch within the strike zone not kicked
 - a pitch missed by the kicker
 - a foul ball

10. BALLS

- a. A count of 4 balls advances the kicker to first base.
- b. A ball is:
- a pitch outside of the strike zone
 - any fielder or pitcher advancing on home plate before the ball is kicked
 - any catcher crossing home plate before the kicker or failing to field behind the kicker

11. OUTS

- a. A count of 3 outs by a team completes the team's half of the inning.
- b. An out is:
- Any combination of 3 strikes/fouls
 - a runner touched by a kicked ball at ANY time while not on base
 - a fielder throwing a ball at a runner with medium force (an umpire will decide if a fielder used unnecessary force to throw at a runner; in this case that player will be ejected and the runner will be called safe.)
 - any kicked ball (fair or foul) that is caught in the air
 - a ball tag on a base to which a runner is forced to run
 - a runner off of his/her base when the ball is kicked.
- c. A foul is:
- a kick landing out of bounds
 - a kick landing in bounds, but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play.)
 - a kick where contact is made with the ball in front of home plate

12. BALL IN PLAY

- a. Once the pitcher has the ball in control and on the mound, the play ends.
- b. If a runner intentionally touches or stops the ball, the play ends.
- c. If the umpire calls a timeout, the play ends.

13. DESIGNATED RUNNER / PLAYER POSITIONS

- a. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. Gender rules must still be obeyed in this situation. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held. If there are no available substitutes, the team is permitted to pick up a PSL player from another kickball team if possible.
- b. If a player is ejected, injured, or becomes ill and cannot continue, and there are no available substitutes, the lineup will continue in the same formation, unless minor adjustments need to be made to adhere to gender rules.

14. SINGLE ELIMINATION CHAMPIONSHIP TOURNAMENT

The winner of each division advances to the single elimination championship tournament.

Tiebreakers:

1. Head to Head Record
2. Lowest Cumulative Points Allowed
3. Coin toss