Kickin' Cancer
Kickball Tournament 2011

October 1, 2011
Bear Creek Sports Complex
http://hrhf.org/events/kickball.aspx

Official Kickball Rules & Regulations: PROS DIVISION

1. Team Captain Check-In – Team Captains must check in at Registration Desk/Official Score Table at least half an hour to an hour prior to the first scheduled game. Games begin at 8:00 a.m.; check in opens for the day at 7:30 a.m. An official master team roster must be submitted at check in time.

2. Each player must sign waiver – Each individual participant must print and sign his/her name on the team waiver to be eligible for participation in Hannibal Regional Hospital Foundation's *Kickin' Cancer Kickball Tournament*.

3. Team Roster Size/ Injuries that adjust roster – Teams and team rosters are limited to 15 players. Once a player has been identified and assigned to a team via the master roster, that play may not switch teams. You team roster must include a minimum of 3 women. Please report any injuries to the field coordinator on-site.

4. Game Forfeiture – If a team does not have enough players (a minimum seven (7) players – four (4) men and three (3) women) ready to start at the scheduled game time, they will be assessed a forfeit.

5. Switching Teams is NOT permitted – Once a player has been assigned to a team, they cannot switch teams. Switching teams may result in team(s) forfeiture.

6. Game Time/Regulation Game – A regulation game shall consist of however many complete innings can be played in 30 minutes. No new inning shall begin after 30 minutes have elapsed from the scheduled start of the game. Once time has elapsed (30 minutes) and the inning in progress has been completed with the score remaining tied, the game will continue with complete innings until a winner is declared. The FINAL game will last seven (7) innings, or if one team is ahead by 15 runs after 5 ½ innings.

7. Tie Breaker – Should a game end in a tie, Texas Tie Breaker rule is instituted. The first inning, each team will start with the last one from the previous inning positioned on 2nd base with one out. If after the first inning the game is still tied, each team will start with the last two outs from the previous inning positioned on 2nd and 3rd base with two outs. This will continue until the tie is broken. The Championship Round will not follow the tie breaker rule.

8. Field Coordinator/Referee– The Field Coordinator is the official for the field. The Field Coordinator will act as the Referee and will monitor and keep control of the game including the pace of the pitch, fair and foul balls, and out/safe calls. The Field Coordinator will monitor field activity and will coordinate with each team on the score. Each team will be given a score sheet and should have an official scorekeeper.

9. Team line-up/Kicking order – At the start of each game, each team will be required to complete a Team Line-Up/Kicking Order form. Players included on this Team Line-up form must be listed on your master team roster that was submitted at the start of the day. Three copies of the Team Line-up/Kicking Order form must be completed: one for your team, one for the opposing team, and one for the Field Coordinator/Scorekeeper. The kicking order delivered to the Field Coordinator/Scorekeeper must be followed through the game. The kicking order can start with either a man or woman and should alternate man and woman until there are no other women in the line-up. Teams with more than 10 players may extend their kicking line-up to accommodate all players.

10. Kicking/Bunting/Strike Out/No Walks/Foul Balls – **A.)** The ball may not be kicked until it reaches home plate. A strike/foul ball is called if this infraction occurs resulting in a dead ball. **B.)** There is no walking in the Hannibal Regional Hospital Foundation *Kickin' Cancer Kickball Tournament*. **C.)** You can, however, strike out (consisting of three strikes). A strike consists of a foul ball or a whiff… if does happen! Once a player incurs

three strikes, in any manner, they are deemed out and the next kicker in the order is up to kick. **D.)** Foul balls are determined by where they land. A foul ball consists of a kicked ball landing out of bounds and a kicked ball landing in bounds, but traveling out of bounds on its own before reaching first or third base. A ball that lands on the line is considered fair, unless it bounces foul prior to reaching first or third base. Any ball touched by an in-bounds fielder is automatically in play. A fielder may try to catch a ball in foul territory. If he/she catches it, the kicker is out. If he/she misses the catch, it is a foul ball.

11. Base Running (Baseline, Ties, Overthrows, Leadoff/Stealing, Base Tagging/Ghost Runners) – 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.)** All ties go to the runner. **C.)** Runners may overrun first base. **D.)** Runners may advance one base for an overthrow. An overthrow is any ball that goes over a fence, into another field or determined an overthrow at the discretion of the Referee. Any other thrown ball is still in play and runners can advance at their own risk. **E.)** No leading off base. No stealing. **F.)** After a kicked ball is caught in the air, runners must tag their originating base (tag up) before running to the next base. If the runner leaves the base before the ball is caught, the runner will be called out. **G.)** Sorry, Ghost Men/Women are not allowed in kickball.

12. Excessive force by runner – If a runner deliberately and forcefully crashes into a defensive player holding the ball waiting to apply a tag, and if the act is determined to be flagrant, the offender shall be called out and ejected from the remainder of the game. The ultimate goal is to prevent injury and protect the defensive player attempting to make a play on a base runner.

13. Pitch to own team – The kicking team will be allowed to designate one player to stand at the pitchers' mound and pitch to their own team. This player cannot interfere with normal fielding team's play. A pitchers circle/box will be placed at the pitchers mound. The player cannot step outside this designated circle/box unless it is to avoid an imminent kick or throw. If doing so, the pitcher must avoid contact with opposing players. Should this player otherwise step outside of the circle/box or is struck by kicked ball, the teammate kicking will be accessed an out and the play is called "dead". No advancement of base runners. The fielding team will still place a "pitcher" at the mound and will play the normal role of that position when fielding the ball.

14. No. of players during fielding innings – Each team may field no less than 7 players and up to 10 players with a minimum of 3 women. Players may start each inning in any position on the field. For teams with more than 10 players, rotating different players from inning to inning is acceptable as long as 3 women are in the field at all times. Anyone playing the field must at least be on the team's line-up form. You may begin a game with as few as 7 players, 3 of them being women. Teams can add fielding players, up to 10, when they arrive.

15. Position of infielders/catcher – The fielding team pitcher must remain behind the pitching mound until the ball is kicked. One player may roam anywhere within the infield. However, the one "roamer" may not cross the semi circle line that will be placed at a distance from home plate at the discretion of the tournament director. All other players must remain behind each base line until the ball is kicked. All teams must field a catcher directly behind the kicker and cannot cross home plate before the ball is kicked.

16. Hitting runner with ball – Hitting a runner above shoulder level with the ball is NOT allowed. Any runner hit above their shoulder is safe and advanced one (1) base. If the runner intentionally uses his/her head to block a ball, and is so called by the Referee, the runner is out. If it is determined by the Referee that excessive force is used when hitting a player with the ball, the player may be ejected from the game. A runner who is hit with the ball cannot intentionally redirect the ball. If this occurs the play is dead and other runners cannot advance bases.

17. What constitutes an out? – An out occurs when: a player accumulates 3 strikes; a kicked ball is caught; a runner is touched with a ball at any time when they are not on a base (remember… you can hit a runner with the ball to get them out, **but headshots are not allowed!**); a ball tag on a base to which a runner is forced to run (forced out), if a runner is off his/her base prior to the ball being kicked, or any other way listed in these rules.

18. Disputes/Disagreements – In case of disputes/disagreements only team captains are permitted to speak with the Referee/Field Coordinators. All other players are allowed to cordially chat with the Referee/Field

Coordinators at their convenience. After all, Hannibal Regional Hospital Foundation's *Kickin' Cancer Kickball Tournament* is a social event at heart and all about having a good time. Player who chooses to ignore this rule may be ejected by the Referee/Field Coordinator. The Referee/Field Coordinator may call a forfeit if physically or verbally abused by any team member or spectator. Team Captains are responsible for the conduct of all their players and fans. Players who get ejected from any game, for any reason, can be dismissed from tournament at the discretion of the tournament director and HRHF Kickball Tournament Committee. Please remember that Referee/Field Coordinators are volunteering their time for this fundraising tournament.

19. Referee Rulings are FINAL – Any and all ruling made by the Referee are final. Again, if a dispute occurs, refer to Rule 18. If you have any concerns involving Referees, please refer them to the Tournament Director(s).

20. Sportsmanship – The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. Remember what your mother taught you "treat other people how you would like to be treated".

21. The "Do-Over Rule" – The Tournament Committee has elected NOT to use this rule.

22. Cleats are allowed – (with the exception of steel cleats) If a player is identified as wearing steel cleats, he/she may be ejected from further tournament play. **Steel cleats are not allowed**. Shoes must be worn by all players.

23. Base coaches – Each team is encouraged to have two team members as base coaches on first and third. The base coaches can assist in retrieving foul balls and may switch with other team members to remain in the proper kicking line-up. Base coaches can "coach" a player to continue running to the best base, or stop, etc. but may not physically assist runners while the ball is still in play.

24. Determining Home Team – Home team will be determined by the bracket prior to the first inning of the game.

25. Official Field Size – All kickball games will be played on a softball sized diamonds.

26. Rain or Shine – Games will be played rain or shine. Electrical storms will cause a delay in play. Game times and lengths may be altered due to weather-related delays in order to complete tournament play.

27. Traveling Trophy – The winning team will be awarded a Traveling Trophy. They will have possession of this trophy for one year and must be returned two weeks prior to the start of next year's tournament.

28. Thank you – Thanks again for playing in the Hannibal Regional Hospital Foundation *Kickin' Cancer Kickball Tournament*…Have a blast!!!!!