

KICKING FOR MIRACLES KICKBALL TOURNAMENT

October 22, 2022, at The Miracle Field Complex in Freedom Park

Event Starts at 10:00 am and Games will start at 10:30am

TOURNAMENT RULES

There will be no more than 12 teams

There will be 3 pools of 4 teams each

During pool play every team in a pool will play each other

Pool play will determine the seeding for the 6-team single elimination tournament

The top 2 teams from each pool will move on

Placement will be determined by wins during pool play

The total score of all combined games will be used in the case of a tie breaker

If a further tiebreaker is needed the 2 team captains will play a best of 3 Rock, Paper, Scissors match

The tournament seeding example and pool schedule can be found [here](#)

RULES OF PLAY

There are 5 innings or 45min whichever comes first

In the case of a tie the 2 team captains will play a best of 3 Rock, Paper, Scissors match

A team consists of 10-12 players and a minimum of eight is needed to start and continue a game

Only 9 players on the field. The rest of the team must remain in the dugout

All pitches MUST be rolled underhand, and strike zone is a foot on either side of the plate

Strikes and Fouls are counted the same (Full count is 2 strikes and 3 balls)

(- 3 strikes is an out - 3 fouls is an out - 2 strikes and a foul is an out - 4 balls is a walk)

When the ball is caught in the air, it is an out, whether foul or not

If you are tagged before reaching base, you are out. If your base is tagged before you are forced to reach it, then you are out

Balls may be thrown at base runners, but no head shots as these will not count as an out, and the runner will be given the base

Bunting will not be permitted and is a dead ball and will count as foul. Each kicked ball must go at least 10 feet

There may be no leading off bases or stealing. A runner who leaves the base before the pitch is kicked, is out and the ball is dead

There will be no sliding. If a baserunner slides into a base, they will be out

Shoes must be worn by all players. No metal, hard plastic, or polyurethane spikes or shoes with detachable cleats are allowed

To prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag

A team automatically wins if they are leading by 15 or more points by the end of the third inning

All rules are enforced at the umpire's discretion.

COACHES

Each team is allowed to have a first and third base coach on the field

PLAYING FIELD

A kickball field is similar to a softball field. The infield is diamond-shaped and each of the baselines is generally 60 feet long. The pitching strip is about 42 feet from home plate. The strike zone is considered to be across home plate, 1 foot high and 1 foot on either side of the plate. Each team must field between eight and 12 players

There is an imaginary line between first and third base that fielders and the pitcher must stay behind until the ball is kicked

SHORTHANDED RULES

To start a game, a team may begin or finish with eight players (8) required to start. The vacant position must be listed last in the batting order. An out will be recorded when the vacant position in the batting order is scheduled to bat. At no time will a game continue with less than eight (8) players

FORFEITS

Game time is forfeit time. Have your team available at least 15 minutes prior to scheduled game time. Games will start promptly 15 minutes after the end of the

previous game on a particular field

MERCY RULE

There will be a mercy rule if a team is up by 15 runs by the end of the third inning

STEALING

Stealing bases is not allowed. A player may not leave the base until the ball is kicked

SAFE PLAY

Runners may not deliberately collide with another player. Violation may result in either being declared out, removal from the game and in the event of bodily injury, expulsion from the tournament. Sliding is not allowed. There will be no head shots allowed to terminate the out

NATURE OF THE GAME

The team captain is the only team representative that may approach an umpire to question a call. All others risk being ejected from the game for unsportsmanlike conduct at the umpire's discretion

EQUIPMENT

The kickball itself is made of rubber and filled with air. It is usually red and between 8-1/2 and 10 inches in diameter

PITCHING

All pitches will be underhand

KICKING

A player must use a foot or the lower part of the leg to kick the ball when it is rolled toward him by the pitcher. The player must also kick the ball at or behind home plate. Home plate can be stepped on during the kick, but no part of the planted foot can be in front of the plate. A ball that is kicked while in front of the plate is considered a foul ball. Any ball that is kicked into foul territory is also a foul ball.

Three foul kicks are recorded as an out

SCORING

Teams score a run when a player safely runs around all four bases and touches home plate. A player can safely get on base by kicking the ball without recording an

out or by getting pitched four called balls. A ball is a pitch that does not pass through the strike zone and that is deemed to be a ball by the umpire

OUTS

If a player gets three strikes, he or she is called out. A player is also out if his or her kicked ball is caught by a player on the opposing team before touching the ground.

In addition, a player is out when he or she is hit by the ball while in between bases. A player is forced out when he or she must run to a base during a play and that base is tagged by an opposing player who is holding the ball

GAME LENGTH

Kickball game will last five innings or 45 minutes. The team with the most runs at the end of the contest wins the game

Officials

Please remember that all umpires and officials are volunteers.

The Head Umpire governs all game play and issues all final rulings.

Umpires have jurisdiction over play and may:

- Call a time out.

- Call off a game due to rain or other cause at the umpire's discretion.

- Penalize a player, including game ejection, for un-sportsmanlike conduct. Ejected participants may not return to the game and must leave the field.