

ST. ALEXIUS KICKBALL TOURNAMENT (SAKT) 2017 RULES



CAPTAIN/MANAGERS' DUTIES

1. Do not let your players face ejection by allowing them to argue a call. Our umpires are volunteering their time so please be respectful.
2. You are responsible for taking charge of your team's and your spectators' conduct. Abusive language, improper drinking, littering and other irresponsible acts will not be tolerated.
3. Any schedule information, changes, make-ups or other tournament information will be communicated. Make sure we have your current email address and contact phone number. It is your responsibility to pass this information on to your players.
4. **Know the rules. Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing and having fun!**
5. Kickball umpire has the final say in all disputes and conflicts.
6. Every player on your team roster needs to sign the waiver. All signed waivers, completed rosters, completed donation forms and donations need to be dropped off at tournament check-in on Friday, September 22, at Mattress Firm located on Expressway at 413 E Bismarck Expressway Avenue, Bismarck between 9 a.m. and 6 p.m. You can find the waiver at st.alexius.org/foundation/SAKT.

ELIGIBILITY

1. Minimum age for players is 16 years or older. If under the age of 18, a player needs to have a legal guardian sign the waiver.

TEAMS

1. Each team must register at least 10 players on the roster (max number of players is 15). Teams can be all female or male/female. Starting in 2016, rosters will be considered "flexible" where roster changes can be made throughout the tournament before a new game starts (i.e. you cannot change a roster during a game, only between games). All roster changes must be reported to tournament headquarters, and new players must report to tournament headquarters to sign a waiver before the new players are allowed to play. A player is only eligible to play on one team during the tournament. For example, if a player cancels at the last minute, but your team is able to replace the player before your next game starts, that is permitted. If a player plays on another team in the morning and his or her team loses out, he or she cannot join another team. Male/female rules must continue to be abided by at all times.
 - a. Coed Teams
 1. If you have a male/female team you must have at least five females to play the maximum number of 10 people when fielding. If you only have four females on a team, then you can only play eight people when fielding.
 2. You can start and finish a game with a minimum of eight players where the ratio of women to men is equal (i.e. four women and four men). Your team cannot drop below a total of eight players with an even ratio. If you only have eight players and another is injured to the point where he or she cannot continue play or another is ejected for unsportsmanlike conduct, your team must forfeit the current game. Your team might forfeit upcoming games if additional players (who have not played on another team during the tournament) are not able to be immediately added prior to your team's next game. You cannot add new players to the roster during a game, only between games. (See Teams 1 for more clarification.)
 3. Male ratio cannot exceed female ratio during play at any time. You must have as many if not more females as males. You can have all females. If you have a female go out a male must go out as well.

4. If you have the same number of men and women you may kick your whole team. For example, you can kick six women and six men. You also can kick six women and five men. Not five women and six men.
- b. All Female Teams – You can start and finish a game with a minimum of eight players. You cannot drop below a total of eight players. If you only have eight players and another is injured to the point where she cannot continue play or another is ejected for unsportsmanlike conduct, your team must forfeit the current game. Your team might forfeit upcoming games if additional players (who have not played on another team during the tournament) are not able to be immediately added prior to your team's next game. You cannot add new players to the roster during a game, only between games. (See Teams 1 for more clarification.)

GAME PLAY

1. Home team is decided by a coin flip. Home team will decide who kicks first that game.
2. **We are providing as many umpires as we can. However, if we are short umpires the two teams playing will officiate their own game.** The team that is up to kick will umpire. This umpire will call balls, strikes, time and outs. The monitor will have final say in all questions, concerns and disputes.
3. During play the team manager may request a maximum of two timeouts that cannot exceed one minute each.
4. **If your game has an umpire, he or she will turn in the score card. If your game does not have an umpire the winning team is responsible for turning in the score card.**
5. Regulation games last seven full innings. If after seven innings the score is tied, team managers must report to the tournament headquarters at the complex of which they are playing to draw cards to determine the winner.
6. A game that is called off by the umpire due to inclement weather or another reason after three full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. If a regulation game that is called off after three full innings ends in a tie, we will revert to the same tie rule as mentioned in number five of Game Play.
7. A game that is called off by the umpire before three full innings of play shall not be considered a regulation game.
8. **There is a 7-run rule in effect per team per inning.** When a team scores seven runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team. This rule is in effect for the entire game with the exception of the last inning where the kicking team is down more than seven. They will have the opportunity to try and score more than seven runs as long as the 40-minute time limit has not expired.
9. **A run rule is used as follows:**
 - a. **20 runs after three innings**
 - b. **15 runs after four innings**
 - c. **10 runs after five innings**
10. Once your team loses out of the tournament play you cannot play with another team that is still in the tournament. Once your team loses out of the tournament you are done playing for the day.

BALL IN PLAY

1. No player may advance forward from base until the ball is kicked. Failure to abide by this rule results in an out.
2. When the pitcher has control of the ball and is in the pitcher's circle, the play is dead.
3. If a runner intentionally touches or stops the ball, even if they are on base, the play ends and the runner is called out.
4. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is particularly helpful if you have a long throw from the outfield.

5. There is no in-field fly rule. **However, if the umpire feels a ball is intentionally dropped to turn a double play all runners are safe.**

PITCHING

1. *Pitchers must "Roll" the ball to the kicker.*
2. The strike zone extends to one foot on either side of home plate and one foot high.
3. No bouncing pitches are allowed. A pitch that is higher than one foot at the plate, and called as such, results in a ball.
4. If the ball falls short of the plate and does not cross over, the pitch is called a ball.
5. The pitcher must stay behind the pitching rubber and inside the pitcher's circle when pitching. Failure to do so results in a ball. The pitcher must also stay inside the pitching circle until the ball is kicked.

KICKING

1. The order of kicking shall alternate male and female players for coed teams.
2. No player may kick more than once until the entire team rotation (per gender for coed teams) has had a chance to kick. For coed teams, to preserve the male-female alternating kicking order it may be necessary to have one gender (i.e. female) kick more than once. You can't kick more men than women.
3. All kicks must be made with the foot.
4. When kicking the ball, you cannot step in front of home plate. Kicks do not have to be in the strike zone box and players do not have to be inside the strike zone box when kicking. All kicks must happen behind home plate.
5. Bunting is **NOT** allowed. Kickers must have a full kick at the ball with a follow through. The distance of the ball does not determine a bunt. The actual kick and follow through will determine a bunt (ex-a female kick with a follow through may sometimes be confused with a bunt). Remember you are playing KICKball.
6. In coed play if a team *intentionally* walks a male player he will advance to 2nd base. The next kicking female player has the option of kicking or taking 1st base.
7. If the kicker is unable to run the bases due to injury he or she may use a substitute runner (see Designated Runner rule for clarification). The kicker needs to run at least to first base. The substitute runner will take over after the dead ball. If the substitute runner is still on base when his or her turn to kick is up, his or her kick turn is an out. There is one substitute runner per inning, per team.
8. If a player is unable to kick due to an injury or illness, but is still able to field, when his or her kicking turn is up it is considered an automatic out.
9. All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins. Once play begins you cannot change the lineup or add a new player on the team.
10. A claim of improper kicking order must be made to the umpire who will make the final determination. The claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker.

FIELDING

1. When fielding, the maximum in the field is 10 players. The infield can only have six players and the outfield (which is on the grass) will have the remaining players. 1st base, 2nd base, 3rd base, and shortstop must be an even male/female ratio for coed play. All positions must alternate male/female for coed play (for example, first base – female, second base – male, short stop – female, third base – male, left field – female, left center – male, right center – female, right field – male, pitcher – male, catcher – female, etc.). If you have more females than males playing, females can play next to one another.

However, you can't have two males playing next to one another (i.e. second base – male, short stop – male, etc).

2. Outfielders must play the outfield and the infielders must play the infield. Outfielders cannot play the infield and infielders cannot play the outfield. Outfielders must remain at or on the outfield grass until the ball is kicked. **Infield players must be in the dirt area, behind the invisible diagonal 1st to 3rd base line (exception of pitcher and catcher), until the ball is kicked.** A player may not take obvious defensive plays from any other player fielding their positions (ex – an outfielder may not make the play at 2nd base or catch an obvious 2nd baseman's pop fly in lieu of the female 2nd baseman.) The rule's intent is to involve the female player, that's why it is coed.

BASE RUNNING

1. 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. 1st base runners must use orange base if available.
2. The play ends when all runners have reached a base and the pitcher has control of the ball in the pitching circle.
3. Neither leading off base nor stealing a base is allowed. **A runner off of their base when the ball is kicked is called out.**
4. Sliding is allowed.
5. If a base runner advances in front of another runner or touches the runner in front of them, the advancing runner is called out.
6. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders as they are sliding to a base is called safe. ***If a player intentionally throws at the head of another player, they are ejected.*** If the runner intentionally uses their head to block the ball, the runner is out.
7. One extra base is awarded on an overthrow. A ball is considered an overthrow if it goes out of the field of play or dugout.
8. A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.

SCORING OF RUNS

1. One run shall be scored each time a runner: Touches first, second, third base and home plate.
2. No run shall be scored if the third out of the inning is the result of:
 - a. A kicker being called out prior to reaching first base
 - b. A runner being put out by a tag prior to the lead runner touching home plate
 - c. When a runner is forced out on a kicked ball or would have been forced out except for a fielding error.

STRIKES

1. **Kicker starts with a one ball and one strike count with no courtesy foul ball (i.e. first foul ball is considered a strike). A total of three strikes is an out.**
2. A strike constitutes:
 - a. A pitch within the strike zone (strike zone extends to one foot on either side of home plate and one-foot-high) either not kicked or missed by the kicker.
 - b. A kick occurring in front of home plate (kicks occurring in front of home plate that are caught by the fielding team are called out).

BALLS

1. A ball is:
 - a. A pitch outside the strike zone (strike zone extends to one foot on either side of home plate and one foot high).

- b. A ball falling short of the plate and does not cross over the plate.
- c. A bouncing ball that is higher than 12 inches as it crosses home plate.
- d. Any catcher advancing forward of home plate before the kicker kicks the ball.

FOUL BALL

1. A kicked ball that:
 - a. Lands fair but traveling foul on its own before reaching first or third base (any ball touched by a fielder while it is in fair territory is automatically fair even if the ball goes foul).
 - b. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
 - c. Bounds or rolls past first or third base on or over foul territory.
 - d. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
 - e. While over foul territory, an offensive player interferes with a defensive player attempting to field a kicked ball.
 - f. First hits the ground over foul territory beyond first or third base.
 - g. Touches the kicker a second time while the kicker is in the batter's box.
 - h. A foul ball is counted as a strike.

COUNT

Kicker starts with a one ball and one strike count with no courtesy foul ball (**i.e. first foul ball is considered a strike**). **A total of three strikes is an out.**

OUTS

1. A count of three outs by a team completes the team's half of the inning. An out is:
 - a. A strike out.
 - b. A runner touched by the ball at ANY time while not on base.
 - c. Any kicked ball (fair or foul) that is caught.
 - d. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e. it must be off the ground).
 - e. A runner off of their base when the ball is kicked.
 - f. If a base runner advances in front of another runner or touches the runner in front of them, they are called out.

DESIGNATED RUNNER

In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. Allowed substitutions are Male for Male, Female for Female, and Female for Male. Male for Female substitution is **NOT** allowed! If the participant later returns to play, the participant must be inserted in the same kicking order position previously held. If a player is injured or becomes ill and cannot continue, and there are no allowed substitutions, an out must be taken in that batting order spot and the game will continue.

EJECTIONS

If a player is ejected and the team cannot replace the player with an allowed substitution (i.e. Male for Male, Female for Female, and Female for Male; Male for Female is **NOT** allowed) because a team falls below the required amount of players (see the Teams section for required amount of player's clarification), the game is forfeited.

BEHAVIOR *Just a reminder

1. Unsportsmanlike behavior is not tolerated. Each team member is responsible for his or her conduct. Respect yourself and others.

2. ***Disrespect of an umpire is prohibited. All umpires are volunteers. Treat them with respect and kindness for they are giving their time.***
3. Casual profanity is prohibited.
4. ***Glass is PROHIBITED everywhere at Clem Kelley Softball Complex!***
5. No smoking on the field or in the dugout.
6. Make sure to throw away unwanted food or beverages as it is the season for wasps and bees.
7. Make sure to pick up the dugouts after your game.
8. ***ABSOLUTELY no drinking of alcoholic beverages during your games or in the dugouts.***

LATE ARRIVALS, FORFEITS AND GAME TIME CAPS

1. A team must have eight players to start a game (with an even ratio of male/female for coed play); no team shall start short of eight. Game time is forfeit time.
2. All players and coaches must hustle on and off the field between innings. Kickers must be on deck and ready to kick when their turn is up. Delay of game will not be tolerated by either team and will result in automatic strikes/outs. Games will have a 40-minute time limit to keep games on schedule. This means that when 40 minutes are up the game is over and the team with the most runs wins the game. Regardless whether or not you are in the middle of an inning, the 40-minute time limit is enforced. Prior to game start make sure both teams are notified of the start time. In the event of a tie, the tie rule will apply (see Game Play number five).
3. Game times are adjusted depending upon the number of teams entered.
4. In the event the tournament is running ahead of schedule, please have your team available and ready to play 30 minutes prior to your scheduled game time.
5. Teams that forfeit their first game are allowed to play the second game.
6. All forfeits must be reported to tournament headquarters immediately to be recorded as wins/loses.
7. Championship games will not have a time limit.

EQUIPMENT AND APPAREL

1. Metal spikes are not allowed.
2. Uniforms are not required to participate, but we would love to have you take part in the Best Uniform Challenge! This is supposed to be a fun event so let's get creative, and have a great time. If your team chooses to not wear uniforms, matching t-shirts are recommended.
3. The official kickball is the red WAKA Logo Kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.

INCLEMENT WEATHER

1. Our plan is to play rain, snow or shine. However, if weather issues make field conditions dangerous or if lightening occurs, tournament officials will make the call to either hold out finishing play or call remaining games by picking cards.

STANDINGS

1. Standings and Pool Tie Breaker process are posted at tournament headquarters (near concessions).

SAKT has the right to change or add rules for the betterment of all participants as needed. If there is a rule in question, see tournament headquarters for a copy of the 2015 ASA Softball Official Rule Book or the Kickball: Official Rules of the Game by WAKA, LLC for interpretation of the rule.

If you have any questions regarding the rules, please contact Kilee Harmon at CHI St. Alexius Health Foundation: 530-7394 (office); 226-4546 (cell); kharmon@primecare.org.