



## FIELD:

- The Diamond is a Square w/ equal sides of 60 feet.
- The distance from home plate to second, and first to third is 84 feet 10 1/4 inches.
  - The center of the pitching area is in the center of the diamond, 42 feet 5 1/8 inches and directly aligned w/ the first/third base diagonal. There will be a box behind the pitcher's strip that designates the 'area of control.' This box will measure 9 feet wide by 9 feet deep.
  - The strike zone extends 1 foot on either side of home plate, and 1 foot high. There will be a box around the plate (1 foot on all sides) which marks the strike zone.

## GAME REGULATION:

- All games will last 50 minutes or 5 innings, whichever comes first.
- Games will be official after 4 innings or 3 1/2 if the home team is ahead.
- If time has not expired and the game is tied, the game can go to extra innings.
  - Games can end in a tie if during qualifying rounds. Teams will split win points (2.5pts per team)
- On all fields if there is time to start an inning, we will finish that inning.
- There is a 9 run limit per inning.

## TEAMS

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- All players must be 21 years of age or older.

- You must be on the roster provided at the beginning of the tournament to play.
- One player must be a catcher.
- Teams shall consist of 10 players on the field at one time with a maximum of 6 male and at least 4 female players. If you do not have enough females, you must play short and will take an automatic out when that position is reached in the batting order. The next female in the rotation must kick immediately after the out is taken. If you play with fewer than 8 players but have at least 3 female, you do not have to take an automatic out.
- Minimum of 6 players to start a game with at least 2 females playing. One player must be the catcher.
- Five minutes into game time, if one team does not have the minimum amount of players to start, the other team is awarded 1 run. Ten minutes into game time, if there are not enough players, the game is considered a forfeit.
- Every player must be in the lineup. *example:* If a team has 15 players, then all 15 must be in the batting order.
- Any number of females may kick in a row but no more than 2 MALES may kick a row.
- All females playing MUST kick before a male is allowed to kick a second time.
- A female may kick twice in the same line up to accommodate the 2 males to 1 female max ratio of batting. However, you must continue to bat through your females throughout the lineup the remainder of the game.
- Batting lineup cannot change. Late players can be added at the end of the lineup, keeping in mind the 2 to 1 ratio.
- Batting lineup must be presented to the home plate umpire prior to the game. That order must be followed throughout the game. If a sub must take the place of an existing player due to injury, they must take batting rotation placement.

• **Examples of legal and illegal line ups: *Example team has seven males and five females***

**Legal** (all players are kicking in the line up, no more than two males in a row, all females must kick before a male may kick a second time, any number of females may kick in a row)

**Illegal** (The "2 to 1" ratio is not mandatory. The team does not have the correct number of Males and females to maintain a 2 to 1 ratio legally throughout the lineup. Males are kicking for a second time before females kick their first time) **1. Male 1 2. Male 2 3. Female 1 4. Male 3 5. Male 4 6. Female 2 7. Male 5 8. Female 3 9. Male 6 10. Male 7 11. Female 4 12. Female 5 1. Male 1 2. Male 2 3. Female 1 4. Male 3 5. Male 4 6. Female 2 7. Male 5 8. Male 6 9. Female 3 10. Male 7 11.**

**Male 1 ←illegal 12. Female 4 13. Male 2 ←illegal 14. Male 3 ←illegal 15. Female 5** • The head referee will keep the official score.

- Field lineup can change as often as you would like. The idea is to let everyone play! The catcher position can only be switched once per inning.

## **PITCHING/CATCHING:**

- Strike zone extends 1 foot left and right of the plate and 1 foot above the ground from the bottom of the ball.
- Pitching must be underhand only. All pitches should be kickable (no fast balls or spinning balls). The pitcher should roll the ball between a slow and medium speed. If the pitcher is intentionally bouncing the ball or rolling it too fast (ref's discretion), he or she will be warned once to either stop bouncing it or to slow it down. If the pitcher does this again after being warned, he or she will no longer be permitted to pitch for

the rest of the game. No bouncing balls. If 1 foot above the plate, it will be called a ball. (You may still attempt to kick it) If the pitch touches the lines around the plate, then it is a strike.

- The pitcher must stay in his box until the ball is kicked.
  - No defensive player may advance forward of the 1st/3rd base line (diagonal) until the ball is kicked. Outfielders may not come within 20 feet of the first – second and second – third line before the ball is kicked. Infielders may not move out more than 10 feet from the first – second and second third base line before the ball is kicked. The catcher must stay behind and within the “catcher’s line” until the ball is kicked. The catcher must not interfere with the kicker. If a defender violates any of these rules, all baserunners shall advance one base whether they are forced or not.
- The COUNT begins with 1 Ball, 1 Strike for all players.
  - The kicker is out after 3 strikes. A foul ball that is kicked after 2 strikes, will be the 3rd strike on the kicker.
  - If ball is caught in foul territory after the 3rd strike, then the ball remains live. If a ball is kicked in front of the plate and called “foul” by the ref, even if it is caught, the runners may not tag up.

**BALL IN PLAY** -- Once the pitcher has the ball in control and is inside the 'area of control', the play is over. Play resumes once the next pitch is thrown. Any field player may enter the pitcher’s box to stop play. They must have control of the ball. If an attempt to make a play is made after player enters the pitcher’s box, the play is considered live and will continue unless the play has been called dead by the ref.

## **KICKING**

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- All kicks must be made by foot, or shin.
- Foot must cross in front of other foot, including bunts.
  - A kick must be made at or behind the plate or a foul ball will be called. If a ball is kicked in front of the plate and is caught in the air, the kicker will be called out. There is no tagging up on balls kicked in front of the plate.
  - All men must kick the ball past the 1st/3rd base line (diagonal). All balls that do not touch or surpass this line will be called a foul. If the ball is fielded before reaching the line, it is in fair play.
  - All Women must kick the ball past the arc that is 9 feet from the plate. All balls that do not touch or surpass this line will be called foul. If the ball is fielded before reaching the line, it is in fair play.
- Kicker may not stop the ball then kick it.

- If a player is injured while kicking, the next kicker in the lineup should replace that person in the batting order with the ball/strike count remaining the same. If a female player is injured and the 2 previous kickers were male and the next kicker is male then the team should rotate its female players in the lineup so that it does not violate the rule prohibiting more than 2 male players in a row.
- If a player kicks a ball that is interfered with on another field, the ref should stop play.
- If the ref determines that the outfielder could have been camped underneath the ball and almost definitely would have caught the ball had the opposing outfielder not gotten in the way of the ball, he should rule the kicker out.
- If the ball does not touch anybody on another field but goes into that field, the ref should allow the play to continue.
- If the ball is interfered with on another field and the outfielder would not have had a routine out, the ref should stop play and award 2 bases to each runner.

## **RUNNING**

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- Runners must stay within the base line or their established base path unless they are avoiding a defensive player attempting to field a kicked ball.
- Defensive players must stay out of the base line unless attempting to tag the player or field a kicked ball.
- Fielders attempting to make an out by way of tagging the base, may have their foot on the base, but must lean out of the way of the baseline.
- If a defensive player is not attempting to field a kicked ball and obstructs the runner within the base line, the runner will be safe.
- Players may run through first base. If a player makes an attempt (ref's discretion) to go to 2nd base, he or she can then be tagged out.
- **NO SLIDING – This is an Automatic Out!!!**
- Neither leading off base nor stealing is allowed.
  - There are two bases at first base. The base that is in foul territory is only used for the kicker, running to first base, on a close play in which he/she would be running through the base. The base that is in fair territory is used for the defense. Once the kicker successfully reaches first base, he or she uses the fair base from then on.
- A runner leading off base before the ball is kicked is out.

- Hitting a runner above the shoulders is not allowed and the runner is safe. (Exceptions, If the runner ducks or dives, attempting to dodge the ball, it is the umpire's judgment.)
- After a kicked ball is caught, runners must tag their original base before proceeding to the next base i.e. tag up. A player can tag up as soon as the fielder touches the ball (not necessarily catches the ball). If the runner has not left the base, he/she may simply run to the next base w/o a tag up.
- All ties go to the runner.
  - One base on an overthrow (ball must go out of the field of play). An overthrow does not include a ball that is kicked back in by a fielder. Once the ball goes out of play, the ref will judge where the runners are. If the runner is more than halfway to the next base, they have earned that base already. Therefore, their "1 base" would be the next base after that. Once the runner earns their one base, the play is over. If the runner attempts to earn the one base and is tagged out before he reaches that base, he is out.
  - If a ball is deflected off the runner causing an out, all other runners may only advance one base.
  - If two runners are on the same base at the same time, the fielder has a choice to tag either runner with the ball. That runner is out and the other may stay on that base.
  - Once the pitcher or any other player has control of the ball and is no longer trying to make a play in the field and is within the pitcher's box (within 10 feet of the pitcher's mound), the ref will judge where the base runners are. If the runner is at least halfway to the base in which he was running, they will be awarded that base. If the runner is not halfway, he will be sent back to the base he was running from.
- If a runner intentionally touches or stops the ball, the play ends and the runner is called out. A runner must make an effort to get out of the way of a kicked ball. All other runners will be sent back to the base they earned at the time of the infraction.
- If a runner hurts himself on the way to any base, he may have a pinch runner if he reached the base safely. The last player out of the same gender will become the pinch runner. If a pinch runner is used, **THE HURT RUNNER IS OUT FOR THE GAME AND CAN NOT RETURN.**
- A runner must attempt to get out of the way of a kicked ball.
  - If the runner makes no attempt to get out of the way of a kicked ball, and is hit by the ball, he should be ruled out.
  - If the runner is on base, is not forced to run, makes an attempt to avoid the kicked ball, but is hit by the ball, he is safe.
  - If the runner leaves the base in an attempt to avoid the kicked ball and is hit, he is out.

- If a runner is on third base, is not forced to run, makes an attempt to avoid the kicked ball, but is hit with ball in fair territory, he is safe and the ball is live and fair.
- If a runner is on third base, is not forced to run, makes an attempt to avoid the kicked ball, but is hit with ball in foul territory, he is safe and the play is dead and the ball is foul.
- If a runner is forced (ex. runners on 1st & 2nd, when the ball is kicked both runners are forced to leave the base and advance) and is hit by a kicked ball, he is out regardless if they are still on base or attempted to avoid the ball.

**THE CALLS: STRIKE---** A pitch within the strike zone that is neither kicked or is missed by the kicker. If the ball hits the line on either side of the plate, that is a strike. **A BALL---** A pitch outside the strike zone; an illegal bounce. **FOUL BALL---** Counts as a strike even on the 3rd strike.

- A kick landing out of bounds.
- A kick landing in bounds but traveling out of bounds (on its own) prior to 1st or 3rd base. A ball can start in foul territory and then end up in fair territory. In this case, it would be considered a fair ball.
- A kick that does not meet the minimum kick requirement (1st/3rd base line, men or the 9' line, women)
- A ball that is kicked in front of the home plate. (If ball is caught during this play, then it is an out)
- If a kicker kicks the ball and the ball hits the kicker again while he/she is still in the batter's box, the ball should be ruled foul.
- If a kicker kicks the ball out of the batter's box and intentionally touches the kicked ball again, the batter is out. If a kicker kicks the ball and unintentionally touches the ball while entirely in foul territory prior to any defender touching the ball, this should be ruled a foul ball.
- The ball is fair if either the ball is fair or any part of the fielder is in fair territory when the ball is touched.
- Once a ground ball passes first or third base in foul territory, it is foul.
- If a player picks up a ball in foul territory before 1<sup>st</sup>/3<sup>rd</sup> base while in bounds, the ball is considered live and the play will continue.

**OUTS---** A count of three (3) strikes.

- A player touched by the ball at any point while not on base.

- A runner who is on the same base with another runner and is tagged by the ball.
- A kicked ball, foul or fair, that is caught in the air.
- A tag on base to which a runner is forced to run.
- A runner that is off the base when a ball is kicked.
- A count of three (3) outs by one team completes the other team's half of the inning.
- Hitting the base with a ball does not cause an out.
  - If the third out of an inning is a force out, including failing to properly tag up on a caught ball, no runs shall score on that play.
- There is no Infield Fly Rule however, if any fielder intentionally touches and drops an *infield* fly ball (umpires discretion) in order to potentially make a double play, then the umpire will call all base runners safe. **WALKS---** once four (4) balls are called, keeping in mind the count is 1 and 1 before the first pitch.
  - Any walk to a male player w/ a female player next at bat, will result in a one base advancement, if there are runners on base or not. He will proceed to 2nd base. Base runners will advance if they are forced to. If there are 2 outs, the female player will have an option to kick or take the base.

**UMPIRING:** Holiday Heroes tournament will provide an umpire for the games. Tournament umpires have the final call on every play. **FORFEITS:** - If a team does not have the minimum number of players by 10 minutes after game time they will forfeit.

## **KICKBALL**

### **FINALS:**

- Every team is guaranteed 2 games. Opponents and time slots will be randomly drawn. During the first 2 games, you will earn points (Game Won: 5 points, Runs Earned: +1 for every run scored), Runs Allowed: -1 for every run allowed and donations: +1 per \$, +5 per toy brought or raffle ticket sold). Top 8 teams will make playoffs which will be single elimination.

## **OTHER**

### **RULES:**

- Stalling: If a team is perceived to be stalling (umpire's discretion) they will be given a warning. If a second stalling infraction occurs, one run will be awarded to the other

- team. A third and final stalling infraction will result in a forfeit.
- NO alcohol permitted in the parking lot.
  - PLEASE police yourself.
  - Coaches are responsible for controlling their team. We are all adults.
    - Coaches are responsible for keeping track of batting order, innings, and score in their score book.
  - There are no errors.
    - If a rule is not otherwise stated here standard softball rules apply. If anything comes into question, ask a ref or find a tournament official.
  - The umpire has final ruling.
  - No metal cleats.
  - **ALL CONTACT MUST BE AVOIDED AT ALL TIME.**
  - **EJECTIONS---**
    - Metal cleats
    - Unsportsmanlike conduct.
    - Arguing with the umpires.
    - Throwing the ball at another player in an unsportsmanlike manner.

IF you are ejected, your team will play the remainder of the game down a fielder, will take an automatic out every time your spot is reached in the batting order. The ejected player cannot play the remainder of the tournament and will be asked to leave the location.

