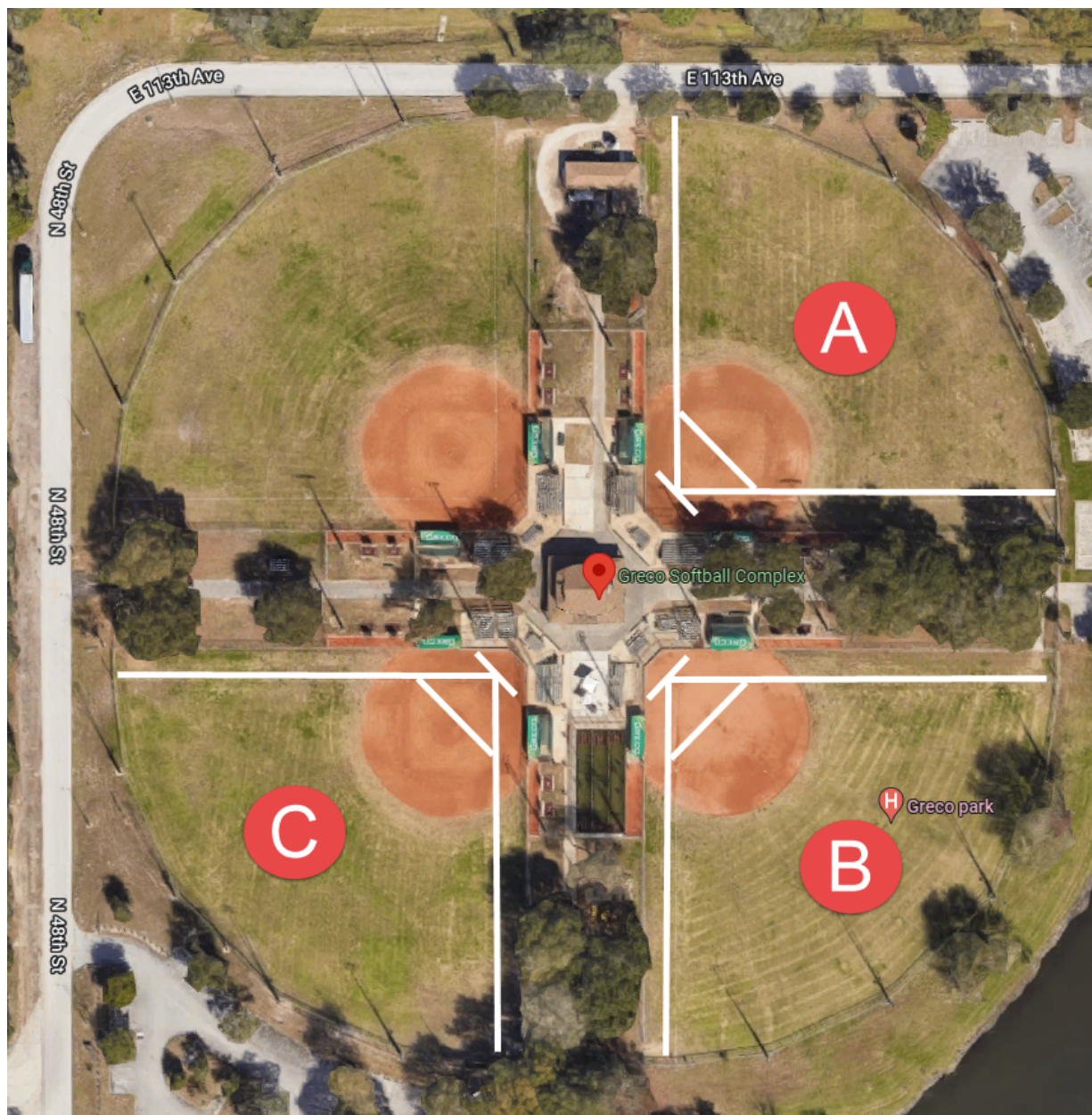


**BIG BALL - Kickball Tournament**  
**Greco Softball Complex, Tampa - March 5th**

**Please note this important tournament information!**

- Directions - [11000 N 50th St, Tampa, FL 33617](https://www.google.com/maps/place/11000+N+50th+St,+Tampa,+FL+33617)
- The schedule can be found at - <http://www.tampabayclubsport.com/league/48683/schedule>
- Tournament Rules - <https://bit.ly/3ICEqM1>
- Captains visit the registration area to sign in your team ½ hour prior to your first game time. You'll receive your roster/waiver for signing in and your team shirts.
- The top team from each field plus 1 Wild Card will move onto a single elimination tournament.
- The concession stand will be open - no outside food allowed



Saturday, March 5



## PLAYOFFS



	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM	2:00 PM	3:00 PM	4:00 PM
Greco Softball Complex Field 1	St. Kickmas Day vs Moist Posse	Meow Meow vs HOMETEAM	HOMETEAM vs Moist Posse	St. Kickmas Day vs Meow Meow	HOMETEAM vs St. Kickmas Day	Moist Posse vs Meow Meow	Kickball Tournament Semifinals	Kickball Tournament Finals
Greco Softball Complex Field 3	Puddle Pirate's vs Pookies Crew	Mic Drop vs Big City Slams	Big City Slams vs Pookies Crew	Puddle Pirate's vs Mic Drop	Puddle Pirate's vs Big City Slams	Mic Drop vs Pookies Crew	Kickball Tournament Semifinals	
Greco Softball Complex Field 4	Kick Me Baby One More Time vs BallUsa2011	Renegades KC vs New Age Outlaws	Renegades KC vs Kick Me Baby One More Time	BallUsa2011 vs New Age Outlaws	Renegades KC vs BallUsa2011	New Age Outlaws vs Kick Me Baby One More Time		

## Kickball Rules - Tournament (Big Ball) updated 03/02/2022

**IMPORTANT: Remember, everyone is out there for fun and it's only a game. No back talking or abuse of the umpires will be tolerated. These are not "professional" kickball umps and mistakes may be made. Please treat them with respect, anyone not doing so will be asked to leave.**

### 1. EQUIPMENT

- 1.1. A size 10" playground will be provided for tournament play
- 1.2. Cleats are allowed, however NO METAL SPIKES

### 2. PLAYER CONDUCT

- 2.1. Only the captain is allowed to dispute calls with the umpire. Any excessive arguing or abuse of the umpire may result in the ejection of the player.
- 2.2. Players ejected from any game may be required to serve a one or more game suspension pending league review. Fighting, wrestling, or pushing will not be tolerated and may result in player ejections
- 2.3. Any player or fan is encouraged to root for their own team but rooting against teams or use of disparaging language is discouraged and could result in penalties of players or dismissals of fans. Any fans of teams may be asked to leave by Club Sport staff. Refusal to leave could result in forfeiture of games.

### 3. ROSTERS/LINEUPS/ELIGIBLE PLAYERS

- 3.1. Everyone playing must be 18 and must sign the team's roster/waiver before playing
- 3.2. Any additions to the rosters must be made by the start of the 2nd game.
- 3.3. All players to be eligible must sign before they play and must be signed prior to the 3rd game.
  - 3.3.1. If a player is not signed in on the roster by the, they are not eligible for the playoffs
  - 3.3.2. Playing with ineligible players in the playoffs may result in a forfeit. This call will be made by Club Sport staff.
- 3.4. Pick up players are NOT allowed for any games
- 3.5. Players may not appear on more than 1 official team roster unless approved by field staff.
- 3.6. Kicking lineups must be presented to the umpire before each game
- 3.7. Play consists of 10 players per side (6m/4f)
  - 3.7.1. A team must have at least 8 players (minimum 2 females) to start a legal game

- 3.8. SAMPLE KICKING LINEUPS: 8 Players = 6m/2f(both kicking twice), 9 Players = 6m/3f(one kicking twice), 10 Players = 6m/4f(no one kicking twice)
- 3.9. Teams may kick more than 10 players; however, these teams must kick the same ratio (3 to 2) of fielding men and women.
- 3.10. In situations where additional players wish to kick, the lineup must come as close to a 3 to 2 ratio as possible, even if some women need to kick twice in the rotation.
  - 3.10.1. Men CAN NOT kick twice in the lineup to achieve a 3 to 2 ratio if a team plays with more women than men

#### 4. GAME PLAY

- 4.1. Game time is forfeit time. Game time is called by Club Sport staff
  - 4.1.1. If a team forfeits a game, their opponent will be awarded a 7-0 win
- 4.2. Games are 45 minutes in length
  - 4.2.1. The ump will enforce this rule and will keep teams informed of the time remaining.
  - 4.2.2. Pool play games may end in a tie
  - 4.2.3. In case of rain or another event, Club Sport has the right to call a game as official depending on the length played.
  - 4.2.4. If the home team is kicking and winning when the 45 minutes are up, the inning **WILL BE completed**
  - 4.2.5. There will be an 8 run limit per inning unless there are less than 10 minutes left in the game, at which point there is not a run limit (if a team is winning by more than 20 runs they will be held to 8 runs an inning)
- 4.3. RAINOUT - If all teams have completed two pool play games at the time of a rainout, the champion will be determined by record and run differential. Should less than two games be completed by all teams, a makeup date may be scheduled to replay or finish the tournament.

#### 5. KICKING

- 5.1. All kickers start with a 1-1 count and are allowed one courtesy foul.
  - 5.1.1. A kicker will be called out on the second foul ball.
  - 5.1.2. 4 balls equal a walk
- 5.2. All kicks must be made by foot and must occur at or behind home plate.
  - 5.2.1. If a kick is made beyond the home plate, it will be called a foul
  - 5.2.2. Bunting is allowed but double hits will be called a foul, and the ball must be kicked beyond home plate.
  - 5.2.3. Any ball that stops or is picked up on home plate will be called a fair ball
  - 5.2.4. There are no male/female kicking order rules, but teams must maintain a 3 to 2 ratio
  - 5.2.5. If a male is walked, and a female follows in the kicking order, the female has a choice to take a walk or kick. Umps will enforce this rule upon request; however, they will not be responsible for notifying the kicker in each walk situation
  - 5.2.6. All players in the field must be listed in the kicking order. There are no designated fielders allowed.

#### 6. PITCHING

- 6.1. Pitches must be rolled UNDERHAND towards home plate. Pitches may not be bounced, only rolled towards the kicker. Pitches that bounce more than a foot above the ground will be considered an illegal pitch, and called a ball.
- 6.2. Pitches must be rolled at a reasonable pace, not extremely fast or extremely slow. The ump will monitor this rule and will call a ball if the pitch is too fast or too slow to keep both teams equal
- 6.3. Breaking balls are not allowed in **OPEN** or **RECREATIONAL** division games. A breaking ball will be called if the break is 3 feet or greater in either direction from the point of release. It will be considered an illegal pitch and called a ball
- 6.4. Arguing of an illegal pitch by either side will not be tolerated as it is a judgement call and excessive arguing is grounds for player ejection
- 6.5. The strike zone extends to 1 foot on either side of home plate, and 1 foot high. A kicker is only allowed one strike. If a kicker does not make an attempt on the second strike, then the kicker will be called out.

#### 7. BASE RUNNING

- 7.1. No lead-offs or stealing
  - 7.1.1. All runners must be in contact with the base at the time the ball is kicked. If a runner is not on the bag when ball is kicked, the ball is dead and the runner is declared out. If a runner leaves early, this play must be appealed by the defense.
- 7.2. Base runner to defensive player contact will be closely watched by the ump. Any excessive contact or collision will result in an "out" and/or ejection. This includes contact with the catcher.
- 7.3. Sliding is allowed. Any sliding into a base to break up a double play, or any interference with the defensive player, the runner and kicker may be called out.
- 7.4. When running to first base, if there is a possible play at first (i.e. ball is still in the infield) the runner must touch the orange/outside safety bag or will be called out by the umpire. The defense must use the white/inside bag.

#### 8. FIELDING

- 8.1. Maximum of 10 fielders with no more than 6 men on the field
- 8.2. No more than 6 infielders, including the catcher
- 8.3. No one may be positioned between the pitcher and home plate
  - 8.3.1. Determined by a real or imaginary line drawn from first base to third base
  - 8.3.2. All infielders must stay behind this line until the ball is kicked (see rules regarding catcher)
  - 8.3.3. The catcher must stay behind the catcher line (which is 4 feet behind the front of home plate) until the ball is kicked.
  - 8.3.4. The catcher may move before the ball is kicked, however, they may not interfere with the kicker in any way (physically, visually, or verbally). If it is deemed the catcher has interfered with the kicker, the kicker will be awarded first base. Male walk rules will apply if the kicker was male.
- 8.4. Outfielders must stay behind the boundary line (cones or grass), regardless of who is up to kick, until the ball is kicked.

8.4.1. If this rule is violated, the ball remains live until the umpire calls time. The umpire will then decide which is more advantageous to the kicking team, the kicked ball or an automatic pass to first base

8.5. Defensive players may kick the ball to another defensive player to make an out, if the ball that was kicked hits a runner the runner is still safe and awarded an additional base.

8.6. The first baseman must use the white/inside bag in order to make an out. Runners must use the orange/outside bag.

8.7. All thrown balls are deemed out of play when the ball is thrown over the fence, beyond the fence

## **9. OUTS**

9.1.1. Striking out

9.1.2. A fly ball that is caught. Catching a fly ball in kickball is not a sure thing, there is no infield fly rule. However, there is a no cheese rule. If the umpire thinks a fielder intentionally misses or does not catch a fly ball in an effort to make a double play or any other advantageous play, both runners will be called safe.

9.1.3. A foul ball that is caught. If a foul ball is dropped in foul territory, it remains a foul ball.

9.1.4. Throwing to the baseman who tags the base for a force out

9.1.5. Hitting the runner with the ball

9.1.5.1. Runners may only be hit with the ball from the shoulders down. If a player ducks or slides into a throw that was aimed below the shoulders, the runner is out.

9.1.5.2. If the runner is struck above the shoulders is considered safe and will be awarded an additional base

9.1.5.3. As soon as the runner is struck with the ball, the play is dead. Runners must stop at the base they were approaching except for home plate. The defense reserves the right to make a play on the runner approaching home plate. All other runners may not advance if the defense is making a play on the runner going home.

## **10. PLAYOFFS**

10.1. See Tournament Details Sheet

10.2. There is no per inning run limit during playoffs

10.3. Playoff Run Rule - 10 runs after 7 innings

10.4. There will be overtime during the playoffs

10.4.1. Extra innings will start with a runner on second base (the base runner is the one who made the last out in the previous inning).