

## Iowa Games Adult Kickball Tournament Rules

### **The Game:**

The tournament will be either pool play or double elimination depending on the number of teams registered. Games will consist of 9 innings of play or a time limit of 50 minutes. The game clock will begin at the scheduled game time. If a team does not possess the minimum amount of legal players within five minutes of the scheduled game time, a forfeited game will be called and the opposing team will be awarded the win.

### **Run Rules:**

The following run rules will be in effect as follows: 20 runs after four innings or 15 after five innings. No scoring limit is in effect for the amount of runs scored within a single inning. If a complete game is tied at the end of regulation, we will then play the rest of game with the international tie-breaker rule in effect. This rule has the team at bat place a runner on second base to start the inning. The runner is the person who proceeds the lead-off batter of that inning. (i.e: If the fifth person in the line up is the lead off batter then the fourth person in the line up would start the inning on second base.) The game continues in normal innings except for the addition of the runner and does NOT become sudden death.

### **Number of individuals to field a legal team:**

A team should consist of equal amounts of 5 men and 5 women; however the team may begin with eight or nine players. Please see the following restrictions:

A team can start with 9 players (5 women & 4 men or 4 women & 5 men). The team will receive one out each time that the 10th player comes up to bat. If the 10th player arrives, then the player will occupy the 10th position in the batting order. (It is not legal to walk a player to get to the automatic out; the automatic out will then be nullified if this occurs).

A team may start the game with 8 players (4 women, 4 men only). There will be no outs given because of the severe disadvantage that they already possess.

A team that consists of 5 men and 5 women can include an additional male and female player as designated hitters. This would total the amount of individuals on the line up sheet to 6 men and 6 women. A 12 player line up may only be used if the team can maintain the staggered male/female batting order.

If at any point a team does not have the minimum amount of players available to field a legal team, the game will then be forfeited. The use of any player that is not listed on your official team roster will result in forfeit of any games the ineligible player took part.

### **General Rules:**

- Batting order must remain staggered male/female. If a team is playing with 9 players an automatic out will be called when the 10<sup>th</sup> player would be up to bat.
- The pitcher/catcher must be a male/female combination.
- The infield must have 2 males and 2 females other than the pitcher/catcher combination. The outfield must have the same ratios. In addition, all outfielders must remain in the outfield grass until the ball is kicked!
- Players must wear appropriate athletic attire and closed toe shoes at all times. (No flip-flops or metal cleats will be permitted.) Molded plastic cleats are acceptable.
- Game balls will be provided by the Iowa Games and will be brought to the game by the game official. Teams are not permitted to warm up with the game ball.
- There is no infield fly rule in kickball.

**Kicking and Pitching:**

The pitcher must start with both feet on the pitching rubber. The ball cannot be kicked until it has crossed home plate. Kicking the ball prior to crossing the plate or behind the square will result in a foul ball. If an illegally kicked ball is caught in the air, the kicker is out, ball is dead and the runners may not advance. All kicks must go beyond the “bunting arc” which is located approximately 15 feet from home plate. Any kicks that do not go beyond the bunting arc are ruled a courtesy foul. There are no strikeouts or walks, with the following exceptions:

- A. The pitcher must roll a ball from the pitching rubber. The pitcher must attempt to roll the ball over home plate. If it is determined by the umpire (within the first three pitches) that a pitcher is deliberately avoiding the plate when rolling the ball, the kicker will be awarded first base.
- B. The person up to kick is allowed a courtesy foul or missed kick. If a second foul or missed kick occurs the kicker will be out.

**Base Runners:**

Base runners may not steal, lead off, or advance until the ball is kicked. Violation of this rule will result in the base runner being called out. A base runner that is struck with a kicked ball that was not previously deflected off of a fielder shall be ruled out. The deflection of a kicked ball off of a defensive player will not result in an out. Base runners may not interfere with a defensive player fielding the ball. In turn, the defensive player may not obstruct a base runner if they are not attempting to field a ball. Defensive players may throw the ball at the runner in an attempt to put them out (from the shoulders down). There should be a certain amount of consideration made for the amount of force that the ball is thrown. The amount of force should correspond with the amount of distance that the player is to the runner. **ANY THROW MADE BY A DEFENSIVE PLAYER THAT IS JUDGED TO BE EXCESSIVE OR UNNECESSARILY HARD WITHIN THE CONTEXT OF THE SITUATION, WILL RESULT IN THE RUNNER BEING CALLED SAFE AND THE DEFENSIVE PLAYER EJECTED FROM THE GAME.** The base runner is out if hit with the thrown ball, even if the ball bounces on the ground before contact. When base runners are hit directly in the head, they are not out unless they are ducking or lowering their head to dodge the thrown ball. If a player is attempting to reach the base safely by sliding, a “head shot” will result in the player being called safe as well. The defensive player should make every effort to avoid any throws that may be directed towards the player’s head. A “head shot” will not be called if the ball hits part of the runners’ body then skips up and hits them in the head. There are no courtesy runners, if someone running the bases gets hurt, then the team has to make a legal substitution. All runners trying to make it to first base before being thrown out or hit with the ball, must step on the orange bag while the first base person steps on the white bag.

The game umpire will have the authority to make decisions on any situation not specifically covered by these rules. Only the team managers may approach the umpire to discuss rule interpretations. Flagrant violations may result in the suspension of the player for the rest of the tournament. We enforce a zero tolerance policy rule with all players and fans. This includes, but is not limited to, taunting, foul language, unsportsmanlike conduct and inappropriate behavior. Please be reminded that this tournament was formed to be fun and recreational, not highly competitive. So enjoy yourself and have fun!

**Tie-Breaking Criteria (If needed for pool play):**

- A. In any situation where two (2) teams tie, head-to-head competition between the teams will determine the winner.
- B. If more than two (2) teams are still tied after step A, point differential is used for the teams involved. A maximum of 15 points will be awarded for a point spread differential.
- C. If more than two (2) teams are still tied after step B, the results of the teams not involved in the tie are added, and the point differentials are recalculated.
- D. If more than (2) teams are still tied after step C, the winner will be determined by a coin toss.
- E. Forfeits will be ruled as a 20-0 victory for that specific team.

**Tie Break Example:** In a four (4) team pool, results of pool play yield the following standings:

Team A        2 wins, 1 loss  
Team B        2 wins, 1 loss  
Team C        2 wins, 1 loss  
Team D        0 wins, 3 losses

To break the tie to determine the pool winner, first look at the games played.

Team A results	A vs. B	A-14 vs. B-19	A net results: -5
	A vs. C	A-15 vs. C-0	A net results: +15*
Team B results	B vs. A	B-19 vs. A-14	B net results: +5
	B vs. C	B-2 vs. C-12	B net results: -10
Team C results	C vs. A	C-0 vs. A-15	C net result: -15*
	C vs. B	C-12 vs. B-2	C net result: +10

\* According to criteria B, the maximum number of points allowed for a point spread differential is 15.

Total team differentials:

Team A                +10    (WINNER)  
Team C                -5     (Second by virtue of victory over B)  
Team B                -5     (Third)