

THE CHIPPEWA VALLEY ROCK-N-ROLL KICKBALL CLASSIC
Cinder City Park Altoona, WI
*** OFFICIAL RULES OF PLAY ***

Please note: Small changes may be made to these rules prior to the start of the tournament based on number of teams registered.

MANAGERS' DUTIES

1. Make sure you have a full team and at least one reserve for every game.
2. You are responsible for taking charge of your team's conduct.
3. It is your responsibility to make sure players know what time they play and on what fields.
4. Know the rules. Tell your players the rules. This will help the game run smoothly.

ELIGIBILITY & ROSTERS

Minimum age for players is 18. Players may only play on one team involved in the tournament and must be registered with Altoona Parks & Recreation before participating in play. The minimum number of players that must be on the roster is 8; maximum is 20. Teams must be co-ed and mixed as evenly as possible. See "TEAMS" for details.

REGISTRATION

A team may be reserved/registered right away, even without a complete roster. The final registration and roster deadline is two weeks before the event date. However only the first 24 teams will be accepted, so register early. Complete team rosters (and shirt sizes) must be provided two weeks before the event, or you may not get shirts.

REGISTRATION FEE / SHIRTS

\$125 per team (this includes **up to 8 team t-shirts** and admission for both days). Any additional t-shirts must be ordered two weeks before the event at a cost of \$10 per shirt. Once you've registered a team, the fee is **NOT REFUNDABLE** for any reason.

TOURNAMENT CHECK IN, TOURNAMENT BRACKET

Teams must check-in at the tournament and each individual player must also check-in to sign the team waiver and provide proof they are over 18.

The Chippewa Valley Rock 'n Roll Kickball Classic is a double elimination (plus Toilet Bowl) tournament played on three fields in Altoona's Cinder City Park. The first games will start on Friday. Play continues on Saturday morning with the Championship(s) kicking off Saturday evening.

PLAYING FIELD AND EQUIPMENT

Similar to baseball and softball, the kickball infield consists of home plate and three bases; first, second, and third. The pitcher's mound will be 50 feet. The distance between home plate and first base, first base and second base, second base and third base and between third base and home plate will be 65 feet, thus forming a symmetrical square. Equipment consists of one **10-inch kickball**. Additional equipment, such as cleats or any protective equipment must be provided by the participants. **Metal cleats are not allowed.**

OUTFIELD & PITCHING LINES

Outfielders are required to stay behind the grass line separating the infield from the outfield until the kicker makes contact with the ball. Infielders are required to stay behind the pitching line which runs directly from first to third base until the ball is kicked, and may not position himself/herself in a position to interfere with the kicker's ability to kick the ball. The catcher must not interfere or distract the kicker. In the event a fielder violates one of these position rules, the offense will be awarded the result of the play or a walk, whichever provides the better offensive situation to the team.

OFFICIATED LEAGUE

All games will be officiated by an umpire. The official is not the scorekeeper. The official scorekeeper is the home team. It is suggested that each team (home and visitor) designate a scorekeeper for each game. After each half inning the official will verify the score with the scorekeepers.

TEAMS

Each team must register at least 8 players on the roster with a maximum of 20.

1. Females and males must be equally represented in both the infield and outfield.
2. If fielding the minimum of 8 players (4 male/4 female or 5 females/3 males), the team should place 3 players in the outfield and the remaining five in the infield (1st base, 2nd base, 3rd base, pitcher, and catcher).
3. If fielding the maximum of 10 players, 4 players must play in the outfield while the remaining six will play the infield (1st base, 2nd base, 3rd base, shortstop, pitcher, and catcher). **Pitcher / catcher must be different gender.*
4. If a team cannot field at least three men (with five+ women) or four women (with four men), that team will forfeit the game.
5. Teams will have a 5-minute grace period before a forfeit is declared.
6. The following ratios for males to females are acceptable for the field: 3 males-5 females, 3 males-6 females, 3 males-7 females, 4 males-4 females, 4 males-5 females, 4 males-6 females, 5 males-5 females.
7. All players playing the field must be in the kicking order. Any players that are not playing the field can still be in the kicking order but must remain so during the course of the entire game (All team players must kick in a consistent kicking order). If you have kicked at least once, you must stay in that same kicking order unless you are injured.
8. A team may choose to put as many of its players in the lineup as it likes beyond the required full roster of 8. A team may not use less than 8 players if eight or more are available.

GAME PLAY

1. Regulation games last 7 full innings or 50 minutes, whichever comes first. There are no time outs.
Time Limit – In all games, no new inning shall begin after **50 minutes** of playing time has elapsed, except in the case of a tie.* In the event there is less than **50 minutes** elapsed on the time limit when the previous inning is completed, the game should be continued into the next inning. The umpire will announce the official time at the beginning of the game. The scorekeeper will record this time. The umpire will give a warning call to signify the approach of the time limit. If seven innings are completed and the game is not tied or the 15-run rule is in effect, before the **50 minute** time limit expires, the game is over.
* **Tie Breaker** – During each half inning of the innings played under the tie breaker rule (i.e., the eighth inning or first inning after the expiration of the time limit and all successive innings), the offensive team shall begin its turn at kicking with the player who was last kicker in the previous inning being placed at second base (i.e., if the number five kicker is to lead off, number four in the kicking order will be placed at second base.) Max of 9 innings will be played. Still a tie?***
** **Final Footrace** – If teams are still tied after the 9th inning, it's a footrace to determine the winner. Each team picks their fastest runner. The visiting team runs first, home team second. The umpire times each runner taking off from home plate, running around the bases, and coming back to home. The team who has the runner with the fastest time is declared the winner.
2. **Run Rule** – A 15-run lead after 5 innings, or anytime after will constitute a complete game.
3. There will be a **7-run rule** in effect per team per inning. When a team scores 7 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 all innings except the 7th inning or last inning called by the umpire, in those innings unlimited runs may be scored.
4. Any game called because of severe rain after five complete innings shall be considered a regulation game.

BALL IN PLAY

1. No player may advance forward of the 1st – 3rd base diagonal line until the ball is kicked. Failure to abide by this rule results in a ball (*If the umpire observes a defensive player(s) violating this rule and the ball is kicked, if in the umpire's judgment an advantage was gained by the defense violating the diagonal and an out was made by the player(s) violating the diagonal, the runner(s) will be declared safe.*)

2. When the pitcher has control of the ball on the mound the play ends.
3. If a runner intentionally touches or stops the ball, even if they are on base, the play ends and the runner is 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 infield fly rule. If the fielder drops the fly ball, both the kicker and runner will be responsible for making it to their respective bases to avoid a double play.

PITCHING

1. **Pitchers must “Roll” the ball to the batter. Fast, sidearm, curveball, or overhand pitching is not allowed.**
2. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
3. No bouncing pitches are allowed. A pitch that is higher than one foot at the plate results in a ball.
4. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
5. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so results in a ball.
6. Pitchers may only be replaced twice per inning.
7. A pitching rotation must be established by each team that alternates female and male pitchers each inning.

KICKING

1. The order of the kicking shall be alternating male and female players.
2. No player may kick more than once until the entire team rotation per gender has had a chance to kick.
However, to preserve the male-female alternating kicking order it may be necessary to have one gender kick more than once.
3. All kicks must be made with the foot.
4. All kicks must occur at or behind home plate (determined by the position of the plant foot) or an illegal kick will be called (which counts as a strike).
5. If the ball is kicked **in front** of home plate and the kick is caught by the fielder, the kicker is out. The ball is dead and runners cannot advance.
6. Bunting is **NOT** allowed. A full kick attempt must be made by the kicker. The umpire will determine if the kick is a bunt. A bunt will count as a strike. If two bunts are made by the kicker they will be called out.
7. As in Co-Rec softball, if a team walks a male player, he will advance to 2nd base (and all base runners will advance two bases). The next kicking female player has the option of kicking, or taking 1st base.

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.
2. It is the responsibility of the runner to avoid a collision. Ties go to the runner.
3. Play is dead when the pitcher has the ball on the mound.
4. Neither leading off base nor stealing a base is allowed. A runner off of their base when the ball is kicked will be called out.
5. Sliding is allowed.
6. If a base runner advances in front of another runner or touches the runner in front of them they will be out.
7. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders as they are running or sliding to a base will be safe. **If a player intentionally throws at the head of another player they will be ejected.** If the runner intentionally uses their head to block the ball the runner is out.
8. After a kicked ball is caught, runners must tag their originating base before running to the next base. On a fly ball in which the runner intends to tag up and advance, they are allowed to leave the base when the fielder first “touches” the ball; they do not have to wait until they “secure” the ball.
9. One extra base is awarded on an overthrow if ball leaves the field of play (goes over the fence or in a dugout).
10. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate.

STRIKES

A count of 2 strikes is an out. A strike constitutes:

1. A pitch within the strike zone either not kicked, or missed by the kicker.
2. 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.)

3. A bunt will be considered a strike. The umpire will determine if the kick is a bunt.

BALLS

A count of 3 balls advances the kicker to first base. A ball is:

1. A pitch outside the strike zone.
2. A ball falling short of the plate and does not cross over the plate.
3. A bouncing ball that is higher than 12 inches as it crosses home plate.
4. Any fielder advancing forward of the 1st– 3rd base diagonal line or outfielders advancing forward of the outfield grass before the ball is kicked.
5. A pitcher advancing in front of the pitching rubber before the ball is kicked.
6. Any catcher advancing forward of home plate before the kicker kicks the ball.

FOULS

A foul is: A kicked ball landing 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).

COUNT

Each kicker will be allowed a 3 ball - 2-strike count with no courtesy foul.

OUTS

A count of three 3 outs by a team completes the team's half of the inning. An out is:

1. A count of 2 strikes.
2. A runner touched by the ball at ANY time while not on base. (If a runner **intentionally** touches or stops the ball, even if they are on base, the play ends.) (The runner will also be called out)
3. Any kicked ball (fair or foul) that is caught.
4. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball.
5. A runner off of their base when the ball is kicked.
6. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.

DESIGNATED RUNNER

In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same kicking order position previously held. If a player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same formation, less the removed player.

BEHAVIOR

Player Conduct Managers are responsible for ensuring that all players know and abide by these rules and regulations. Managers will be held responsible for the actions of their players.

1. In the case of a dispute, the manager or captain shall be the only person to talk to the official.
2. Any unsportsmanlike tactic, profanity, or derogatory remarks by a player or manager may result in removal from the game and field. Flagrant or continuous violations will result in elimination from play for the remainder of the tournament.
3. The Umpire is the official representative of the Chippewa Valley Rock and Roll Kickball Classic and is not expected to tolerate abuse. Organizers and sponsors will support the umpire in all judgment calls.
4. **Alcohol Consumption** – Players involved in a game may not drink any alcoholic beverage on the playing field. Drinking will be allowed in the dugouts, but uncontrollable behavior or inappropriate displays of binge drinking will not be tolerated.

LATE ARRIVAL AND FORFEITS

1. A team must have 8 players to start a game; no team shall start short.
2. A team not ready to play at game time gets a 5-minute grace period. At 5 minutes, the game is forfeited.
3. Forfeits are frowned upon, but if it is an emergency and your team cannot field enough players to participate, the team manager is responsible for telling the umpire.

4. A team may add players, to get to ten (10), at any point in the game. Players beyond ten (10) may only be added to the end of the lineup if the team has not gone through the order yet. Once the team has gone through the order, any new players beyond ten (10) may only be added as substitutes.

INCLEMENT WEATHER

Light or moderate rain will not cancel a game. The only way a game (or the tournament) will be cancelled is if there is severe or dangerous weather. Lightning will immediately suspend any games in progress, and remaining games will be played if the weather eases. Organizers will attempt to reschedule missed games when field availability allows.