

St. Anthony Villagefest Kickball Tournament 2018

Rules and Regulations

1. Each participant **must** print and sign his/her name on the team waiver/roster form to be eligible for participation in the St. Anthony Villagefest Adult Co-Ed Kickball Tournament. Team captains are responsible for having all team members sign this waiver/roster form.
***Be aware that there are inherent risks to participating in any athletic activity. Insurance is not provided to players in this tournament – each player as a result of participation in the tournament assumes all liability and risk of injury.
2. If, for any reason, the tournament cannot be played on the scheduled date, entry fees will be refunded to each captain.
3. Players must be 18 years or older. No exceptions.
4. **Team registration forms and entry fees are due no later than Saturday, July 14, 2018.** All entry fees **must** be paid in advance – that is the only way we can hold a spot for you in the tournament.
5. Tournament games are scheduled for 7 innings. With exception to the final two games in the money round, no new inning shall begin after fifty (50) minutes have elapsed from the start of play. If the time limit has elapsed and the inning in progress has been completed with the score remaining tied, the game will be declared a tie. If a game finishes in a tie after seven innings and there is still time left, captains and umps may decide to play an extra inning to break a tie, or to play for fun.
 - a. Should extra innings be an option, “sudden death” rules apply, where the kicking team starts with one out and the last person to kick is placed on 2nd base.
6. This is a tournament, so you need to ensure you have a team to play the entire time. We will not allow substitute players from other teams. **ONLY players listed on your initial roster may play for your team in the tournament.**
 - a. That being said, **a player may only be listed on ONE roster.** No exceptions.
7. If you have an injury and must sub from your roster that isn't starting that game, or a starter needs to rest, those substituted players may re-enter the game at any time.
8. Each team is guaranteed a minimum of three (3) games in this tournament. Teams will play games on up to 3 different fields and the 4 teams with the best records will advance to the FOUR TEAM PLAYOFF. If any teams have the same record, the tie breaker will be decided by the 1) *head to head record*, 2) *combined # of runs scored*, and if necessary 3) *combined margin of victory*.
9. If teams do not have enough players ready to start at their scheduled time they will forfeit that tournament game and will leave a seriously disappointed opponent.
10. **ALL captains and teams MUST remember that this is a FUN tournament. Be courteous to your umpires, your teammates, and your opponents. Remember that during the “heat of battle” and try to have a good time out there!**

11. Umps are provided for all games and their role is to keep control of the game including the pace of the game, fair and foul balls, and out/safe calls. So go easy on them - they want to have fun too.
12. Teams should consist of ten (10) players on the field, but co-ed teams must play with a minimum of eight players in the field and play a minimum of four (4) from each gender to play ten (10) people. Teams may play with less than four (4) men/women, however, they may not play with more than six (6) women/men in the field at any time. Teams may also continue a game with a minimum of eight players after beginning with a greater number.
13. Players may start each play in any position on the field, with no more than 5 infielders and 5 outfielders. The outfielders must start each play at least 15 yds behind the base lines. Infielders must remain behind the “imaginary” line that extends from 1st to 3rd base until the ball is kicked.
14. Score sheets will be provided and kicking order must be followed throughout the course of the game. Men and women must alternate according to the tournament kicking order (man, woman, man woman, man, man, woman, and so on). Players kick and kickers play. You might be tempted to bump up a better player to kick in a game deciding situation – don’t do it. Resist the urge and follow the order. If everyone plays by the same rules, it is fair for all.
15. There are NO walks in this tournament. You can, however, strikeout (2 strikes). A strike consists of a foul ball or a whiff (which is HILARIOUS for everyone).
16. Pitching – Fast or slow, it is the pitcher’s call. We are not going to regulate pitch speed – that is far too subjective. We only ask that you don’t pitch bouncies– be nice!
17. Ball may not be kicked until it reaches home plate or the line just in front of home plate. If the kicker contacts the ball beyond the line in front of the plate, this is considered a foul ball and play is dead at this point.
18. **BUNTING IS NOT ALLOWED**, period. If a bunt is called, umpires will call the kicker back to the plate and call for a re-kick. All kickers must make a full leg extension when kicking.
19. There is NO leading off, and no stealing bases. If there is an overthrow that goes out of bounds, a dead ball is called and one base is awarded.
20. No Headshots! If a base runner is hit in the head by a ball thrown by the opposing team, he/she will be awarded one base. The ONLY exception is if the runner is sliding and is hit in the head, and that will be decided on a case by case basis by the umpire.
21. An out occurs when: a player gets 2 strikes, a ball kicked in the air is caught before hitting the ground, a runner is forced out at a base, a runner is touched with the ball below the neck, and so on.
22. There is no infield fly rule, nor is there a “pitcher’s hand” rule.
23. On a fly ball, a runner may tag up once the ball is caught.
24. A play ends when the umpire calls “time”. This usually means

- a. All runners have stopped trying to advance and/or
 - b. The ball is in the hands of the pitcher
 - c. The two may or may not be mutually exclusive, so listen for the umpire.
25. Metal spikes are not allowed on the fields. Players can wear appropriate apparel, but shirts, shoes, shorts/pants must be worn at all times.
26. Rules will be posted in each dugout for reference by all teams. PLEASE leave these in the dugouts. Each team will also have their own copy. Every team member needs to read the rules and understand them.
27. Please do not be verbally or physically abusive to the umpires or your fellow tournament players. I don't like doing this, but it is necessary to remind everyone of some simple, basic rules of kickball etiquette. If we have to take the following steps, your team is doing it wrong and clearly forgot the FUN rule.
If an umpire determines that a player(s) is/are being abusive to others, the following steps are taken:
 - a. First, the captain(s) and offending player(s) will be issued a verbal warning.
 - b. Should there be a 2nd instance, the offending player(s) will be ejected and a final warning issued to the team captain.
 - c. Finally, a 3rd warning will require forfeiture of the game by the offending team and a consultation with Villagefest officials to determine eligibility to continue. If it is determined that the offending team should be removed from the tournament, entry fees will not be refunded and the team must leave the premises immediately.
 - d. Remember - Team captains are ultimately responsible for team members and their fans.