

Playworks Kickball Tournament Rules

Respect the Game. Play Hard. And most importantly—Have Fun!

These rules apply to all teams participating in the Playworks Corporate Kickball Tournament. The Tournament Director reserves the right to make final decisions on situations not specifically addressed in these rules.

General Rules

- Each team will participate in at least 3 games (2 in pool play, 1 in bracket play)
- There will be one umpire per field. **Umpire calls are final.**
- Respect the Game, Play Hard, and most importantly - Have Fun!
- Only the captain will communicate with the umpires during the game.

Teams

- Players must be 21 years of age or older to participate
- A team captain will organize the team, set the kicking order, and communicate with the umpire, etc.
- Teams must have a minimum of 8 players and a maximum of 15 players.
- Teams must roster at least four (4) players who identify as women, trans, or non-binary.
- All players on the team must be a part of the kicking order, but not all players must field.

Tournament Format

- Pool play followed by a single-elimination championship bracket and a single-elimination consolation bracket.
- Winners of each of the 6 pools advance to the championship bracket along with the next four teams (tie-breakers explained below).
 - The remaining 8 teams will play in the consolation bracket.

Pool Play

- 6 pools of 3 teams. Pools are named after their assigned field and are created randomly.
- Each team will have one randomly assigned home game, one away game, and one bye round. The home team kicks second.
- Teams will play the other two teams in their pool once.
- Pool play games are up to 30 minutes in length and a maximum of five (5) innings
- Umpires will not start a new inning if there is less than 5 minutes remaining
- Umpires will inform teams if the next inning will be the last inning due to the 30-minute time limit.
- If an inning extends past the 30-minute time limit, it will be completed.
- There is no ten-run rule in pool play. Games will be played out regardless of the score for the sake of the tie-breakers used for seeding.
- Pool play games can result in a tie.

Bracket Play

- Once all pool play games have been played, the championship and consolation brackets will be created.
- The championship bracket is created in this way:
 - The winners of each pool will get the top 6 seeds (seeded using the tie-breakers below) in the championship bracket and receive a first-round bye.
 - There will be two play-in games, comprising the next four teams after the winners of each pool are selected.
 - Tie-breakers:
 1. Win/Loss Record
 2. Runs scored per innings kicked
 3. Runs allowed per innings fielded
 4. Rock Paper Scissors (captain vs. captain)
- The Consolation bracket will use the same tiebreakers and will include the remaining 8 teams.
- The home and away teams for each game in bracket play will be determined by a single game of rock-paper-scissors played by the captains. The home team kicks second.
- Bracket play games have no time limit. They are 5 innings in length and can not end in a tie.
- If the score is tied after 5 innings, extra innings will be played until a winner is determined.

Game Play

- A brief captains' meeting will take place before the game, during which the umpire will answer questions and reiterate important rules.
- Teams can score a maximum of 8 runs per inning. When a side scores 8 runs, sides will switch.
- Umpires will call "time" when the ball is in the infield and runners have stopped advancing. After "time" is called, runners can no longer advance.

Kicking Order

- Captains will create a floating kicking order (written on the lineup card) to remain consistent throughout the game.
- The kicking order must alternate between players who identify as men and players who identify as women, trans, or non-binary until one group has completed its rotation. Any remaining players may then kick consecutively. No player may kick more than once until every player in their gender group has had an opportunity to kick.
- Kicking out of order is an automatic out.

Fielding Requirements

- Teams must field ten (10) players when possible: six (6) infielders and four (4) outfielders.

- When fielding 10 players, a minimum of four (4) players who identify as women, trans, or non-binary and four (4) players who identify as men must field each inning.
 - **The infield** must include at least two (2) players who identify as women, trans, or non-binary and two (2) players who identify as men.
 - **The outfield** must include at least two (2) players who identify as women, trans, or non-binary and two (2) players who identify as men.
- A team unable to meet the above requirements can field with a minimum of 8 players
 - When playing with 9 players, at least 3 players identifying as women, trans, or non-binary must be on the field
 - When playing with 8 players, at least 2 players identifying as women, trans, or non-binary must be on the field
- The outfield players must stay on the grass until the ball is kicked.
- Infield players must stay behind the pitcher's plate until the ball is kicked.
- Fielding players must make an honest effort to catch the ball in the infield. If the umpire rules you dropped the ball on purpose in order to make a double play, all runners will be called safe, and the kicker will advance to 1st base.

Pitches and Kicking

Pitching

- Pitches must be at a moderate speed and with less than 1-foot-high bounces.
- The strike zone extends to one foot on either side of home plate and one foot high.
- The pitcher and all fielders must stay at/behind the pitcher's plate until the ball is kicked.

Kicking

- Foot Faults
 - Kicks must be made behind home plate.
 - Foot faults will be called by the umpire if the kicker plants any portion of their foot in front of home plate when kicking. A foot fault equals a strike, and the kick is called back. However, the fielding team has the opportunity to catch the ball on the fly for an out.
- Bunting is allowed.

Balls, Strikes and Fouls

- The umpire calls balls and Strikes.
- Each kicker is allowed a 3-ball, 2-strike count.
- The second foul does count as a strike.

Balls

- A walk is awarded to the kicker after 3 balls. A ball is:
 - A pitch outside the strike zone.
 - A ball that stops before reaching home plate.
 - The catcher stepping in front of the kicker before the kicker has a chance to kick the ball.

Strikes and Fouls

- 2 strikes result in the kicker being called “out.”
- A strike is:
 - A foul ball.
 - A ball that goes unkickd and crosses the plate area
 - A foot fault
 - A base runner leaving the base before the ball is kicked. (see “base running” below for more detail)
- A foul ball is:
 - A kicked ball that starts out fair but rolls foul before reaching 1st or 3rd base (without being touched in fair territory by the fielding team)
 - A ball that is touched in foul territory by a fielder before reaching 1st or 3rd base. (Sometimes a ball might roll fair after starting out in foul territory).
 - After a kicked ball passes 1st or 3rd base, whether it is fair or foul is determined by where it first lands or is first touched by a fielder.
 - A ball that first lands or is first touched in fair territory is fair.
 - A ball that first lands or is first touched in foul territory is foul.
- A ball that passes directly over 1st or 3rd base is fair.

Outs and Runs

- Both teams are responsible for keeping track of runs and outs. Following the 3rd out, the umpire will verify runs with both teams.
- Any scoring disputes must be raised before the first pitch of the next half inning.
- 3 outs per inning. Outs are made by:
 - Catching a kicked ball before it hits the ground
 - Tagging a base runner who is not on a base with the ball
 - Hitting the runner with the ball at or below the shoulder (if the runner intentionally uses the head, neck, or shoulder to block the ball, as determined by the umpire, the runner is out).
 - Tagging the base with the ball in hand before the runner on forced outs
 - Striking out (2 strikes)
 - A base runner advancing in front of the runner in front of them.
 - A runner interfering with a fielder attempting to field or throw the ball.
- A run is scored when a base runner touches home plate after touching 1st, 2nd, and 3rd in order.
- A run does not score on the 3rd out if the kicker is out at 1st, a fly ball is caught, or there is a force out.

Base Running

- Runners must stay inside the base line when advancing to the next base.
- Fielders should make every effort to stay out of the base line and avoid getting in the way of the runners.
- Play ends and “time” is called when a fielder has possession of the ball in the infield, and runners have stopped advancing.
- Runners must stay on the base until the ball is kicked (no leading off). If a runner leaves the base before the ball is kicked, it is a dead ball, the kick will be called back, and the

kicker will be charged with a strike. The fielding team may catch the ball in the air for an out.

- Sliding is allowed but must be done safely. Sliding into a fielder or causing avoidable contact is prohibited.
- Stealing bases is not allowed.
- Advancing past another runner results in an out.
- When the ball makes contact with a fielder, runners can tag up at their originating base before running to the next base.
- ONE extra base for each runner is awarded on a throw by the fielding team that goes out of play.
 - The out-of-play line will be marked with cones on each field and extends out from the backstop.
 - Runners that have advanced more than halfway to the next base when the ball crosses the out-of-play line will be given the next base and one additional base. Umpires will verbally call “out of play” and direct baserunner(s) to the appropriate base(s)

Other Rules/Guidelines

- Players should direct complaints, arguments, and questions to the captains first. The captains can then discuss with the umpire.
- If you're not sure about a rule, ask!
- It is the captain's responsibility to make sure their team understands all rules.
- It is the captain's responsibility to maintain control of their team. Unsportsmanlike conduct will result in a warning to the team captain and removal from the game if the behavior continues.
- A 5-minute grace period will be given to teams that are not ready to play at game time. Our goal is for all games to be played, and the grace period is meant as guidance rather than a strict deadline. The tournament director, umpire, and team captains will determine the best course of action following the grace period, which may include a shortened game, playing with the available roster, or forfeit. The tournament director reserves the right to make the final decision.
- Please remember this is a fundraising tournament for a non-profit, and the umpires are volunteering their time to run it. It should be fun for everyone involved.
- Respect the Game, Play Hard and Have Fun!