



Playworks 6th Annual Corporate Kickball Fundraiser

Code of Sporting Behavior:

As a participant of the Playworks Corporate Kickball Fundraiser, it is your personal responsibility to never allow yourself or teammates to cross that line between fun competition and poor sporting behavior. This is a fundraiser for Playworks and for people to have fun!

- Players must treat fellow players, ump, volunteers, and spectators with respect and courtesy.
- Players are expected to comply wholeheartedly with the intent and spirit of the rules and refrain from any action that might arouse poor sporting behavior.

Tournament Design:

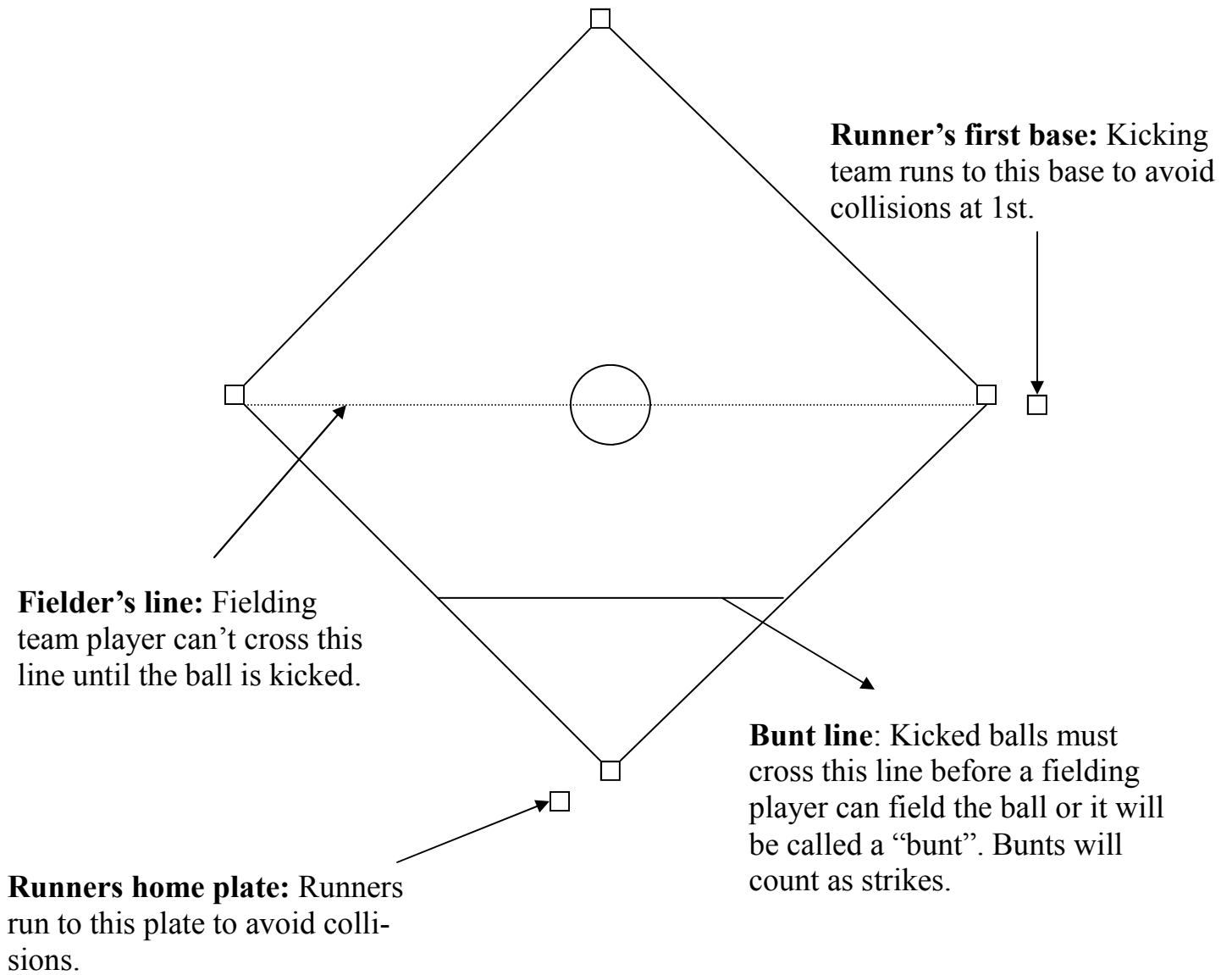
All teams will be placed in one of four divisions: Respect, Inclusion, Healthy Play, and Healthy Community. The first round of games will be played round-robin, where each team will play two teams in their division. **Recesstime Sports** will determine division winners by teams with most wins in their division, and total runs scored. The third tie breaker will be total runs scored against.

In the second round of games, the top seeded teams from each division will play in an elimination tournament. Remaining teams will also play respective teams in different divisions.

Rules:

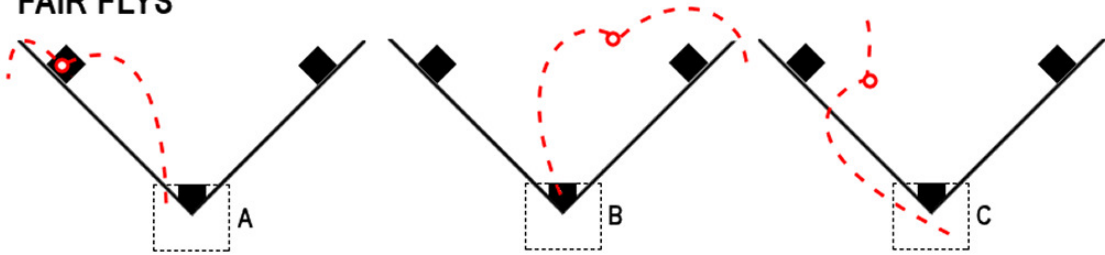
- Games will be 25 minutes long or 5 innings, with even turns to kick.
- Teams shall consist of between 8 to 15 players, we hope you balance in regards to gender.
- Teams can place a combination of up to 9 men and women in the field at a time. *No more than 7 men in the field at a time.*
- Lineups must stay consistent for game play. Line up cards will be used.
- Players up to kick will receive 3 pitches to get on base. If a pitch is determined unkickable, the ump can reward additional pitches.
- Teams switch kicking/fielding at three outs.
- First base will have a separate “runner’s base” to avoid collisions.
- One base is awarded to runners on an over-throw that leaves fair territory.
- Safe sliding only, no head first sliding (unsafe sliding with intent to injure is an automatic out).
- Base runners may not leave the base until the ball is kicked (Runners will be called out for leading off).
- Throwing the ball at a base runner between bases is allowed, but throws must be below the neck, no head-shots. Extra bases may be awarded for infractions.
- Play stops once the pitcher has the ball on the pitcher’s mound.
- No bunting. Kicks must cross the “bunting line” before a fielding player can reach the ball. Bunts will count as a pitch. (see diagram)
- Fielders cannot cross the line between 1st and 3rd base prior to the kicker kicking. (see diagram)
- Catchers must stand behind the kicking player.
- All fouls, pitches, outs, and calls are determined by the field ump. Players must respect the authority of the umpires to regulate the game and abide by their decisions.
- Respect the Game. Play Hard. And most importantly - Have Fun!

Kickball Field Diagram

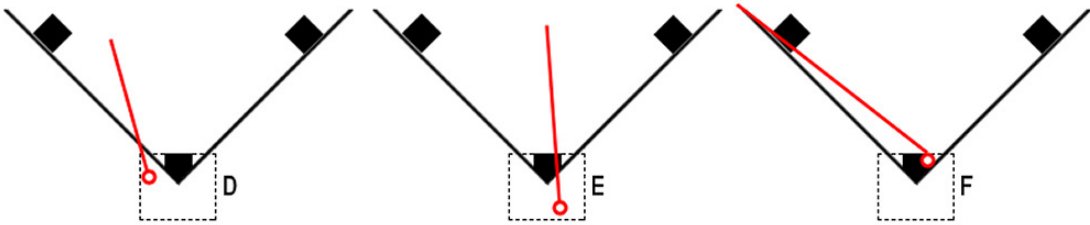


Fair and Foul Ball Examples

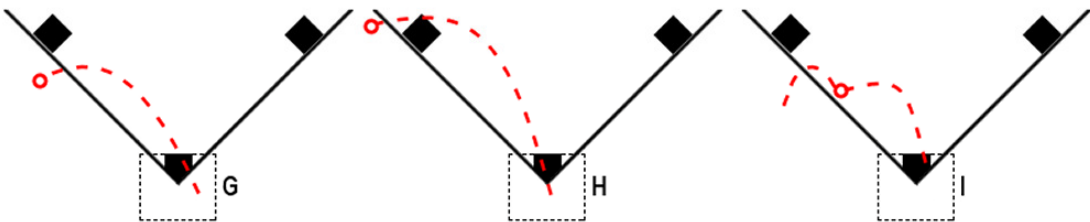
FAIR FLYS



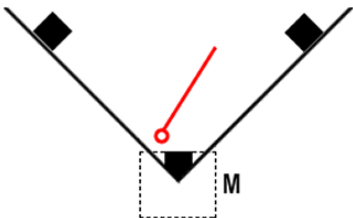
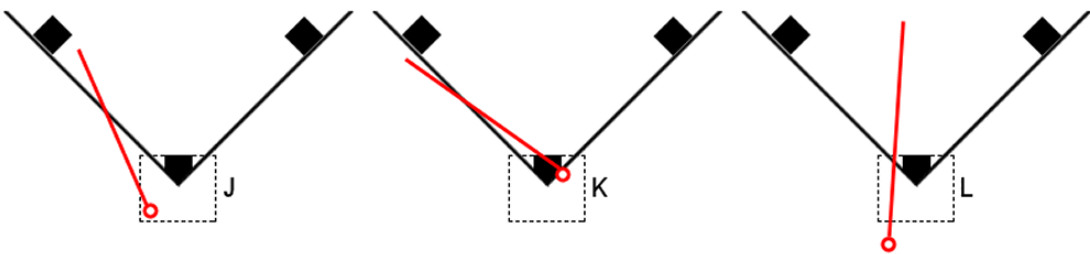
FAIR GROUNDERS



FOUL FLYS



FOUL GROUNDERS



Path of ball in the air	- - -
Path of ball on the ground	—
First ground contact point	○
LEGEND	