



SPACE NET PROJECT
ADULT CO-ED DOUBLE ELIMINATION
KICKBALL TOURNAMENT
SEPTEMBER 16, 2006

OFFICIAL RULES

- 1) TEN PLAYERS PLAY ON THE FIELD AT A TIME. (6 MEN & 4 WOMEN). TEAMS MAY START WITH 8 PLAYERS, HOWEVER, 3 MUST BE WOMEN. A MAXIMUM OF 6 MEN MAY PLAY ON THE FIELD.
- 2) TEAMS MUST HAVE AT LEAST 3 WOMEN PLAYING TO START AND CONTINUE A GAME. TEAMS PLAYING WITH 3 WOMEN MUST TAKE AN AUTOMATIC OUT IN THE BATTING ORDER IN THE SPOT THAT THE 4TH WOMAN WOULD BAT.
- 3) A MAXIMUM OF 2 MALE BATTERS MAY BAT IN A ROW AT ANY POINT IN THE BATTING ORDER.
- 4) TEAMS MAY BAT AS MANY BATTERS AS THEY WANT AS LONG AS THEY DO NOT BAT MORE THAN 2 MALES IN A ROW AT ANY POINT OF THE BATTING ORDER. TEAMS MAY MOVE PLAYERS IN AND OUT OF ANY FIELDING POSITION AS LONG AS THEY REMAIN IN THE SAME SPOT IN THE BATTING ORDER.
- 5) NO PLAYER MAY RE-ENTER THE GAME ONCE HE/SHE HAS BEEN REMOVED FROM THE BATTING ORDER. TEAMS MUST TAKE AN OUT IN THE BATTERS SPOT ONCE THEY HAVE LEFT THE LINE-UP BEFORE THE END OF THE GAME.
- 6) GAMES WILL BE PLAYED ON A REGULATION SOFTBALL DIAMOND. THE PITCHER AND FIELDERS MUST STAY BEHIND THE PITCHERS MOUND UNTIL THE BALL IS KICKED. THE CATCHER OR KICKER IS NOT ALLOWED TO CROSS HOME PLATE UNTIL THE BALL IS CONTACTED. THE KICKER MAY NOT KICK THE BALL BEYOND HOME PLATE. IF THE KICKER DOES CONTACT THE BALL IN FRONT OF HOME PLATE, IT WILL BE CONSIDERED A FOUL BALL.
- 7) ALL BATTERS WILL START WITH A ONE BALL, ONE STRIKE COUNT. THE "STRIKE ZONE" EXTENDS 1 FOOT ON EITHER SIDE OF HOME PLATE, AND 1 FOOT HIGH. PITCHES MUST BE ROLLED UNDERHAND TOWARDS HOME PLATE. PITCHES MAY NOT BE BOUNCED, ONLY ROLLED TOWARDS THE KICKER! PITCHES THAT BOUNCE MORE THAN ONE FOOT ABOVE THE GROUND WILL BE CONSIDERED AN ILLEGAL PITCH, AND THUS DEEMED A BALL. ALL KICKS MUST BE MADE BY FOOT AND MUST OCCUR AT OR BEHIND HOME PLATE. BUNTING IS PERMITTED.
- 8) A BATTER WITH TWO STRIKES IS ALLOWED ONE FOUL BALL, TWO FOULS WITH TWO STRIKES, THE BATTER IS OUT.

9) ALL GAMES ARE SEVEN INNINGS UNLESS THEY REACH MORE THAN AN HOUR IN LENGTH (IN WHICH CASE THE UMPIRE MAY EXTEND THE GAME). SHOULD A GAME EXTENDED BEYOND ONE HOUR THE UMPIRE WILL NOTIFY THE CAPTAINS THAT THE GAME IS BEING EXTENDED AND ONE ADDITIONAL FULL INNING WILL BE PLAYED. THE UMP WILL ENFORCE THIS RULE AND WILL MAKE THE CALL AT THE TOP OF THE FINAL INNING. NOTE: DUE TO DIFFERING CIRCUMSTANCES IN EACH AND EVERY GAME, SOME GAMES WILL FINISH SHORT OF AN HOUR IN LENGTH, WHILE OTHERS MIGHT RUN OVER THE HOUR MARK. PLEASE RESPECT YOUR UMP'S CALL IN THIS MATTER. HE/SHE MUST KEEP ALL GAMES ON TIME IN FAIRNESS TO THE OTHER TEAMS PLAYING.

10) ALL PLAYERS IN THE FIELD MUST BE LISTED IN THE BATTING ORDER. THERE ARE NO DESIGNATED HITTERS ALLOWED. ANY ATTEMPT AT DOING SO MUST BE BROUGHT TO THE ATTENTION OF THE UMPIRE PRIOR TO GAME TIME AND CAN ONLY BE DEEMED ALLOWABLE BY THE APPROVAL OF THE OPPOSING CAPTAIN.

11) A GAME WILL BE CONSIDERED COMPLETE IF ONE TEAM IS AHEAD BY 10 RUNS AFTER FIVE COMPLETE INNINGS.

12) NO LEADOFFS OR STEALING, RUNNERS CAN LEAVE THE BASE ONCE THE BALL IS CONTACTED BY THE BATTER. IF A RUNNER LEAVES EARLY, THE BALL IS DEAD AND THE RUNNER IS DECLARED OUT. IF THIS IS THE 3RD OUT OF THE INNING, THE BATTER WILL BE FIRST UP IN THE NEXT INNING.

13) PLAYERS ARE CONSIDERED OUT BY ONE OF THE FOLLOWING MEANS:

- A) STRIKING OUT,
- B) A FLY BALL CAUGHT BY THE DEFENSE,
- C) A THROW OUT AT ONE OF THE LEAD BASES,
- D) THE RUNNER BEING TAGGED BY THE BALL,
- E) INFIELD FLY RULE
- F) A FOUL OUT,
- G) OR A RUNNER BEING STRUCK BY A THROWN BALL BELOW THE HEAD WHILE ATTEMPTING TO ADVANCE OR RETURN TO A BASE. IF A RUNNER IS STRUCK IN THE HEAD, THE PLAYER WHO THREW THE BALL WILL BE EJECTED FROM THE GAME IF IN THE UMPIRE'S OPINION THE THROW AT THE HEAD WAS DELIBERATE AND NOT UNINTENTIONAL). AFTER THE SECOND SUCH INCIDENT, THAT PLAYER IS EJECTED FROM THE TOURNAMENT. FURTHERMORE, ANY RUNNER HIT ABOVE THE SHOULDERS IS CONSIDERED SAFE AND WILL BE AWARDED AN ADDITIONAL BASE. PLAYERS MAY BE HIT A RUNNER ANYWHERE BELOW THE SHOULDERS WITH A THROWN BALL AND WILL BE CONSIDERED OUT. IF THE RUNNER INTENTIONALLY USES THEIR HEAD TO BLOCK THE BALL, IN THE EYES OF THE OFFICIAL, THE RUNNER WILL BE DEEMED OUT.

14) GAMES START ON TIME!!! TEAMS MUST BE PREPARED TO PLAY. FORFEIT RULE: 10 MINUTES AFTER GAME TIME. IF ONE TEAM HAS LESS THAN THE MINIMUM NUMBERS OF PLAYERS (8 TOTAL-2 FEMALES) AT TEN PAST THE DESIGNATED START TIME, IT IS UP TO THE TOURNAMENT COMMISSIONER AS TO WHAT IS ALLOWABLE - THIS DECISION WILL ULTIMATELY BE MADE BY THE COMMISSIONER OR HIS/HER DESIGNEE.

15) BASE RUNNER TO DEFENSIVE PLAYER CONTACT WILL BE CLOSELY WATCHED BY THE UMP. ANY EXCESSIVE CONTACT OR COLLISION WILL RESULT IN AN "OUT" AND/OR EJECTION. THIS INCLUDES CONTACT WITH THE CATCHER. SLIDING IS ALLOWED. ANY SLIDING INTO A BASE TO BREAK UP A DOUBLE PLAY, OR ANY INTENTIONAL (IN THE EYES OF THE OFFICIAL) INTERFERENCE WITH THE DEFENSIVE PLAYER, THE RUNNER AND THE BATTER WILL BE CALLED OUT.

16) NO METAL SPIKES ARE ALLOWED. ANY EQUIPMENT IN QUESTION SHOULD BE BROUGHT TO THE ATTENTION OF THE UMPIRE. THE UMPIRE WILL MAKE ALL FINAL DECISIONS WITH REGARD TO EQUIPMENT DISCREPANCIES.

17) A FOUL KICK ABOVE THE BATTER'S HEAD MAY BE CAUGHT FOR AN OUT.

18) ALL THROWN BALLS ARE DEEMED OUT OF PLAY WHEN:

- A) THE BALL IS THROWN OVER THE FENCE
- B) THE BALL IS THROWN BEYOND THE FENCE
- C) THE BALL IS THROWN BEYOND THE IMAGINARY LINE EXTENDING FROM THE END OF THE BACKSTOP (IF THERE IS NO FENCE).
- D) THIS IMAGINARY LINE APPLIES TO OVERTHROWS AND CAUGHT FLY FOUL BALLS.
- E) IF THE BALL IS OVERTHROWN AND HITS THE FENCE BEHIND THE 1ST OR 3RD BASE LINES, THIS IS NOT CONSIDERED OUT OF PLAY AND THE RUNNER MAY ADVANCE, BUT AT HIS/HER OWN RISK. ON OVERTHROWS OUT OF PLAY, THE RUNNER IS GRANTED THE BASE HE/SHE IS GOING TO (AT THE POINT OF THE THROW) PLUS ONE MORE. NOTE: IN CASES WHERE A BASE RUNNER RUNS PAST FIRST BASE, HE/SHE MUST MAKE A CLEARLY AGGRESSIVE TURN TOWARDS SECOND BASE TO BE GRANTED 2ND AND 3RD IN OVERTHROW SITUATIONS.
- F) ON AN INFIELD FLY (ANY BALL KICKED WITHIN THE INFIELD WITH SIGNIFICANT ARC AND DEEMED AN "EASY CATCH") WITH LESS THAN 2 OUTS AND RUNNERS ON 1ST AND 2ND OR 1ST, 2ND AND 3RD, THE BATTER IS AUTOMATICALLY OUT AND RUNNERS CAN ADVANCE, BUT AT THEIR OWN RISK.
- G) ALL OUTFIELDERS MUST REMAIN BEHIND THE CONED "OUTFIELD LINE" WHEN A FEMALE IS UP TO BAT. IF THE "LINE" IS NOT CLEARLY MARKED IT IS UP TO THE UMPIRE'S DISCRETION IF AN OUTFIELDER IS TOO CLOSE TO THE INFIELD. THERE CANNOT BE MORE THAN 7 PLAYERS ON THE INFIELD AT ANY ONE TIME. ONCE CONTACT HAS BEEN MADE, THE OUTFIELDERS MAY CROSS THE LINE. IF AN OUTFIELDER CROSSES, THE LINE BEFORE CONTACT HAS BEEN MADE THE FEMALE MAY BE AWARDED FIRST BASE.

ADDITIONAL RULES MAY APPLY OR BE MODIFIED BEFORE THE TOURNAMENT. SOME RULES MAY CHANGE DEPENDING ON ATHLETIC FIELD CONDITIONS OR OTHER UNFORESEEN CIRCUMSTANCES AT THE DISCRETION OF THE KICKBALL TOURNAMENT COMMISSIONER, OR DIRECTOR OF OFFICIALS.