

**Place:** Arroyo Grande Sports Complex,  
Fields 5 – 8 (upper fields this year)

**Registration Fee:** \$25/per person (up to 12 people but no less than 10 per team, equal gender players meaning 6 guys, 6 girls) or \$250/per team (or \$300 for a team of 12)

**ALL team members must plan on being at the fields with their team all day as a rotation of new players throughout the day will NOT be permitted. Who you start with is who you will WIN with!**

Children ages 15 and up are allowed to play, but must have a parent(s)/legal guardian(s) signoff on the registration form.

This is an all day event. Bring your friends, family, coolers, blankets, sunscreen, and team spirit!!! Food will be served. Donations for NCCF accepted. Awards will be given for Best Team Spirit and Best Team Uniform! So get creative!

**Date:** Saturday, October 20, 2018

**Registration Time:** 6:45am-7:45am

**Tourney Start Time:** 8:00am

# 3rd Annual Kickin' It for Cartwheel Kickball Tournament!



**Contact person:** Andrea Rapanos

Nevada Childhood Cancer Foundation

3711 E. Sunset Rd.

Las Vegas, NV 89120

702-735-8434 - office

702-735-8431 - fax

andrea@nvccf.org

# NCCF KICKIN' IT FOR CARTWHEEL REGISTRATION FORM

## PLEASE PRINT CLEARLY



Each teammate will need to submit ONE (1) entry form. PHOTO COPIES ARE ACCEPTABLE.

FIRST NAME

LAST NAME

STREET ADDRESS

Date of Birth

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CITY

STATE

ZIP

AREA CODE

PHONE

EMAIL

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GENDER

WHAT IS YOUR TEAM NAME? (Your Team Name is who you will be registered under when you check-in)

M	F	
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### KICKBALL GAME PARTICIPANT AGREEMENT

I understand that my participation in a kickball game could potentially be hazardous and I should not participate unless I am medically able to do so. I agree to abide by any decisions of a kickball game official relative to my ability to safely participate. I assume all risk associated with participating in this kickball tournament event including, but not limited to falls, contact with other participants, the effects of the weather, and the conditions of the park and field with all such risk being known and appreciated by me. Having read this waiver and knowing these facts and conditions of you accepting my entry I, for myself, and anyone entitled to act on my behalf waive and release the Nevada Childhood Cancer Foundation, The City of Henderson, The County of Clark, their partners and sponsors, representatives, and successors from all claims of liabilities of any kind arising out of my participation in this event. I grant permission to all of the foregoing to use my photography, video, recordings, or any other record of this event for legitimate purpose. There are no refunds and event will not be rescheduled due to weather conditions.

\_\_\_\_\_  
Signature of Applicant

\_\_\_\_\_  
Date

If participant is a **minor** between the ages of 15 and 17 years:

\_\_\_\_\_  
Signature of Parent/Legal Guardian

\_\_\_\_\_  
Date



# NCCF Kickin' It Kickball Tournament Official Rules

## **1. Equipment**

- 1.1. The official Kickin' It for Cartwheel kickball is a red, rubber 10-inch ball.
- 1.2. The bases are standard bases provided by the City of Henderson Parks and Recreation
- 1.3. All fielders and kickers must have footwear; bare-feet are not allowed. Only running, gym, turf, and rubber cleats will be permitted. Metal cleats are never allowed.
- 1.4. Each team is responsible for the design and making of their uniforms and must be worn during the game.
- 1.5. Player's attire is considered to be an extension of the player. Please refrain from profane, vulgar or obscene attire.

## **2. Field**

- 2.1. The bases are set up in the shape of a diamond with the bases 60 feet apart.
- 2.2. 1<sup>st</sup> base includes both a Fielder's base and a Runner's base. The Fielder's base is located inside the 1<sup>st</sup> baseline in fair territory, while the Runner's base is located outside the 1<sup>st</sup> baseline in foul territory and they both touch each other.
- 2.3. The Runner's base is used when a runner is traveling from home plate to 1<sup>st</sup> base and does not intend to advance to 2<sup>nd</sup> base.
- 2.4. Fielders attempting to make an out at 1<sup>st</sup> base may only use the Fielder's base to make an out, unless an errant throw takes the fielder into the path of the runner. In that case, the fielder may tag the outside base and the runner can use the inside base to avoid a collision.
- 2.5. The "Roller's mound" is located halfway between 1<sup>st</sup> base and 3<sup>rd</sup> base along the imaginary line.
- 2.6. The strike zone is 2 feet wide on either side of home plate and 6 inches above home plate.
- 2.7. Cones are used to designate the width of the strike zone. The cones are 8" tall, and are used as a visual reference for the referee to judge the 6" strike zone.
- 2.8. Cones will be placed along the foul lines approximately 30ft past 1<sup>st</sup> and 3<sup>rd</sup> base.
- 2.9. The entirety of the foul lines including all bases and home plate are in FAIR territory.

## **3. Player and Team Eligibility**

- 3.1. Each team ideally consists of 10 – 12 players and everyone must be 18 years of age or 15 years of age and up with parental consent.
- 3.2. In order for a team to be game eligible, there must be at least 5 females and 10 total players at the start of the game. Only players registered for a team may play for that respective team.
- 3.3. If a team is not considered to be game eligible, they may make concessions and request their opponent to approve additional players or play an official game with fewer than the required number of players. The opponent's Team Captain can negotiate any stipulations and **MUST APPROVE** any request or else the game is considered a forfeit and can be played for fun. If the opponent agrees to an official game, then that decision cannot be changed later in the game. An example of a concession is if Team A is short one female then they only play 9 in the field and they have an automatic out at the end of their lineup as long as Team B agrees to it.
- 3.4. A forfeit game results in a 3-0 victory for the non-forfeiting team.
- 3.5. If neither team is game eligible, then the game will proceed as normal.



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## **4. Referees and Field Supervisors**

- 4.1. A referee will be provided for each game.
- 4.2. Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referee's call is the final decision in all matters.
- 4.3. Challenged calls may only be made by the Team Captains.
- 4.4. Referees will report the final scores of each game to the Field Supervisors.
- 4.5. Referees and Field Supervisors are responsible for conducting games in a professional manner, and are empowered at their discretion to give a Warning and/or Eject any player that instigates arguments, uses foul language and/or flagrant abuse towards the opposing team, referee, or field.

## **5. General Rules**

- 5.1. The kicking order should be exchanged with the other captain prior to the start of the game.
- 5.2. The kicking order cannot change during the course of a game unless agreed by the other team.
- 5.3. Team members are not required to take the field in order to kick.
- 5.4. All fielders playing in the game must kick.
- 5.5. If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.
- 5.6. No more than 10 players can take the field at one time.
- 5.7. At least 4 females must take the field at all times.
- 5.8. Fielders can be changed anytime between and within innings.
- 5.9. Teams may choose to have 1<sup>st</sup> base and 3<sup>rd</sup> base coaches. Coaches may not interfere with play or physically assist the runners.
- 5.10. Any attempt to circumvent or go against the spirit of the rules will be at the ref's discretion to rule on the appropriate action.

## **6. Regulation Game**

- 6.1. A regulation game will be 6 innings or 40 minutes in length, whichever comes first. No new inning should be started after 40 minutes have been played.
- 6.2. If a game is shortened due to rain or other externalities, 4 full innings constitutes an official game. If 4 full innings have not been played, the Team Captain's will play "Rock-paper-scissors" and the best two (2) out of three (3) games will be named winner.
- 6.3. If the game is tied at the end of the 6 innings, an extra inning will be allowed so long as time permits. Each team gets a chance to kick in extra innings and receives the same number of outs.
- 6.4. If after 1 hour the game is still tied, it will be recorded as a tie.
- 6.5. Tournament Rules Tie-Breaker: In the event of a tournament tie game, a winner must be crowned so the game will complete extra innings until one team wins outright. For tournament game extra innings, teams will start their at-kick with the next kicker in the lineup on 2<sup>nd</sup> base, 1 out and each kicker will start with 2 balls on the count. The first team to have a higher run total at the end of a full extra inning wins the game.



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- 6.6. Each team gets to kick in each inning. Once 3 outs have been recorded against a team, their “at kick” is over. Once both teams have kicked, the inning is over.
- 6.7. “Rock-paper-scissors” will be played by the Team Captains of each team at the beginning of the game to determine the home and away team. The winner of “Rock-paper-scissors” will choose if they are home or away. The home team is in the field first and has the last at-kick in the game.

## **7. Fielding**

- 7.1. Each team’s roller must roll the ball to the opposing team’s kicker.
- 7.2. The Roller must release the ball behind the roller’s mound and within two feet on either side of the roller’s mound, mirroring the two feet on each side of the home plate strike zone.
- 7.3. The Roller cannot sidearm or overhand roll the ball when delivering the ball to the kicker.
- 7.4. The Roller MUST roll or bounce the ball multiple times in route to home plate. If the Roller one-hops the ball across home plate or throws the ball in the air and hits home plate without the ball bounding or rolling that roll is considered a ball regardless if it is less than 6 inches or not.
- 7.5. The Roller must roll the ball within a 5 ft. wide “Roller’s Path” that starts from the Roller’s mound and extends to home plate with the path being 5 foot wide and in-line with the strike zone cones on each side of home plate. If a ball starts rolling or bouncing outside that path and then spins inward across home plate and less than 6 inches above home plate, the roll is still a ball.
- 7.6. Fielders must be in line with or behind the roller’s mound until the ball is rolled. Once the ball is rolled, the roller can advance past the imaginary line between 1<sup>st</sup> and 3<sup>rd</sup> base. No other fielders can cross the imaginary line between 1<sup>st</sup> and 3<sup>rd</sup> until the ball is kicked.
- 7.7. For female kickers, the roller is not allowed to advance past the imaginary line between 1<sup>st</sup> and 3<sup>rd</sup> base until after the ball is kicked.
- 7.8. If a fielder comes across the imaginary line before the ball is kicked and attempts to interfere with the play in the judgment of the referee, the kicker will be awarded an automatic walk. If the next kicker is a female, the walked kicker advances to 2<sup>nd</sup> base.
- 7.9. If the ball is kicked and the encroaching player fields the ball or interferes with the play in the judgment of the referee, the kicker will be awarded an automatic walk unless the result of the play allows the runner to advance past 1<sup>st</sup> base. The runner may advance past 1<sup>st</sup> base on an errant throw at their own risk.
- 7.10. The catcher must play behind the line formed by the two strike-zone cones until after a kicked ball passes the cones. If the kicked ball makes contact with the catcher, and the ball is in foul territory the ball is ruled a foul.
- 7.11. If the catcher opts to play near the cone line, then they must stand at least 2 feet outside of either strike-zone cone, and may not block the kicker’s attempt to kick the ball in any way.
- 7.12. If any part of the catcher’s body moves within 2 feet of the strike zone cones before the ball passes the cones or interferes with the kicker’s ability to kick the ball in any way, as



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determined by the referee, the kicker will be awarded a walk. If the next kicker is a female, the walked kicker advances to 2<sup>nd</sup> base.

- 7.13. There is no In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double-play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker at first. If the Referee determines that the player accidentally dropped the ball, then the play continues via normal rules of play.
- 7.14. If 11 players are present in the field, one player must play the catcher position. If a team has 10 or fewer fielders, then they can all play in the field and forego a catcher.
- 7.15. If a player (male or female) is walked at any time (intentional or unintentional) and a female kicker is next at-kick in the lineup, the player automatically walks to 2<sup>nd</sup> base. If there are 2 outs, the female kicker next in the lineup has the option of also walking to 1<sup>st</sup> base or kicking.
- 7.16. Walking a player intentionally is allowed and no pitches have to be rolled.
- 7.17. Any runner not safely on a base can be hit with the kickball by a fielder. The runner is out unless the ball hits them in the head or neck.
- 7.18. If the ball is thrown or kicked by the defense out of the field or play, each base runner is awarded the base they were going to plus one additional base. Foul territory is still in play as long as the ball has not been ruled out of play by the referee, and base runners may advance as many bases as they desire at their own risk.

## **8. Kicking**

- 8.1. The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "plant foot" (non-kicking foot) breaks the plane in front of home plate when the kick occurs then it is considered a FOUL ball. If the kicker kicks the ball in the air and it is caught, then the kicker is out, and the runners may tag up. Else the call is a strike/foul against the kicker.
- 8.2. The kicker may kick the ball anywhere behind the line formed by the strike zone cones as long as their plant foot is not in front of home plate. If the kicked ball travels into fair territory before passing 1<sup>st</sup> or 3<sup>rd</sup> base and is touched or comes to rest, then it is a Fair ball.
- 8.3. A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a "double kick" and results in a foul ball. Once the kicker begins to run to 1<sup>st</sup> base, if the ball touches them in fair territory, they are out and it is a dead ball. All baserunners must return to their previous base.
- 8.4. A kick can be made with any part of the leg.

## **9. Outs**

- 9.1. Three (3) outs by the kicking team constitutes they're at-kick for the inning.
- 9.2. An out is:
  - 9.2.1. A count of 4 strikes (fouls count as strikes)
  - 9.2.2. Any kicked ball that never hits the ground and is caught by a fielder regardless of whether the ball is in fair or foul territory.



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- 9.2.3. A forced out made by the defense by controlling the ball and touching a base that a runner must run to (and cannot run back to the prior base since another runner is behind them) before the runner reaches the base.
- 9.2.4. A runner that leads off the base before the ball is kicked
- 9.2.5. A runner hit by a thrown ball below the neck by a fielder while not safely on a base.
- 9.2.6. A runner hit by a kicked ball regardless of where the ball hit them while not safely on base.
- 9.2.7. A runner impeding a fielder from fielding a ball (i.e., bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball)
- 9.2.8. A runner that does not make it back to their base before tagging up by the time the fielder has control of the ball on that base or by tagging the runner with the ball.
- 9.2.9. A runner outside of the 5 foot baseline unless trying to avoid a fielder blocking the baseline
- 9.2.10. A runner or kicker that intentionally interferes with the ball
- 9.2.11. A runner that is physically assisted by a base coach or other team member
- 9.2.12. A runner that passes another runner
- 9.2.13. A kicker that cannot kick at their designated spot on the kicking order unless they are injured
- 9.2.14. If a player misses their turn in the kicking order due to injury, they are out for the remainder of the game

## **10. Balls**

- 10.1. Four (4) balls by the roller to the kicker is a walk, and the kicker is awarded 1<sup>st</sup> base.
- 10.2. A ball is:
  - 10.2.1. Any roll that results in the ball being outside the strike zone
  - 10.2.2. Rolls that hit one of the strike zone cones
  - 10.2.3. Any roll that is more than 6 inches off the ground when it crosses the plate
  - 10.2.4. Any rolled ball that does not bounce multiple times before reaching home plate
  - 10.2.5. A ball that is not rolled completely within the 5 foot wide "Roller's path"
  - 10.2.6. A roll that is thrown sidearm or overhand

## **11. Strikes**

- 11.1. Four (4) strikes by the kicker is an out.
- 11.2. Any roll that is not kicked and not considered a ball is a strike
- 11.3. An attempted kick that is missed by the kicker is a strike

## **12. Foul and Fair Balls**

- 12.1. Foul balls are considered strikes
- 12.2. Foul balls can count as the fourth strike
- 12.3. A Foul ball is:
  - 12.3.1. Any ball that is kicked and touches in foul territory without going into fair territory
  - 12.3.2. Any ball that is kicked and touches in fair territory, but crosses into foul territory before passing 1<sup>st</sup> base or 3<sup>rd</sup> base





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12.3.3. A “double-kick” or the ball bouncing up and hitting the kicker a second time while still in the kicking motion. This is a dead ball and cannot be caught if kicked in the air.

12.3.4. A ball that is kicked and hits a ‘back-stop’, trees, wires, or anything extraneous to the playing area before going into fair territory

12.4. A Fair ball is:

12.4.1 Any ball that touches and stays in fair territory

12.4.2 Any ball that touches in fair territory and then crosses into foul territory after passing 1<sup>st</sup> base or 3<sup>rd</sup> base

12.4.3 Any ball that touches a player or referee that is in fair territory before crossing into foul territory

## **13. Play Ends (Dead Ball)**

13.1 When any defensive player has the ball within 5 ft of the rollers mound and the lead base runner has stopped reasonable advancement to the next base in the determination of the referee the play is over.

13.2 When a kicked ball hits a base runner off base or a baserunner on base that is forced to run, it is a dead ball and the runner is out. The kicker is awarded 1<sup>st</sup> base and all other base runners must return to their previous base.

13.3 When a live ball goes out of the field of play as determined by the referee, it is a dead ball. The referee will go over with the captains before the game what areas for each field are considered out of play. Foul territory is considered in play otherwise and the ball is live until the play ends normally.

13.4 When a base runner interferes with a fielder’s opportunity to make a play or deliberately disrupts the play it is a dead ball and the runner is out. All other base runners must return to their last base touched prior to the interference.

13.5 A delayed dead ball is when a defensive infraction has occurred, but the result of the play determines the outcome.

13.6 A delayed dead ball is:

13.6.1. Obstruction on the defense either by blocking a base or interfering with the runner’s right to the baseline when not making an active play on the ball.

13.6.2. When a fielder (or pitcher against a female kicker) is in front of the imaginary line between 1<sup>st</sup> and 3<sup>rd</sup> base before the ball is kicked and makes a play on the ball or interferes with play. If the kicker does not reach first base safely then the delayed dead ball results in an automatic walk to the kicker.

## **14. Advancing the Bases**

14.1 When runners advance from one base to the next, they must stay in the imaginary “base line” which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the base line to elude a ball thrown at them or a tag attempt they are out. The runner may only run outside the base line to elude a fielder that is making an active play on the ball.





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14.2 If a fielder obstructs a runner from reaching a base (i.e. blocking the base or base line) and they are not making an active play on the ball, the runner will be considered safe at the intended base if they would have reasonably made it, in the referee's judgment, if not for the obstruction.

14.3 Runners are allowed to over-run first base, but must not show intention to round first and head to second base. If the runner shows intention to head to second and is hit by the kickball below the neck then the runner is out. No other bases can be over-run (except for home).

14.4 If a ball is caught in the air by a fielder, runners must return to the base and "tag-up" before advancing to the next base.

14.5 Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by a fielder. One fielder can tip and then later catch or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.

14.6 Runners may "tag-up" on foul balls that are caught out with the exception of the fourth foul. On the fourth foul by a kicker, they are out as soon as the ball is touched foul, not by the catch.

14.7 Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.

14.8 After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the defense within a 5 foot radius of the roller's mound or the ball is ruled "out of play" by the referee.

14.9 Runs are scored when runners cross home plate. Runners must cross and touch each base on the way to home plate. If the runner crosses home plate during the 3<sup>rd</sup> out in the field and the 3<sup>rd</sup> out was a force out, then the run does not count.

14.10 If a base is displaced for any reason, the original placement of the base shall be used during the play as the base. Once the play is over, the base shall be replaced.

14.11 If a baserunner misses a base while rounding the bases they are out.

14.12 If a baserunner knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. This will also result in a warning to that player.

14.13 Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner. The pinch runner must be a male replacing a male or female replacing a female. The requesting player is still part of the game and MUST continue to kick and field if they are one of only 4 females and/or one of only 10 players on the team to maintain an official game.