



Urbandale Parks & Recreation
and
Urbandale Sports Association



Time to gather the team.....It's finally here!
COED ADULT KICKBALL TOURNAMENT

Saturday, June 26, 2010
Walker Johnston Softball Complex
9000 Douglas Avenue, Urbandale

Remember those good old days of kickball after school? Now you can relive those fun memories with the Coed Adult Kickball Tournament. **If you play in only one tournament this year, make it THIS ONE!**

Guaranteed 2 games
6 inning games

20 teams max for the tourney, so get your registration form in early!

Umpires and scorekeepers provided
Ten player coed teams
\$100 team registration fee



Payments by cash, check, Mastercard, VISA, Discover

Registration Deadline: Friday, June 18

Tournament schedule will be e-mailed to team captains by Wednesday, June 23
For additional information and to receive registration information, contact
Urbandale Parks and Recreation at parks-rec@urbandale.org or 278-3963.

**Urbandale Parks & Recreation and Urbandale Sports Association
Kickball Team Roster**



TEAM NAME: _____

E-Mail Address (REQUIRED) _____

TEAM INFORMATION

No.	First Name	Last Name	Address, City, ZIP	Phone	Player's Signature
1 Captain					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					

ALL PLAYERS MUST SIGN ROSTER

In signing this form, I hereby give permission for myself to participate in the kickball tournament and certify that I am physically fit to join in the activities. I will hold harmless and indemnify the City of Urbandale and Urbandale Sports Association or its appointed staff in case of accident/injury or loss as a result of participation in the tournament. I understand that the City of Urbandale and the Urbandale Sports Association does NOT carry health/accident insurance to cover participants or spectators in any recreational program. I also understand that occasionally photos may be taken of participants in events. I give permission to allow these photos to be used in future promotional information.

This completed roster and fee are due by June 18, 2010.

Registration Fee: \$100 per team

Return to & check payable to: Urbandale Parks & Rec, 3600 86th Street, Urbandale, IA 50322

Urbandale Parks & Recreation and Urbandale Sports Association

COED KICKBALL TOURNAMENT RULES 2010

Kickball at a Glance

Kickball is a simple game consisting of two teams, bases and a big red ball. Played like baseball, the object is to score more runs than the opposing team. The following rules will govern the tournament.

Playing Field and Equipment

Games will be played on the softball fields at Walker Johnston Park in Urbandale. The official kickball, provided by Urbandale Parks & Recreation, will be a 10-inch playground ball.

Appropriate 'tennis' style shoes must be worn on the field at all times. Turf shoes are allowed. Metal, hard plastic spikes or any shoes with detachable or permanent cleats of any kind are NOT allowed. This rule will be strictly enforced for safety reasons!

Official Umpires are provided.

Player Eligibility & Teams

All participants must be 18 years or older. All participants must have filled out and signed the roster/waiver & release form. No players may be added after the tournament begins. Although this is a recreational tournament, players are strongly advised to have personal health insurance for protection against any injury that may occur during kickball play. Participants who play without health insurance play at their own risk.

Teams must field at least eight (8) players and no more than ten (10). If you play with 8 players, you do not need to take automatic outs to make up for the 2 short players. Teams must have an equal amount of male and female players. Each participant may only play for one team. One player must play catcher. Teams that have fewer than 8 players at game time will be required to forfeit. Teams cannot agree to waive this rule if one team is short players. Teams may agree to a scrimmage with the understanding that the **game will be called 20 minutes prior to the next scheduled game time**. Tournament coordinator and/or representative have the authority to terminate any such game at their discretion.

Games

A rock/paper/scissors match will determine the choice of home and visiting teams. Umpires are required to be the official judge in the *very important* rock/paper/scissors match at the beginning of the game to determine the choice of home and visiting teams!

Rules of Rock-Paper-Scissors are as follows:

Rock wins against Scissors, loses to Paper and stalemates itself.
Paper wins against Rock, loses to Scissors and stalemates itself.
Scissors wins against Paper, loses to Rock and stalemates itself.

In the case of a stalemate, where players reveal the same throw, the round must be replayed. There are no limits to the numbers

of stalemates which may occur in any given match. Should players find themselves in a continuous stalemate situation, also known as "Mirror Play", Umpires should encourage players to take a short "timeout" to rethink their strategy. In any case - home team kicks last. 😊

Games are limited to six innings or 45 minutes – no innings start after 40 minutes. A team failing to field at least eight (8) players at game time will forfeit the game.

Tie games will continue on an inning per inning basis until a winner is decided. Any game that goes into extra innings will begin with the team that is up to bat placing a runner on second base to start the inning (last out of previous inning).

If a team is up by 12 runs or more at the end of the 3rd inning, the game will be declared over.

Pitching

Teams will pitch to their own teams and will not be considered defensive players. Every kicker has 3 pitches to put the ball in play. The batter may foul the first two pitches but must put the third pitch in play fairly or the player is out.

There are no strikeouts or walks.

Any ball hitting a pitcher is considered a live ball unless, in the opinion of the referees, the Pitcher does not make a reasonable attempt to move out of the way of a kicked ball or the pitcher in any way hinders the defensive from making a play on a kicked ball. In such cases, the batter will be called out and all runners are required to return to their original bases.

A Courtesy runner for the pitcher can be the person who made the last out.

A kicked ball that strikes an advancing runner is considered dead and the struck runner is out. The kicker will receive first base, and other runners may only advance if forced.

Catching

The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. A catcher may catch a foul tip for an out only if it goes over the kicker's waist. Anything lower than that is considered a foul ball.

There is no infield fly rule.

Kicking

Teams must alternate positions in the kicking order by sex. Males and females do not have to alternate defensively on the bases or in the outfield.

All kicks must occur at or behind home plate. **A kick in front of home plate is called a foul. Bunting will not be permitted and is a dead ball and an automatic out.** It is the umpire's discretion what is a bunt.

The kicker has 3 rolls to put the ball in play. You must have a full follow through (leg swing) to have a legal kick.

The kicker is out in situations similar to softball (forceouts, popouts, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders.

All players present must kick in the written scorebook order, but do not have to field.

Fouls

A foul is:

A kick landing out of bounds;

A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play.)

A kick in front of home plate.

Outs

A count of three outs by a team completes the team's half of the inning.

An out is:

- 1) Any kicked ball (fair or foul) that is caught on the fly;
- 2) A runner touched by the ball at ANY time while not on base; - so even if the ball bounces up and hits the runner, the runner is OUT
- 3) A ball tag on a base to which a runner is forced to run.
- 4) A runner off of his/her base when the ball is kicked.
- 5) The kicker does not successfully put the ball into play after 3 pitches.
- 6) A runner that slides or dives to a base.
- 7) A kicker who bunts the ball. (Umpire has full discretion what is a bunt.)

Running

Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.

Neither leading off base, nor stealing a base is allowed. A runner off of his/her base when the ball is kicked is out.

Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances one base. If the runner intentionally uses the head to block the ball, and is so called by the umpire, the runner is out.

After a kicked ball is caught, runners must tag their originating base before running to the next base. Runners may overrun first base.

Overthrows that go out of bounds allow runners to advance one base.

No sliding or diving to a base. If this occurs, the runner is automatically out.

Fielding

An imaginary line shall exist extending across the infield from 1st base to 3rd base. ALL infielders will be required to remain behind this line **until the ball is kicked by the kicker**. If the ball is caught by an infielder who was illegally across the line, the ball is dead, the batter is awarded first base and all runners are awarded one base whether or not they are forced to advance.

A position will be played by the defensive team known as the "Pitcher Assistant". The position is simply a defensive infielder who fields behind the pitcher. Each team will let the umpire know which player is the position of Pitcher Assistant at the beginning of the game and keep the umpire informed of any substitutions. *In order for the umpire to call time, the pitcher assistant must have control of the ball within the triangle between 1st, 2nd and 3rd bases.*

Ball in Play

The ball is put in play when the pitcher (a player on the offensive team) rolls the ball toward home plate and the batter attempts to kick the ball.

Play stops when the ball is controlled in the infield by the Pitcher Assistant.

RULE CLARIFICATION: Once the ball is delivered to and controlled by Pitcher Assistant base runners cannot advance unless below applies:

If a player is more than ½ way to the next base when ball is delivered to the Pitcher Assistant they shall be awarded that base. If less than half way to next base must return to previous base – Umpire's discretion and Umpire's call is final.

Other VERY IMPORTANT rules

Umpires decisions are final.

Pointing is not necessary.

Taunting is not necessary.

If you act like a jerk, you will look like a jerk. Don't be a jerk.

Restrooms are available on-site all day long. Please use them (and only them) when the need arises.

A player who intentionally places his/her head in front of the ball is out on the grounds of *stupidity* !

Giveaway PRIZES

Please have all team members register for **giveaway prizes**. Prizes will be announced all day long. Ticket winners are posted on the wall, so please check to see if you have a winning ticket! *Ticket holder must be present to win*. If you have a winning ticket, please claim your prize at the check-in table

COMPLEX RULES

No outside food, beverages, and coolers allowed inside complex and no beer is to be taken outside of complex. Concessions will be available at the park.

All animals must be under control by their owner by a leash not more than six (6) feet in length. Owner must remove any droppings by the animal on the property. Animals are not allowed on the softball fields.

All lights must be turned off by 10:30 p.m.