



SOFIA'S HOPE - KICKBALL CHARITY TOURNAMENT

Two Divisions	
Gators	Panthers
Team 1	Team 5
Team 2	Team 6
Team 3	Team 7
Team 4	Team 8

	Field 1	Field 2	Field 3	Bye
9:00 AM	Opening Ceremony			
9:30 AM	1 vs 2	3 vs 4	5 vs 6	7
10:10 AM	2 vs 4	5 vs 7	1 vs 3	6
10:50 AM	3 vs 6	4 vs 7	2 vs 5	1
11:30 AM	1 vs 5	3 vs 7	2 vs 6	4
Noon	Lunch			
1:00 PM	6 vs 7	1 vs 4		2,3,5
1:40 PM	Championship game	3rd Place Game		
2:15 PM	Closing Ceremonies			

Notes:

Each team plays at least 4 games; each team has one bye.

Each game is 6 innings or 30 min max with 10 min to transition to next game.

Each player bats a maximum of once per inning; with 3 outs per inning. Team always play with same # of players. Team with more players will have to rotat them out to match opposing team's # of players.

Bunting will be allowed.

Each team plays at least 1 game on Field One.

Teams ranked at the end by their record (tie breaker is total score differential

The top two seeds from each division proceed to the play-offs; tie breaker wil largest total score differential for all the three games

Teams ranked at the end by their record (tie breaker is total score differential

Championship game: 1st place vs 2nd place

Consolation games: 3rd place vs 4th place



Basic Rules for Kickball

1. Pitching: Each team will pitch to the other team. Pitchers must pitch from the pitching mound and cannot go in front of plate until the ball is kicked. Slow to moderate pitches only. If the kicker requests a slower pitch then the pitcher is obligated to do so. The pitcher should try his/her best to give the kicker a pitch that they feel most comfortable kicking.
2. Kicking: All kicks must be made by foot. A kicker can be called out if they get 3 strikes or 4 foul balls. A play ends when the pitcher has control of the ball and is near the mound/pitching circle. Any runner who interferes with the ball on its way back to the pitcher will be called out.
3. The ball can be thrown at any player and must hit shoulder and below. The runner will be called safe if it hits their head unless they are sliding/ducking the ball. If a player is hit in the head they get the base they are running to. No leading off or stealing is allowed. A runner off his/her base when the ball is kicked is out.
4. Absolutely NO WHINING ALLOWED. Umpires rulings are final!!!
5. Player must stay out of the baseline; otherwise the runner advancing to the base will be called safe. Students that are playing a base position should make every attempt to position their foot on the side of the base to leave room for the runner.
6. Any player who deliberately crashes into a defensive player holding the ball, waiting to apply a tag, will have to sit out from the game.
7. On an overthrow the runner may advance at their own risk. They are allowed to run more than one base if they want.
8. When the game is being played and is completed the students should always use good sportsmanship. For example, tell each other "Good Game".
9. All players must stay with their assigned team and keep team buff/bandana on during the games. Any player that changes teams without approval of Referee and/or removes buff/bandana will be expelled from the game.