



## Sand Kickball Recreational Tournament

### SAND KICKBALL RULES - AT A GLANCE

#### *TEAMS:*

- Each team is guaranteed at least 2 games within the tournament
- Sand Kickball is played with 8 fielders, 4 innings, bounces, no head shots, one base on an overthrow, forced outs, no ghost men, and bunting is allowed.
- Each team must field six (6) and no more than eight (8) players; and the 8<sup>th</sup> player must play the position of catcher. They must also field three (3) players of each gender. Teams are limited to 12 participants per team.
- The team Captain or assigned team members will exchange their team written kicking orders upon game check in.

#### *EQUIPMENT AND REGULATION TIME:*

- The official sand kickball (16<sup>1/2</sup>in diameter) must be used. No other ball is approved for the games.
- The sand kickball diamond is a square with equal sides of 37.5 feet.
- Players must properly wear and fully display the official team shirt. Team players who fail to abide by this rule forfeit that game. Rubber soled athletic shoes are suggested, socks or tape are permitted during play (No cleats are permitted).
- At the discretion of the tournament coordinator, a single time limit may be set for all games. Such a time limit may not be shorter than 20 minutes and cannot exceed 35 minutes. A game that finishes by being called off due to a time limit remains a regulation game.
- A referee have jurisdiction over play and must call off any game still in play after 35 minutes or after a difference of 8 runs has been scored.

#### *DURING PLAY:*

- Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
- Ghost men are not allowed.
- Pitcher must roll the ball. If a ball comes above the thigh it is a redo.
- Players may not leave base until the ball is kicked. One the ball is kicked; runners must tag up if the ball is caught in the air by the opposing team.
- Once the pitcher has the ball in control and on the mound, the play ends.

- Teams must check in ten (10) minutes prior to the day's first scheduled game, and five (5) minutes prior to any subsequently scheduled game. Failure to abide by this rule will result in a forfeit.

#### *FOULS & STRIKES:*

- A count of four (4) fouls is an out. Foul balls never count as strikes. A count of three (3) outs by a team completes the team's half of the inning.
- A foul ball is:
  - A kicked ball landing in foul territory which is in the water or on the boardwalk
  - A kicked ball touched in foul territory
  - A kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base
  - A kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such
  - A kick made on or above the thigh
  - A kicked ball touched more than once or stopped in the kicking box by the kicker
  - A kicked ball kicked outside of the kicking box
  - A kicked ball that that hits the dunes in fair territory and bounces off remaining in fair territory will be a fair ball
- An out is:
  - A count of three (3) strikes or four (4) fouls
  - Any kicked ball (fair or foul) that is caught by a fielder
  - A ball tag on a base to which a runner is forced to run, before the runner arrives at the base
  - A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play;
  - A kicker that intentionally hits the ball with their hand or arm;
  - A ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught
  - A runner off base when the ball is kicked
  - A runner physically assisted by a team member during play
  - Any kicker that does not kick in the proper kicking line up
  - A runner that passes another runner
  - A runner outside of the baseline
  - A runner who misses a base, as called by a Referee upon the conclusion of the play
  - A runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play
  - A runner tagged by the ball while on a base they are forced to vacate by the kicker becoming a runner
  - Any tie goes to the runner
  - Runners traveling from home to first base may overrun first and remain safe. They may only be tagged out if they actively round first base in attempt to advance to second.

*The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules, will be addressed. These rules are subject to change without notice.*