
2022 KANSAS CITY CORPORATE CHALLENGE

KICKBALL

DATES / TIMES: Tuesday, May 31, 2021 – Sunday, June 5, 2022

(Scheduled game times will be available on the KCCC website on March 25th by 5:00 p.m. ([KCCC Website - www.kccorporatechallenge.com](http://www.kccorporatechallenge.com))).

LOCATION(S): **Compass Minerals Sporting Fields**

1500 N. 90th Street

Kansas City, KS 66112



KCCC is taking several steps to enhance the health and safety of the event for participants, volunteers, and staff. Additionally, if anyone is experiencing symptoms consistent with COVID-19, they will abstain from the event (including but not limited to: fever, chills, cough, sore throat, and shortness of breath).

- **Cleaning and Disinfecting:** extra handwashing and hand sanitizer stations will be available at the event.
- **Facility Guidelines:** KCCC events will adhere to all safety protocols required at each of our host facilities.

- Companies may enter one coed team in the Kickball Tournament. Eight players (4 men, 4 women) will be on the field.
- **A team representative must check-in at event no less than 30 minutes prior to their scheduled game time and confirm enough participants to play. Team rosters will not be required, but only players who are registered for KCCC and who have signed the KCCC waiver will be eligible. Teams will randomly be checked for player eligibility. Make sure each participant has a photo ID available at game time in the event of a random check. Failure to show IDs at a random check will result in a forfeit.**
- Teams may have an unlimited number of participants for the tournament. All the players used in the tournament must be legal players from the company's participation list. A maximum of 10 players may be available per game.
- Game time is forfeit time. Players must be at assigned field at game time.
- Tournament rules will be the World Adult Kickball Association rules for 2022 with the following KCCC modifications:
 - Games will be limited to 4 innings.
 - The "ten run after three innings spread rule" will be in effect for all games. (After three full innings of play, if a team is behind in score by ten or more runs after completing their half of the inning as the kicking team, the game is over.)
 - Co-Ed Rules: The kicking order must alternate men and women. Lineup cards will be at each field. Before the start of the game, each team must fill out and follow their lineup. There are no restrictions on the defensive lineup. There must be an equal number of men and women on the field unless a team is playing with 7, in which case there can be 4 women and 3 men on the field. If playing with 7, there is an automatic out for the 8th spot in the lineup. A player must be at the catcher position.
 - A coin flip will determine the home and away team. Teams may choose between being

the home team and batting last or the visiting team and being awarded a half run. If there is a tie after 4 innings or the time limit, the half run will go to the visiting team and win the game.

- In the event of an injury, teams playing with 6 players will be forced to forfeit, as teams may not play with less than six. In the event of an injury, teams playing with 8 have the choice of playing with 7 and taking an automatic out each time it is the injured player's turn to kick, or dropping down to 6 players with no automatic out (the two players who come out of the game must have kicked consecutively in the kicking order, since the kicking order must remain man/woman).
 - Re-entry rules: Any starting player may withdraw and re-enter once, provided such player occupies the same batting position whenever he or she is in the lineup. A substitute who is withdrawn may not re-enter.
 - WAKA Rule 14.02 describes how outs are achieved. KCCC rules modify how outs are recorded as follows:
 - by achieving a count of three strikes/foul balls;
 - a force out is made where a fielder tags a base before the runner (who has no open base behind them) 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. Throws towards runners must hit below the shoulders. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. A runner may be called out if he or she purposely tries to block the ball with his or her head. It is important to note this rule is for player safety. Repeated violations of this rule may result in a player being ejected from the game.
 - All other aspects of WAKA Rule 14.02 remain unchanged.
 - Baserunners are not allowed to lead off or steal bases. There is no sliding or diving allowed. Any runner that slides or dives to get to a base or avoid being hit with the ball will be out.
 - Baserunners may keep advancing until the defense brings the ball back to the pitcher's mound. If a runner is between bases when the ball is returned to pitcher's mound, the runner will proceed to the base he/she is closest to. If a ball is overthrown, kicked, or deflected onto another field while making a defensive play toward a player or base, a runner may advance one base beyond the base the runner is on or running toward when the ball travels onto the other field. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- KCCC venue-specific rules for play at Compass Minerals Sporting Fields:
- Fields will be outdoors and set up for 60' basepaths.
 - WAKA rules apply to pitching with this addition: the pitcher is only allowed to gently roll the ball to the kicker. No bouncing the ball or rolling fast. Smooth, easy rolls to the kicker. Any pitch not following these guidelines is considered an illegal pitch and will count as a ball, regardless if the pitch is in the strike zone. NO Quick pitching. Wait until the kicker is ready before pitching the ball.
 - There is a strike zone box marked around home plate. If a legal pitch goes through this zone, it is a strike. Any pitch that does not cross through the zone, or any illegal pitch, is a ball. Three balls is a walk and 3 strikes/foul balls is an out. Any male player that is walked will be awarded two bases. This is to prevent a team from intentionally walking all male players to only pitch to the female players.
 - Kickers must wait until the pitch passes the front of the strike zone box before attempting to kick the ball; a kick made before the ball passing through the strike zone

box will be considered a foul regardless of where the kick lands. Balls must pass the painted arc on the field and within the foul lines to first base and third base to be fair and in play. Bunting is allowed but the ball must pass the arc to be in play. Kicked balls that do not pass the arc are considered a foul. If a defender makes a play on the ball before it passes the arc, the ball is live and in play.

- Runners must do everything they can to avoid contact, but fielders also must be aware of where they are on field and do everything they can to avoid contact. There will be 2 bases at first and home. The orange tape bases are for the fielders to use for force outs. The white bases are for the runners to use.
- Kickballs will be provided.
- The Kickball Tournament will be single elimination until the quarterfinals (final 8 teams), at which point we will play double elimination.
- Please ask that your participants have their ID with them at all KCCC events. For more information on protests/use of illegal players, please see the KCCC Protest Policy.

**THIS INFORMATION IS SUBJECT TO ANY RULE INTERPRETATION CHANGES
WHICH MAY OCCUR BETWEEN NOW AND THE 2022 KANSAS CITY CORPORATE
CHALLENGE.**

**For more information regarding the Dodgeball Tournament,
contact the KCCC office at [913.831.2222](tel:913.831.2222)/kccorporatechallenge@gmail.com**