



2024 KANSAS CITY CORPORATE CHALLENGE

KICKBALL



DATES / TIMES: Saturday, June 22 & Sunday, June 23, 2024

(Scheduled game times will be available on the KCCC website on March 22nd by 5:00 p.m. ([KCCC Website - www.kccorporatechallenge.com](http://www.kccorporatechallenge.com)).

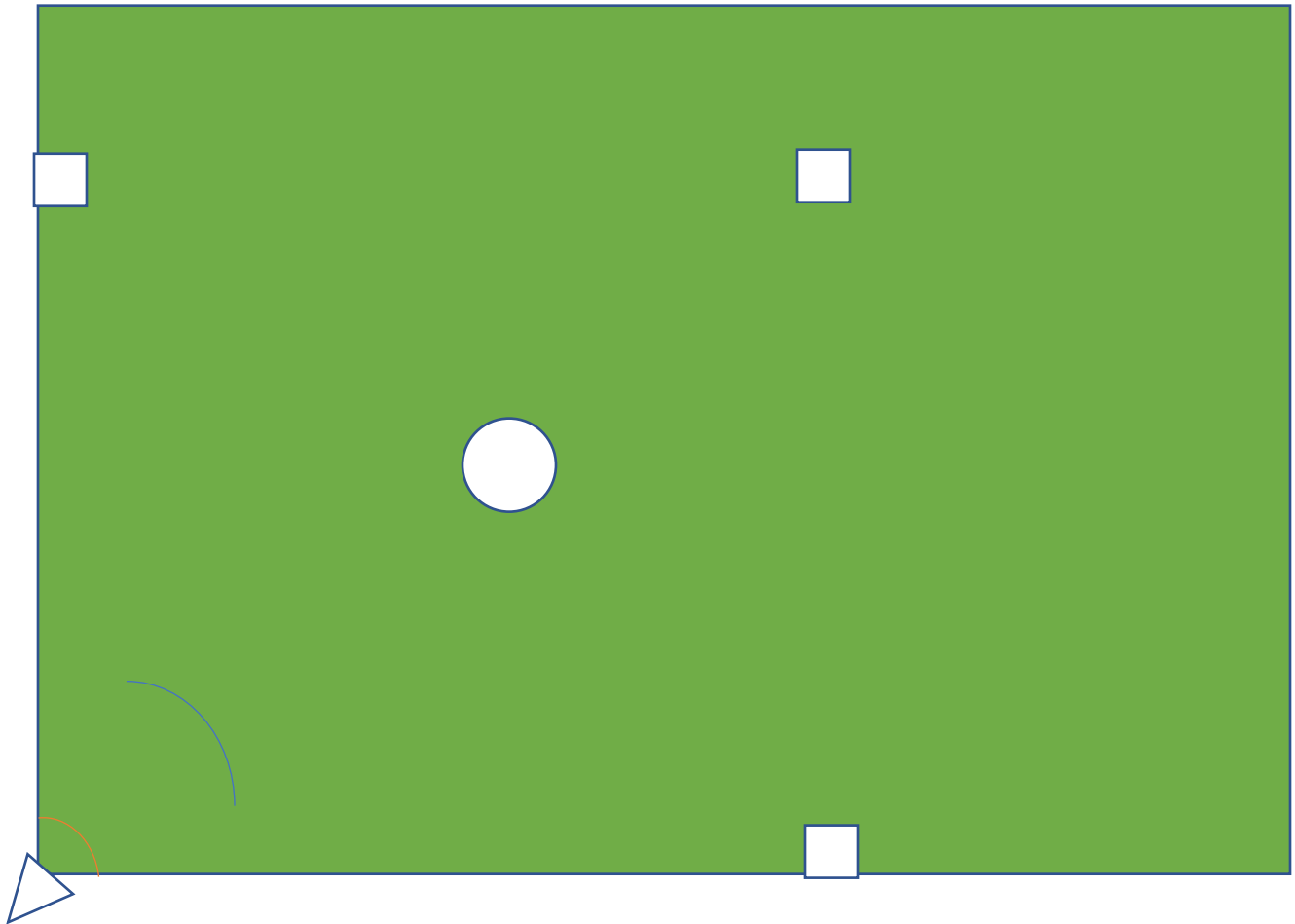
LOCATION(S): Stump Park

4751 Woodland Drive
Shawnee, KS 66218

- Companies may enter one coed team in the Kickball Tournament. Ten players (5 men, 5 women) will be on the field. Teams can start with 4 men and 4 women.
- **A team representative must check-in at event no less than 15 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.
- 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 A substitute who is withdrawn may not re-enter.
- Game time is forfeit time. Players must be at the assigned field at game time.
- Tournament rules will be the World Adult Kickball Association rules for 2024, <https://kickball.com/rules/> with the following KCCC modifications:
 - Games will be limited to 5 innings or 40 minutes.
 - 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 down due to an injury. 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 5 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 8 players will be forced to forfeit, as teams may not play with less than eight. In the event of an injury, teams playing with 10 have the choice of playing with 9 and taking an automatic out each time it is the injured player's turn to kick or dropping down to 8 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).
- WAKA Rule 14.02 describes how outs are achieved. KCCC rules modify how outs are recorded as follows:
 - 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.
- Fields will be outdoors and set up for 60' basepaths.
- ***Each team will pitch to their own players. The pitcher must release pitch from within designated pitching circle then stay/duck behind defender and not interfere in play. If the pitcher cannot avoid being hit with kicked ball or disrupting defensive play, the play will be called dead and a re-do. If a pitcher intentionally interferes with the play, the kicker will be called out and any baserunners will go back to their base.
- The team on defense in the field will still provide a player to cover the pitching area. This player must stay within pitching circle until the ball is kicked into play. Leaving the circle early and making a play on the ball will result in a free base for the kicker and any baserunners will move up one base.
- With the change to the pitching position, there will be no walks, and each kicker will get two pitches to put the ball in play. If both attempts are a foul kick, the kicker will be out.
- A line will be placed in front of home plate. The pitched ball must pass this line before being kicked.
- Each field will also have a marked line that a kicked ball must travel beyond. Kicked balls that stay inside that area will be considered a foul kick. If a defender makes a play on a ball before it passes that line, the ball is live and in fair 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 a safety base at first base for runners to run through.
- Kickballs will be provided.
- Cleats are allowed, but no metal spikes.
- 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.

- *For the health and safety of all KCCC participants, staff, and volunteers, we ask anyone experiencing symptoms of illness to abstain from the event.*



The orange arc is the line the ball must pass before being kicked.

The blue arc is the distance a kicked ball must travel to be considered a fair and in play ball.

The white pitcher's circle is area pitcher and defender must stay in. A pitcher must have one foot within the circle when releasing pitch. The defender must have one foot in area during pitch and cannot leave area until after ball is kicked.

**THIS INFORMATION IS SUBJECT TO ANY RULE INTERPRETATION CHANGES
WHICH MAY OCCUR BETWEEN NOW AND THE
2024 KANSAS CITY CORPORATE CHALLENGE.**

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