

Parks and Recreation

218.299.5340 | parkandrec@cityofmoorhead.com

Moorhead Parks and Recreation Frostival Kickball Rules 2017

- 1. Team Captains are responsible for distributing these rules to their team as well as ensuring that all team members have signed the team roster and waiver form before playing.
- 2. All games will be played at MB Johnson Park, 3601 11th ST N, Moorhead MN 56560
- **3.** Game time is forfeit time. Teams must have a minimum of 7 players to start a game. You must have an equal number of males and females. You can have a greater number of females than males, but not more males than females. In the event of a forfeit the umpire will not be allowed on the field and the teams will be given the rest of the scheduled time to use the field as they wish. Forfeits are recorded as a 7-0 score for tiebreaking purposes.
- **4.** Games will be 7 innings long. No new inning will start after 50 minutes of play. Games can end in ties. In the event of a game being cut short due to weather or other circumstances, the score at the end of the last complete inning will determine the winner. A minimum of 4 innings needed for a complete game.
- **5.** BIG 98.7 Celebrity Kick
 - a. BIG 98.7 is sponsoring the tournament and they will have a few of their DJ's on site Saturday morning. We are going to try a fun way to incorporate them into the tournament. Each team has the option to use one "Celebrity Kicker" during pool play between 9-11am. Cori will be available to use from 9:30-10am. Daddy's Girl and Man Candy will be available from 9-11am. They get one "at bat". If they get out it counts as one out, but if the celebrity scores a run it will be worth 2 points. A team can only use one celebrity kick in total, not one per game. Your kicking order will still have to alternate by sex.

6. Offense:

- a. Kicking order must alternate by sex. Females can kick back to back if the team has more females. Males can't kick back to back.
- b. Your kicking order can have a maximum of 12 people
- c. **Kicking**: You may not make contact with the ball with your foot until it crosses the plane of the front of home plate. 3 foul balls/strikes will result in an out. A strike is when you attempt to kick the ball, but miss the ball or cross home plate to kick the ball. If the pitcher rolls one right down the plate and you decide not to kick, that will not be a strike. However there will be a maximum of 6 pitches to each kicker. If you don't make a legal kick in 6 pitches you will be out.
- d. No leading off the base.
- e. "Bunts" are allowed.

7. Defense:

- a. <u>Outfield</u>: Equal number of males to females, position does not matter. Again more females than males is acceptable.
- b. <u>Infield:</u> Equal number of males to females, position does not matter. Again more females than males is acceptable.
- c. Maximum number of players in the field is 10.

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- d. <u>Pitching:</u> Bounce pitches not allowed. Obviously pitches will have some bounce as they come in, but deliberate attempts to make a pitch bounce will not be accepted. If an umpire decides it is too bouncy, the pitch won't count toward the 6 pitch limit. *If field conditions end up being too difficult to pitch in, the ball will be placed on home plate for the kickers to kick.
 - **i.** <u>Pitcher's Circle:</u> Pitcher's must stay in the pitcher's circle until the kicker makes contact with the ball.
- e. <u>Outs:</u> To make an out is just like in baseball/softball, but you also have the option of throwing the ball at the baserunner. The ball must contact the baserunner below the shoulders. Contact to the head/neck area will result in the baserunner being safe, unless the baserunner gets hit in the head/neck because they ducked to avoid the ball, then they will be out.
- f. Infielders may not play up in-front of the bases before the kicker makes contact with the ball.
- **8.** Abuse of the umpires will not be tolerated. Their decisions are final.
- **9.** Pool Play:
 - a. 2 points for a win, 1 point for a tie, 0 for a loss.
 - b. Tie breakers to determine seeding for final round will be:
 - i. Head to head
 - ii. Highest run differential
 - iii. Coin Flip
- 10. Final Round:
 - a. Home team will be designated as the team with the higher seed.
- **11.** Plaques will be given to all teams.
- 12. All participants will receive t-shirts.
- 13. Tournament Director holds the right to add or modify rules during the tournament.

Weather Cancelation Hotline: 218-236-0627