



2024 MARDI GRAS KICKBALL TOURNAMENT

Rules and Information

- **Introduction:** The City of El Paso Mardi Gras Kickball Tournament will be conducted under WAKA (World Adult Kickball Association) rules and regulations, except as amended herein. The following local rules/procedures take precedence in all cases
- **Entry Fee/Tournament:** Registration will be \$200.00 per team for a double elimination bracket.
- **Awards:** First Place –
Second Place –
Champion MVP –
Most Unique Uniform –
- **Location:** Games will be played at Marty Robbins Park in east El Paso. Address: 11620 Vista Del Sol Dr., El Paso, Tx 79936
- **Managers/Coaches Responsibilities:**
 - a) Register team before Monday, February 10th.
 - b) Pick up team packet 30 minutes before your first game. (booth will be located in the middle of the complex)
 - c) Only Managers/Coaches can dispute, protest, complaints, etc. to field supervisor. Only one can represent team.
 - d) Managers/Coaches will be held responsible for the actions of their players and team spectators.
- **Player Eligibility and Rosters:**
 - a) All players must be 18 years or older. Age verification (driver's license, Texas ID etc.) is needed at every game.
 - b) Roster size limit is 15 players.
 - c) Teams are allowed to field 10 players with a minimum of 3 women. As many as 15 players can be in the lineup.
 - d) Teams can begin the game 8 players but must include 3 females. No automatic outs will be given if a team is playing with 8 or 9 players. If a roster player arrives late, that player may be inserted into the game, at any time. Empty positions must be at the bottom of line up.
 - e) Rosters must be submitted before the start of your first game with full names and numbers. Roster Sheets will be inside your team packet.
 - f) Team lineups must be submitted to game official before each game. Lineup cards will be inside your team packet.
 - g) Once a player is on a submitted roster, he/she cannot play on another team.
- **Equipment/Uniforms:**
 - a) Shirts must be same color with a visible non-duplicated number
 - b) No taped number allowed
 - c) Fun and creative uniforms are strongly encouraged
 - d) Athletic shoes only, no metal cleats allowed
 - e) Game balls will be provided
 - f) Drinks and snacks are allowed in the dugout. **NO ALCOHOLIC BEVERAGES IN THE COMPLEX.** *Any player caught with an alcoholic beverage in the complex will be ejected from the tournament*

- **Game Rules:**

- a) All games will have a 35-minute drop dead time limit or 4 innings, whatever comes first. Official will set timers at 35 minutes and will start timer at game time.
- b) Championship game will be 5 complete innings
- c) There will be no grace period for any game. Teams should try and be at the complex 15 minutes before game time.
- d) Not having the required number of players at game time will result in a forfeit.
- e) Coin flip will determine winner on games when neither team has the required number of players.
- f) Field dimensions will be 60 ft. bases and 42'6 ft. pitcher's rubber.
- g) PITCHING, CATCHING AND FIELDING
 - 1. The pitcher must start the act of pitching within the pitching area. The pitcher must stay in the pitching area until the ball is kicked. No part of the pitcher's front foot may be in front of or across the front edge of the pitching area. Pitching must be done by hand. A team's first infraction will result in a warning to the team that caused the infraction. The second and each subsequent infraction by a team during the game will result in an automatic base for the kicker.
 - 2. No player may field forward the 1st-3rd base diagonal line other than the catcher until the ball is kicked, and no portion of a player's body may be forward the 1st-3rd base diagonal line until the ball is kicked. A team's first infraction will result in a warning to the team that caused the infraction. The second and each subsequent infraction by a team during the game will result in the kicker being awarded first base. Defensive players will not be penalized if the ball is not kicked.
 - 3. The catcher must stay 3 feet behind the back line of the kicking box until the pitched ball is contacted by the kicker. The first infraction of this rule will result in a warning. The second and subsequent infraction will result in a base for the kicker.
 - 4. The strike zone extends to 1 foot on either side of home plate and 1 foot in height. A pitch outside the strike zone is a ball.
 - 5. Ball must bounce a minimum of 2 times.
 - 6. There is no minimum pitching velocity.
 - 7. Balls must be pitched by hand.
 - 8. A female pitcher must pitch the first 3 innings during a 4 inning game
 - 9. The catcher may not contact the kicker at any time during the at-kick or immediately following the at-kick. The first infraction of this rule will result in a warning. The second and subsequent infraction will result in a base for the runner.
- h) In the event a game is delayed, teams are required to wait for instructions from the Field Supervisor. If play resumes, absent teams will receive a forfeit. In cases of inclement weather (i.e. rain, lightning, wind or any other circumstances not within our control) games will be considered complete after 3 innings.
- i) Once the pitcher has the ball in the pitching area, the official will signal time.
- j) If a game is tied after regulation time, the winner of the game will be decided by a tie breaker. One female from each team will stand at home plate and have one attempt to kick the ball the furthest distance possible. The pitcher will be their own teammate. The distance will then be measured from home plate to where the ball first lands. The furthest distance will be awarded the win
- k) RUNNING, SCORING AND KICKING
 - 1. Runners must reasonably stay within the base line. A runner who runs off the base line to avoid being tagged out will be considered out.
 - 2. Runner heading to first must stay to the left of the foul line if they will be using the orange extended base. A runner attempting to make a play for second, could be tagged out.
 - 3. Base Runners that deliberately crash into a defensive player holding the ball and waiting to

apply a tag will be called out.

4. There is no leading off or stealing of bases
5. Hitting a runner's neck or head with the ball is not allowed, except when the runner is dodging a ball. Any runner hit in the neck or head is safe, unless was making an attempt to dodge the ball
6. Sliding is not allowed. Any runner sliding in any way, shape or form will be called out. NO EXCEPTIONS.
7. If a male player is walked, intentionally or otherwise, and a female kicker follows in the kicking order, the following female kicker will be given the option of kicking or being awarded a base.
8. Male and female batters may kick in any order on their lineup
9. All kicks must occur within the kicking box
10. The kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box.
11. Both 3 strikes and 3 fouls are considered an out. 4 balls is considered a walk. Foul balls do not count as strikes.
12. If a player is caught kicking out of the lineup order, the opposing team must protest immediately after the play and before the next pitch to the official for an out to be called.
13. Tag-ups are only required before advancement on a caught ball in bounds. Tag-ups are NOT allowed on caught foul balls. After a kicked ball is TOUCHED in the air the runner may tag their originating base before running to the next base. If the runner has not moved off base before the ball is touched or caught by a fielder, the runner may run forward without a forced tag-up.

- **Protests/ Ejections:**

- a) Umpire calls cannot be protested
- b) All protests must be at the time of the incident
- c) Scores must be corrected by the first pitch of the next half inning
- d) Any player, coach, manager, sponsor, spectator, or anyone affiliated with the team who is ejected from the game, must leave the entire complex in 2 minutes. Failure to do so will result in a forfeit.
- e) If players clear the bench at any time during the game; both teams will receive an automatic forfeit and could be subject to further punishment. Any further punishment will be left up to the judgement of the program supervisor in charge.
- f) If ejected, you cannot participate in any remaining games for the tournament.

