



# CORRIDOR

## CORPORATE *GAMES*

### KICKBALL RULES

#### Eligibility

All players must be regular employees (full or part-time), interns or retirees of companies registered for the Corridor Corporate Games.

#### Playing Field

1. The kickball diamond is a square with equal sides of 70 feet.
2. The pitching distance will be 50 feet in the center of the diamond, and directly aligned (diagonally) with first and third base.

#### Team

1. Teams shall consist of 10 players with 5 males and 5 females. A team may play with 8 players but can never have more males than females in the lineup. You must alternate male/female in the batting order.
2. Defensive positions must have:
  - 2 Males / 2 Females in the outfield
  - 2 Males / 2 Females in the infield
  - 1 Male / 1 Female as the pitcher and catcher
3. Teams may choose to place all players present for the game in one big alternating male/female kicking order and use free substitution in the field. You can never have more males than females in the lineup. If using this form of lineup, the opposing team Manager must be made aware prior to the game.
4. Teams will keep their own score book. The score keeper's book will be the official book. Full proper last names and first initials of all players and substitutes must be legibly shown.

#### Regulation Games

1. Games will be 4 innings or 30 minutes. An official game will be after 3 innings. Any inning started before the 30 minutes time limit will be completed if the home team is behind. If the game is tied, it must be played until the tie is broken. Extra innings start with runner on 2nd (the person who kicked last the inning before starts on 2nd). Game clock will only stop when directed by staff.
2. Mercy Rule: The 15-run rule will be in effect after 3 innings.
3. GAME TIME IS FORFEIT TIME

#### Pitching/Fielding

1. A legal pitch must roll along the ground and bounce no higher than the top of the batter's knee while crossing the plate. Any pitch higher than the batter's knee as it crosses the plate shall be ruled a ball.
2. The strike zone will extend approximately one foot from each side of home plate, to discourage excessive "looking". Any ball entering this zone without being kicked will be called a strike.
3. The count begins at 1 ball, 1 strike.
4. A foul counts as a strike even on the third strike.
5. The play ends once the pitcher has the ball in control and is near the mound.

#### Kicking

1. All kicks must be made by foot.
2. All kicks must be taken at or behind the home plate. If the ball is kicked in front of home plate, the play will be called dead (This call must be made immediately), and the result will be a called strike.
3. Bunting is allowed. Bunt line will be drawn at 20 feet.

#### Running

1. Runners must stay within the base line. Runners who are obstructed by passive fielders (fielders not making a play on the ball) within the base line shall be awarded the next base.
2. Neither stealing nor leading off base is allowed. A runner off of his or her base when the ball is kicked is out.
3. Hitting a runner's neck or head with the ball is not allowed. Any runner hit in the neck or head shall be awarded the next base. A runner may not intentionally put his or her head in the path of the ball while being tagged out or the result will be an out.
4. If a kicked ball is in fair territory and hits the runner or the kicker himself, the player is out.
5. It is the responsibility of the runner to avoid collision. Please save yourself and your opponents from injury by paying attention. Ties go to the runner... there's no need to take out the baseman.

#### Officials & Sportsmanship

1. Teams will self-officiate their games
2. Each manager will be held responsible for the conduct of his or her team players and is responsible to see that all rules are observed.



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3. Officials and their decisions will be respected and not interfered with at any time. Unsportsmanlike conduct, disrespect, vulgarity, or profanity will not be tolerated at any time. Any player removed from a game for breaking Rules of Conduct will receive an automatic one game suspension to be served in the next consecutive game.
4. The CCG staff reserves the right through its representatives to control all activities and to eject any person(s) from the facility who deviates from the rules and regulations of said facility or poses a threat to safety of self or others.

## Rosters

1. No player is allowed to play on more than one team within the Corridor Corporate Games. Any violation of these rules will result in suspension.
2. The roster must have a minimum of 10 players and a maximum roster of 20 players. All players must be 18 years of age or older.

## CCG Point System

- o Medals will be awarded to the top three teams in each division. Points will be awarded to the top four teams within each division, as follows:

Place	Points
1 <sup>st</sup>	1000
2 <sup>nd</sup>	800
3 <sup>rd</sup>	600
4 <sup>th</sup>	400

- o Participation points will be awarded to all teams in the CCG. To receive participation points, teams must complete the event as designed. Points for participation per team in kickball are as follows:

Event	Participation Points
Kickball	250/Team

- o CCG will assess Penalty Points to those companies whose competitors **do not show up for bracketed events**. It diminishes the spirit of the Games when a team or individual travels from across the Corridor to participate in one of these events, only to have their opponent forfeit.

Event	Penalty Points
Kickball	-250