

ICCP Kickball for a CAUSE

SATURDAY
SEPTEMBER 16

@ 5PM

PLUNKETT ATHLETIC COMPLEX

Raise \$\$\$ for your
Favorite Charity

Compete with or
against your Friends &
other Grade Schools

Enjoy Bragging
Rights as the 2017
Ultimate Kickball
Championship Team



- 6th, 7th, and 8th Grade Students
- Teams are co-ed and should include six (6) players minimum – eight (8) players maximum (minimum of 2 boys & 2 girls)
- Don't have a team? Register as a single participant, and ICCP will put a team together for you!
- Double Elimination – Guaranteed two (2) games
- Pick your team name and design your team shirt (shirts must be the same color)
- \$5 per player



LIMITED SPACE AVAILABLE – 12 TEAMS ONLY!
DEADLINE: **FRIDAY, SEPTEMBER 8**
NO LATE ENTRIES ACCEPTED

ICCP KICKBALL TOURNAMENT OFFICIAL RULES

1. TEAMS

- The tournament is limited to a minimum of six (6) teams and a maximum of twelve (12) teams.
- Teams must enter a team captain and an appropriate team name.
- Each team is co-ed and requires at least six (6) players on the field. Teams may have up to two (2) additional players on the field. Minimum: (6) players / Maximum: (8) players
- A minimum of two (2) boys and two (2) girls must be on the field at all times.
- Each member of the team must have a signed waiver.
- Cost per player is \$5.
- Individuals can still register if they do not have a team and will be placed on a team if there are available roster spots.

2. DRESS

- Teams must supply their own uniforms (jerseys or shirts)
- Teams need to be identifiable – same color uniforms and team name.
- Prizes will be given for “Best Team Uniform” by the Tournament Director.
- All team members should wear appropriate recreational attire – gym shoes.
- All jewelry must be removed before taking the field.

3. THE GAME

- The winner of the game will be determined by which team has scored more runs at the end of either (a.) six (6) innings or (b.) the thirty-five (35) minute time limit.
- In the event of a tie game at the end of either (a.) or (b.) above, extra innings will be used. Extra innings will be formatted as follows: 1.) A runner placed at second base at the start of every half inning with no outs. 2.) Runner must be the last out of previous inning.
- **The Tournament Director reserves the right to use the International Tie Breaker at anytime.
- Tournament Format: Double elimination kickball tournament bracketed schedule.

4. TIME LIMITS

- This is a double elimination tournament.
- Each game will have a time limit of thirty-five (35) minutes.
- The clock will run continuously throughout the game; there are no time-stoppages.

5. BEGINNING THE GAME

- The team captain will represent his/her team as a spokesperson at all times.
- The team captain must verify that the score sheet’s roster is correct prior to each game.
- No roster additions are allowed once a team has played its first game of the tournament.
- A rostered player is only allowed to participate for one (1) team throughout the tournament.
- A coin flip will determine the home and away teams. The home team will be in the field, and the away team will be up to kick.
- All games must start with at least six (6) players on each team. Any team without at least six (6) players at game will be penalized one (1) run per minute after the designated start time up to ten (10) points. Game is forfeited after ten (10) minutes.

AT ALL TIMES, PLEASE BE COURTEOUS, KIND, AND HAVE FUN!

6. GAME PLAY

1. All basic baseball/softball rules will apply to:
 - a. Number of outs per inning (3)
 - b. Fair/Foul balls
 - c. Tagging Up
 - d. NO Infield Fly Rule
 - e. A Coin Flip at the start of the game will determine the Home and Away Team
2. Game Official will pitch if they see fit to speed up the game and/or to keep the game running smoothly.
 - a. The pitcher shall not interfere with the play on the ball.
 - b. If it occurs, the ball will be ruled a dead ball.
3. A batter has 2 attempts to put the ball in fair territory.
 - a. After 2 unsuccessful attempts, the batter is called out.
4. NO bunting is allowed. Bunting is a purposeful kick that is designed to go between the catcher and the pitcher.
 - a. It will be solely umpire’s judgment if the kick was a bunt and ruled an unsuccessful kick.
5. The catcher will be behind the kicker and may not cross home plate until after the ball is kicked.
6. Fielders must stay inside the foul lines and no closer than the pitcher’s mound until the ball is kicked.
 - a. Positions are not designated and the fielders may position themselves anywhere in the playing field.
7. Fielders must throw the ball to each base. No kicking of the ball will be allowed for fielders.
8. Kickers must kick the ball at or behind home plate and inside the kicker’s designated box if available.
 - a. If the ball is kicked in front of the plate and in the field of the play, the kick will be called dead and declared an unsuccessful.
 - b. If this takes place on the 2nd attempt, the batter will be out.
9. A player may not leadoff or steal at any time.
 - a. You may not leave the base until the ball is kicked.
10. Pinch Runner: A team may use a pinch runner once per inning. The pinch runner must be the person of the same gender who made the last out.
11. A player will be out under the following circumstances:
 - a. The defensive team uses a force out on the play.
 - b. A player may tag a runner with the ball shoulders or below. (Ball in hand)
 - c. 2 unsuccessful kicks have taken place.
 - d. A runner is hit anywhere with the ball in fair territory after it was kicked by a player on their own team.
 - e. A ball is caught in the air in either fair or foul territory.
 - f. Outside the base path (Umpires discretion)
 - g. Leaving a base before the ball is kicked

Tournament Administration: Any questions or disputes will be discussed only with the team spokesperson (Captain). Disputes will NOT be heard after the game has been completed. Staff reserves the right to disqualify any team for infractions of the following policies: Use of illegal players: the players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of ICCP Staff. Unnecessary vulgarity or abusive conduct: Good sportsmanship is expected. No profanity or abusive behavior toward officials, tournament administrators, or each other will be tolerated from players or fans. Players/fans violating this rule will be ejected for the duration of the tournament. Unruly fan or player behavior may also result in games being stopped and potential forfeit if deemed necessary. If a fan or parent is ejected from the tournament, the player or child associated with the fan or parent will be ejected as well for the duration of the tournament. If an entire team is ejected, there will be no refund of tournament entry fees.The ICCP Staff reserves the right to amend tournament rules/format as see fit to operate a smooth and safe youth event.
•The decision of the official is final, NO EXCEPTIONS!

ICCP KICKBALL TOURNAMENT REGISTRATION FORM

TEAM INFORMATION:

- TEAMS ARE CO-ED WITH AT LEAST SIX (6) PLAYERS ON THE FIELD AT A TIME.
- TEAMS MUST HAVE A MINIMUM OF TWO (2) GIRLS AND TWO (2) BOYS.
- THERE MAY BE UP TO TWO (2) ADDITIONAL PLAYERS PER TEAM.
- COST IS \$5 PER PLAYER; EACH PLAYER MUST HAVE A SIGNED REGISTRATION FORM ON FILE WITH ICCP. INDIVIDUALS CAN STILL REGISTER AND WILL BE PLACED ON ANY TEAMS WITH AVAILABLE ROSTER SPOTS.
- TEAMS MUST BE IDENTIFIABLE BY SAME UNIFORM COLOR AND TEAM NAME.
- TOURNAMENT IS LIMITED TO THE FIRST TWELVE (12) TEAMS REGISTERED.
- DUE TO BRACKET SCHEDULING, YOU MUST REGISTER BY THE DEADLINE. LATE ENTRIES CANNOT BE ACCEPTED.

STUDENT INFORMATION:

STUDENT NAME: _____ PARENT NAME: _____

ADDRESS: _____

PHONE: _____ PARENT EMAIL: _____

SCHOOL: _____ GRADE: _____

SINGLE/TEAM REGISTRATION:

1. SINGLE PARTICIPANT*: YES NO *ONCE THE TEAM IS COMPLETE, ICCP WILL NOTIFY YOU.

2. TEAM PARTICIPANT: _____ (TEAM NAME)

PLAYER 1: _____ PLAYER 4: _____

PLAYER 2: _____ PLAYER 5: _____

PLAYER 3: _____ PLAYER 6: _____

ALTERNATE 1: _____ ALTERNATE 2: _____

ASSUMPTION OF RISK: I UNDERSTAND THAT THERE ARE CERTAIN DANGERS, HAZARDS, AND RISKS INHERENT IN SPORTS AND SPORTS RELATED ACTIVITIES AND EVENTS, WHICH CAN CAUSE OR RESULT IN PROPERTY DAMAGE OR PERSONAL INJURY. I FURTHER UNDERSTAND THAT THE DIOCESE OF JOLIET, IMMACULATE CONCEPTION PARISH, AND IC CATHOLIC PREP CANNOT AND DO NOT ASSUME RESPONSIBILITY FOR ANY SUCH PERSONAL INJURY OR PROPERTY DAMAGE. I AGREE AND HEREBY DO ASSUME ALL RISKS SURROUNDING MY CHILD’S PARTICIPATION IN THE ABOVE LISTED EVENT.

RELEASE: I HEREBY EXPRESSLY RELEASE AND FOREVER DISCHARGE THE DIOCESE OF JOLIET, IMMACULATE CONCEPTION PARISH, AND IC CATHOLIC PREP, ITS TRUSTEES, OFFICERS, DIRECTORS, EMPLOYEES, INSTRUCTORS, STAFF, AND ANY STUDENTS ACTING AS EMPLOYEES FROM ANY AND ALL LIABILITY, CLAIM, LOSS, COST OR EXPENSE, AND WAIVE ALL RIGHTS AND CLAIMS WITH RESPECT TO ANY AND ALL PERSONAL INJURY OR LOSS OR DAMAGE TO PERSONAL PROPERTY.

PARENT SIGNATURE: _____ DATE: _____

COMPLETE AND RETURN FORM WITH PAYMENT TO:
ICCP - 217 COTTAGE HILL AVENUE, ELMHURST, IL 60126
ATTN: KICKING FOR A CAUSE KICKBALL TOURNAMENT

CHARITABLE CAUSE: EACH TEAM WILL CHOOSE AND PLAY FOR A SPECIAL CAUSE OF THEIR CHOICE.
THE WINNING TOURNAMENT TEAM WILL HAVE THE EVENTS PROCEEDS DONATED TO THEIR CHARITY OF CHOICE!

CHARITY OF CHOICE: _____