

Camp Bud Schiele's Favorite Pastime

Kickball Tournament Rules

Overview

- **Format:** Single-elimination tournament
- **Fields:** Two kickball fields in use simultaneously
- **Game Duration:** 3 innings OR 20 minutes, whichever happens first
- **Teams:**
 - Each team fields **9 players** on the field at a time
 - **Troops may combine** to form a team if needed
- **Goal:** Score more runs than the opposing team to advance

Field & Equipment

- **Bases:** Standard four-base diamond
- **Pitching:** Rubber or soft kickball (supplied by camp)
- **Field setup:** Two fields running simultaneously with staff at each field for supervision and scorekeeping

Gameplay Rules

1. The Kick

- Each batter must **kick the ball from home plate**.
- Balls must be kicked **behind home plate line**; a **foul kick** counts as a strike.
- **No bunting or half kicks**; full contact must be made.

2. Outs

A batter or runner is **out** if:

1. The kicked ball is caught **before it touches the ground**
2. A fielder **tags the runner with the ball** before reaching a base
3. A runner is **forced out at a base**
4. Batter kicks **three foul balls**

Important:

- **Throwing the ball at a runner is NOT allowed**; tagging must be done with the ball in hand touching the runner.

3. Base Running

- Runners may advance **one base at a time**
- Runners may **steal bases only after the ball crosses home plate**
- **Sliding is allowed but not required**; safety first
- **Overrunning first base is allowed; other bases must be stopped on**

4. Scoring

- **1 run** is scored when a runner safely reaches home plate
- **No limit** to runs per inning
- **20-run mercy rule**: If a team is ahead by **20 or more runs**, the game ends immediately

5. Game Duration & Ties

- Each game ends after **3 innings OR 20 minutes**, whichever comes first
- If the score is tied at the end:
 - Each team selects **one delegate** to represent them
 - **Tie-breaker**: Best **two out of three rock-paper-scissors** between the delegates

6. Conduct & Safety

- No intentional collisions or dangerous plays
- **Throwing the ball at runners is prohibited**
- Spectators and substitutes must remain **off the field**
- Proper shoes required (no cleats with metal spikes)
- Staff reserve the right to **remove players** for unsafe behavior

7. Substitutions

- Teams may substitute between innings only
- **All players must kick once before anyone kicks a second time**

8. Staff Responsibilities

- Keep score and **enforce rules**
- Ensure **games stay on schedule** for two-field operation
- Monitor **safety** at all times
- Enforce **20-run mercy rule**
- Oversee **tie-breaker rock-paper-scissors** if needed, with **delegates only**
- Announce winners promptly so single-elimination bracket can advance

9. Awards

- Tournament winner receives **camp recognition / trophy / points toward Bud Schiele's Best**