Rules and Regulations

I. Teams:

Each team will have a captain who is the main point of contact for communication.

Every player must sign a release waiver or have a release waiver signed by a legal guardian, when applicable, prior to participating in the tournament. Waiver will also be available at the check in table.

Team captains must bring all release waivers to the event check in table the day of the event or deliver/email them to the Mudsock Youth Athletics office prior to the event.

Teams must field at least 6 and no more than 12 players, with the 12th player playing catcher.

Teams can field all females, all males or a mix. There is no minimum ratio of males/females per team.

Teams can develop their own themed attire, wear the signature event shirt or a corporate branded shirt.

The captains are responsible for keeping score and both captains must agree on the score at the end of the game. Umpires will also keep score.

II. Games:

Games will last 5 innings or 30 minutes. There is a 5-run rule per half inning and if you are up by 10 runs at the end of 4 innings, the game is over.

Games will begin at 9:30 a.m. and run throughout the morning/afternoon. Team captains will be emailed their first game time one week prior to the event.

Teams must arrive and check in beginning at 8:30 a.m. Breakfast will also be served at this time.

If a team is winning after the top of the 5th inning and is set to kick at the bottom of the inning, the game ends and this team has won.

Each game will be monitored by an umpire.

III. Defensive Rules:

No missiles please. Pitches must be slow or medium speed.

The pitcher must not move forward until the ball is kicked.

If a ball is caught in the air and has not touched the ground, the kicker is out.

If a ball is kicked and crosses out of bounds before 1st or 3rd base, then it's considered a foul.

If a runner is approaching the base, let them on.

In the event of a tie, the tie goes to the runner.

Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances one base.

Three outs by strike out, catch, force and/or tag (any place but the head) ends the inning.

IV. Kicking:

All team players must kick in the same order.

Kick with your foot only standing behind home plate.

If you whiff and miss the ball, try it again. You are guaranteed one kick.

No intentional bunting. Bunts will be considered a foul. A bunt is defined as follows:
- a kicked ball that a kicker intends to leave short of a reasonable attempt of a fielder
- a kicked ball that the umpire deems as an intentional bunt.

Kick three foul balls and you are out.

V. Running:

Runners must stay within the base line and fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base but must lean out of the baseline.

Leading off or stealing a base IS NOT permitted.

Runners must tag up on a caught ball. If the defense tags the runners originating base before they return to it, the runner is out. First-touch tag-up: When a kicked then caught ball is first touched by a fielder, runners must tag their originating base before running to the next base. Runners do not have to wait for the fielder to secure the catch but must not leave the base before first touched without tagging up.

You are allowed one extra base on an overthrow out of play. The runner gets the base to which he/she was running at the time the ball was released, plus the extra base. (Note: "Out of play" is defined as hitting the fence or crossing the painted boundary line.)
* A ball that is deflected out of play (i.e. hitting the fence or going beyond designated line) will be considered dead with the following base allowances:
1. Runners DO advance one extra base if the ball deflects off a runner who is ruled SAFE.
2. Runners DO advance one extra base if the ball deflects off a fielder.

3. Runners DO NOT advance if the ball deflects off a runner who is ruled OUT.

Runners may overrun first base and may only be tagged out if actively attempting to advance to second base. This is at the sole discretion of the umpire.

A runner hit directly by a kicked ball is out due to interference and play is dead, and runners in front of the hit runner must return to their previous base, while runners behind them advance to the base they were running to at the time of interference.
* A runner hit by a ball that deflects off of a fielder is still out, but the play is NOT dead and continues as normal.

No sliding allowed. This includes both feet-first and head-first slides.

The Tournament Director within his/her sole discretion reserves the right to end a game due for any reason including but not limited to rough or disrespectful play, rule violation, and weather.