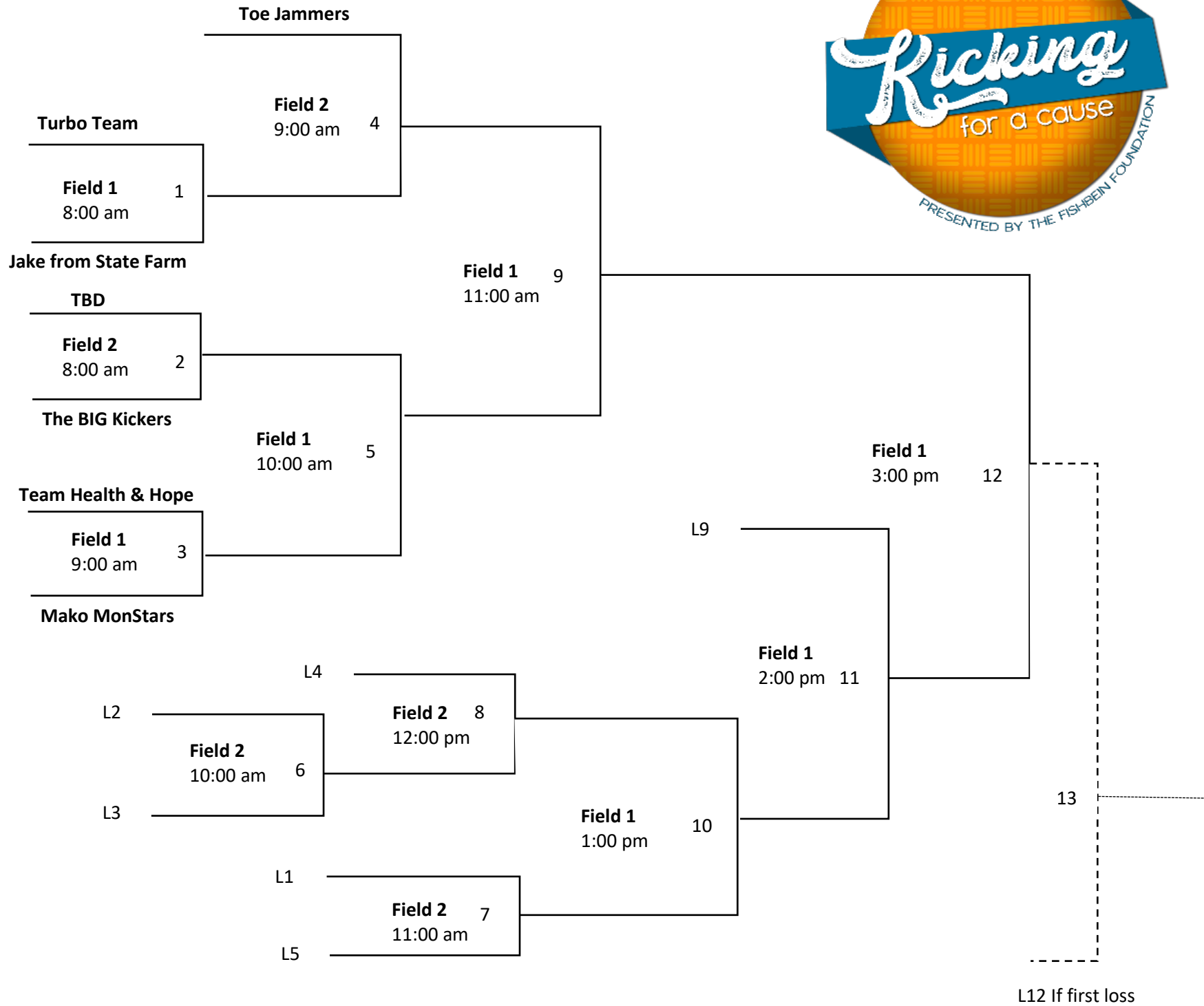


Winner's Bracket



Loser's Bracket



Field 1			
Time	Teams		
8:00 AM	Jake from State Farm		
	TurboTeam		
9:00 AM	Team Health & Hope		
	MonStars		
Field 2			
8:00 AM	The BIG Kickers		
	TBD		
9:00 AM	Toejammers		
	Winner of Fields One 8am game		





Kickin' For A Cause Kickball Game Ops/ rules

Game Operations/ Team Rules

- Time: 45 min games OR 6 innings (whichever comes first)
 - The game clock starts automatically at scheduled game time (top of hour)
 - Teams will forfeit a run every 5 minutes
 - After 20 minutes if a team is still not present or complete with its 10 players they forfeit.
- Teams: 10-12 person (minimum 3 women)
 - Kicking rotation may not contain 4 men in a row. (MMMWMWW) not (MMMMMW)
 - Minimum of 7 players needed to start the game (2 women)


Rules


- 3 outs
- 45 minute gameplay, or 6 innings
- Pegging is allowed from the neck down
 - Penalty for intentional headshots (discretion of the umpire)
- No ghost/volunteer runner.
- Stealing bases is permitted
- Pitcher must not bounce the ball on the roll above the kickers shin/knee area (umpires discretion)
 - Fast pitch allowed
 - Strike zone is one foot each way of home plate
 - 2 warnings then automatic ball
 - 3 balls= walk
- **NO METAL CLEATS**
- **NO FACE FIRST DIVES/ SLIDING**
 - Feet/ legs first on dives.
 - No trampling/ running over

Gimmies

- Gimmies can be purchased throughout the day at the gimme tent
- Gimmies can be used in any game, but some limits apply
- **Must be purchased before game**
- List of Gimmies
 - Extra Out
 - Grants you an extra out
 - Must be used before you get 3 outs, not after the 3rd
 - Can only be used once per game
 - Opposing team can counter card with their own to cancel
 - Homerun target
 - Free gimme, hitting target in home run fence grants extra run
 - Extra Run
 - Must be used before the 4th inning
 - **Must be purchased before the game**



 Tent/Tables

 Bleachers

 Porto potties

