

# 2025 League Sports, LLC TOURNAMENT - WELCOME PACKET



Dear Team,

Thank you for choosing League Sports LLC as your Summer Tournament destination. We are certain that you'll enjoy the beautiful Donald J. Flynn Park, and find that it has everything you need to enjoy your weekend!

Please take some time to review the following information. We recommend holding a team meeting, so all participants are fully informed of the facility policies and general information.

Whether this is your first tournament, or one of many, we wish you a memorable week of Kickball and family.

Sincerely,

*Michael Morris*

*Patrick Koneval*



# 2025 League Sports, LLC

## Summer Slam

### Kickball Tournament Rules

### Tournament Directors

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#### Age/Grade Requirement

Middle School (Grades 6-8), High School (Grades 9-12), Adult (18 and Over) Teams may include students of different grade levels and genders, provided they fall within the designated division. \*For example, a middle school team can consist of 6th, 7th, and 8th grade students (based on their grade at the start of the 2025–2026 school year). However, no team may include students in 9th grade or above.

#### Rosters

All rosters will be emailed ahead of time or uploaded on our website.

#### Facility Information

##### Climate / What to bring

Portable tents, chairs, and coolers are allowed inside the facility. We highly recommend keeping hydrated and wearing sunscreen at all times.

#### Parking

There is plenty of FREE parking available for all visitors. We are not responsible for any damaged vehicles or theft.

#### No Alcohol or Tobacco Products

Absolutely no alcohol or tobacco products will be permitted inside. Failure to comply with this regulation will result in being asked to leave the property.

#### Admission

There is no GATE FEE for either day of our tournament. We encourage family and friends to come to the complex to cheer on the athletes and show their support.



**Pets**

With the exception of service animals, pets are not permitted at the facility for liability reasons.

**First Aid**

There will be a basic first aid kit near the entrance with items such as a band-aids, ice packs, etc. Please see the table for any help if needed.

**Awards**

Individual trophies for championship teams

**Umpires**

All pool play, and single elimination games will have 1 umpire, including the championship game.

**Kickballs / Equipment**

Game ball will be provided by League Sports LLC for all games. Teams are to bring their own practice balls. All other Kickball and safety equipment is the responsibility of each team.

**Weapons**

Weapons of any type are strictly prohibited on the grounds. Anyone found to be in possession of weapons will be asked to leave the premises for the remainder of the tournament.

**Team Uniforms**

Teams are not required to bring and wear their own uniforms.



## Tournament Specific Rules

1. The point system will be in effect two (2) points for a win, one point (1) for a tie. Tie breakers; 1. Overall record (points), 2. Head-to-Head, 3. Runs Allowed, 4. Runs scored, 5. Coin Toss. Forfeits are scored 7-0. Head-to-Head is thrown out if the teams tied in points have not all played each other, or they have all beat each other in pool play.

**2. Home team is determined by a coin toss at the beginning of the game until your team is seeded.** Once your team is seeded the highest seed is the home team. This includes semi-finals and finals.

3. Standings will be posted, and updated via the webpage. It is important that each score is reported immediately after each game. Winning team is responsible for giving the final score to the home plate umpire.

### Game Play

Be prepared to start at least 20 minutes before scheduled game time. If the game before you ends before your scheduled start time, we could start up to 20 minutes early.

### Protest

Non-refundable protest fee of \$100 cash must be given to a tournament director before any judgment will be made on a protest. Umpire judgment calls remain the judgment of the umpire on the field. These will not be overturned. Protests on a specific play must be made before another pitch is delivered.

### Rain

If games are cancelled due to rain or bad field conditions 100% refunds will be given if 0 games are played due to weather. If only 1 game is played a 50% refund will be issued. If 2+ games are played, then no refunds will be given.

### Time Limits

Championship play does not have time limits, but the following time limits are in effect for all pool and semi-final games:

Games will consist of 7 innings or 55-minute time limit, whichever comes first (no new inning may start after the fifty-five-minute time limit). In the inning where a time limit is reached, the Home Team bats if the game is tied, or they are behind. The game immediately ends if the home team gains the lead, or 3 outs are made. If the home team has the lead when the visiting team makes 3 outs the game immediately ends. The game ends immediately if the home team is ahead and is batting when the time limit is reached. Pool Play games may end in a tie. Semi-Final games will have a time limit, but the Championship game will play a



complete 7 innings, and mercy rules still apply.

### **Mercy Rules**

12 runs after 3 innings (home team bats if behind), 10 runs after 4 innings (home team bats if behind) and 8 runs after 5 innings (home team bats if behind)

### **Sliding**

Malicious contact at any base is forbidden (umpire's discretion). Base runner must slide or avoid contact.

### **Shoes**

Rubber or plastic sheeted shoes only. No metal spikes, crocs, or sandals.

### **Batting Order**

A game may start with 8 players and if a 9<sup>th</sup> player arrives, they may be inserted into that 9<sup>th</sup> spot in lineup. If a team starts game with 8 players, the 9<sup>th</sup> spot will not be considered an out. However, once the first hitter bats a second time a 9<sup>th</sup> player may not be added. If a team has 7 or less players at game time it will be considered a forfeit. All players on the roster will kick.

If a player must leave the game due to injury that players spot will be skipped in the lineup if the team has no subs available to enter.

### **Complete Game**

For rain-out purposes or Any "Act of God" (example - rain- out, tornado etc.) a game is complete after 3 innings.

### **Ejection Policy**

Ejection / Suspension Policy: Manager/Coach/Score Keepers that are ejected from a game must leave the facility immediately and will be automatically suspended from the next game including semi-finals and championship games. Players that are ejected from a game will be automatically suspended from the next game including semi-finals and championship games. Parent / Fans that are ejected from a game must leave the facility immediately and will automatically be suspended for the remainder of the tournament.

### **Merchandise Sales Policy**

To ensure a focused and enjoyable experience for all participants and attendees, the sale of merchandise unrelated to the tournament is strictly prohibited. This includes, but is not limited to, clothing, accessories, food items, and any other goods not officially sanctioned by the tournament organizers. Violators of this policy may be subject to penalties, including removal from the event.



## Safety Guidelines

1. Players may not wear watches, rings, pins, or other jewelry. Bracelets and necklaces that have detachable safety closures are allowed. Coaches and Umpires are reminded to enforce this policy prior to the start of the game.
2. The managers of both teams and the home plate umpire are responsible for field safety.
3. HEADFIRST SLIDES are **NOT** encouraged in any age group.

## Concussions – League Sports, LLC Tournaments has implemented the National Federation of State High School Associations (NFHS) protocol.

“Any athlete who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by an appropriate health care professional in writing.” The umpires in charge of the game SHALL report the Team Name, Player Name and Jersey Number to the tournament director of any player removed from a game for possible concussion. Any player that is cleared by a health care professional (no concussion) can play the next day of the tournament. Any player that does have a concussion will not be allowed to play the rest of the tournament. The language above, which appears in all NFHS Sports rule books, reflects a strengthening of rules regarding the safety of athletes suspected of having a concussion. This language reflects an increasing focus on safety and acknowledges that the vast majority of concussions do not involve a loss of consciousness.

## Base Distance

The kickball bases will be 65 feet. The pitching strip is in the center of the diamond and will be 46 feet.



## Game Play

3 outs per half-inning. Players are considered 'out' if:

- Strike out; 3 strikes, or 2 foul balls after having two strikes on the kicker.
- Fly ball caught by defense.
- A throw out at a lead base. (force out)
- A runner tagged by the ball.
- A batter that 'double taps' the ball. (if the ball touches the batter again after the ball is kicked the batter is out).
- A runner is hit by a thrown ball. Avoid head-shots, if the runner is hit in the head, the runner is safe. However, if the runner slides or makes any unnatural move to be hit in the head - the runner is out.

"Pitchers hand rule" is always in effect; any time the pitcher has the ball within 5 feet of the pitcher slab, (umpire discretion) the play stops and the base-runners cannot advance. however, if both of the runners' feet are completely past the base then the runner may continue to advance.

The pitcher must pitch the ball at a reasonable speed and style that gives the batter a fair chance. ie: no overly fast balls and no overly bouncing balls. The umpire may call this out and start calling 'balls & strikes' if he/she feels it necessary. (just be respectful and have fun)

The catcher must NOT IMPEDE THE KICKER and STAY BEHIND THE back chalk-line of homeplate until the ball is kicked. (the catcher should not crowd the batter, give them enough room to kick).

The kicker is NOT allowed to kick the ball IN FRONT OF home plate line - if he/she does so, it is considered a foul ball with the option for the defense to decline the foul ball and take the resulting play.

**BATTING LINEUPS MUST STAY IN ITS ORIGINAL ORDER THROUGHOUT THE ENTIRE GAME.**

**NO leading-off BASES.**

**NO stealing BASES until the ball is kicked.**

Slide at your own risk, sliding can be unsafe and cause injury! if players choose to slide they do so at their own risk. they are not automatically out.



A runner can be called 'out' if they intentionally run more than 3 feet outside the base path while trying to avoid a tag/defender.

A runner may run more than 3 feet outside the base path while rounding the bases if they do so naturally with momentum. However, if the runner is already 3-feet or more outside the base path while rounding then proceeds to go further outside the path while attempting to avoid a tag/defender then the runner may be called as 'out'.

A dropped fly ball cannot account for more than one out. Similar to an 'infield fly rule'. Defenses cannot intentionally drop a fly ball to get a second out. If this occurs, only the lead base runner would be considered out. However, if another base runner tries stealing additional bases, it is fair-game for the defense to get the extra out.

If a team has THE FULL 10 players on defense, they must play a catcher.

If a team has THE 10 players on defense, they must play four outfielders.

"Tagging up" - a base runner must touch their base they started on any time a defender catches a fly ball.

If a ball is caught, the runner may 'tag up' and run as soon as the first defender touches the ball.

If the defender bobbles the ball the runner does not have to wait for the defender to fully make the catch.

If one defender bobbles the ball and another defender catches the ball, the runner does not have to wait for the 2nd defender to fully make the catch; the runner may 'tag up' as soon as the first defender touches it.

This eliminates any purposeful bobble and makes a 'clean catch' the best play.

INTERFERENCE MAY BE CALLED on a BASE RUNNER if they INTERFERE WITH A DEFENDER TRYING TO MAKE A PLAY. (THE BASE RUNNER WOULD BE CALLED AS 'OUT').

INTERFERENCE MAY BE CALLED on A DEFENDER if they INTERFERE WITH THE BASE RUNNER **RUNNING TO FIRST BASE**. (THE RUNNER WOULD BE CALLED AS 'SAFE').



If a player is injured, or for some reason cannot run the bases, a "pinch runner" may be used. The pinch runner is always the last player 'out' of the same gender on the batting team. If a Pinch Runner is needed for the batter, the pinch runner will start from home plate and can begin running to 1st base once the ball is kicked.

## **Bunt Rules**

- Each team gets one 'bunt' per inning.
- A kick is considered a 'bunt' if the umpire determines it to be an 'intentionally short kick'.
- The 'bunt rule' we treat like the 'strike zone' in baseball - everyone should understand that it is a gray area. **please do not argue with the umpire - their decision is always final.**
- The umpire will call out a bunt so both teams know it has been used.
- Any additional bunt is considered a foul ball.
- Any ball that is 'stopped' with the foot, instead of touched in a bunt manner results in a foul ball.



## Our sponsors!



Thank you for choosing League Sports LLC Summer Slam Kickball Tournament.

Play hard, have fun, and good luck!



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