



The 2010 WAKA® Founders Cup® XIII World Kickball Championship® Tournament October 9, 2010

Guidelines

WAKA's Founders Cup® World Kickball Championship® tournament provides the ultimate level of kickball competition for players and spectators alike. The tournament starts and ends on the same Saturday, October 9, 2010. The World Kickball Championship team is crowned that night at an on-field celebration.

TEAM QUALIFICATION

A team must meet the following criteria to be eligible to play in the tournament:

- 1) Be a properly registered team in a WAKA division with properly registered players in the division; AND
- 2) Have accrued fewer than 3 forfeits of any kind during the qualifying regular season; AND
- 3) Have not been disqualified from tournament play for any reason including unsportsmanlike conduct, or playing a non-registered or improperly registered person for that specific team, season, and division during an official division game (See Official WAKA Rules, Rule 7.05); AND
- 4) Have completed a standard WAKA regular season and completed a Division Tournament by the tournament qualifying deadline date of: August 13, 2010*; AND
- 5) Is the Division Tournament champion, or Division Tournament runner-up, or received a special invitation from WAKA.

** If a division's season ends after August 13, 2010 then eligible teams will be considered for the 2011 tournament.*

TEAM INVITATIONS AND REGISTRATION FEE

Eligible teams will be ranked by the Tournament Selection Committee (the Committee). The only game statistics the Committee may use to determine invitation ranking will come from the Division Tournament games such as Division Tournament runs allowed, and Division Tournament runs scored. Regular season game statistics will not be considered in invitation ranking. Invitations will be offered to teams in that ranking order only for available team spots. (This will remove any land-rush situations.) Captains/Co-Captains receiving an invitation will have 48 hours to accept or decline the invitation. Invitations that are not accepted after 48 hours will be abandoned and forfeit, and that team spot will be offered to another team in the ranking. All invitations will be extended, received, and processed via email and/or the kickball.com website.

The basic team registration fee package costs \$750, includes field and tournament admission and round-trip transportation between the field and host hotel on game day. This fee is payable upon acceptance of an invitation. (This

must be charged to a single credit card.) Other upgraded team packages may also be available upon accepting an invitation. All packages will be listed at the kickball.com website for preview before invitations are extended.

Invitations will be extended to the Division Tournament winning teams in the ranking order via the schedule below.

- August 17, 2010 at 12:00 noon Eastern Time: 60 team spot invitations will be extended to the first 60 teams in the ranking. Invitees have 48 hours to accept or decline the invitations.

- August 19, 2010 at 12:00 noon Eastern Time: All team spot invitations must be accepted by this time, any invitations that have not been accepted will be forfeited and the team spot will be offered to another team.

- August 20, 2010 at 12:00 noon Eastern Time: Declined or forfeited team spot invitations will be offered to the next set of eligible teams in the ranking. Invitees have 48 hours to accept or decline the invitations.

- August 22, 2010 at 12:00 noon Eastern Time: All team spot invitations extended on August 20 must be accepted by this time, any invitations that have not been accepted will be forfeited and the team spot will be offered to another team.

The invitation process will continue until all team spot invitations have been accepted. Any necessary further invitation schedule dates will be posted at kickball.com.

Special Invitations:

Each final-four team from WAKA's 2009 Founders Cup XII World Kickball Championship tournament will receive a special invitation to the 2010 tournament provided the following criteria are met:

- 1) The team has to be registered within the eligible time period under the same team name as was used in the 2009 Founders Cup XII World Kickball Championship Tournament; AND
- 2) The team must be comprised of at least 51% of the players from that 2009 qualifying division-season roster.

In the event the 2009 World Kickball Championship team meets the special invitation criteria and accepts its invitation, WAKA will provide its registration free of charge. (This offer is only extended to the championship team.)

Part of the 2010 World Kickball Championship team prize package will include this same free registration opportunity for the 2011 tournament (offer is non transferable or exchangeable regardless of ability to meet team criteria or attend).

All players participating in the tournament must be registered on the roster for the specific division and season during which their team qualified, and for which the tournament invitation was accepted. Players who have played in another division or season with a qualifying team are not permitted to participate if they are not on the qualifying roster.

CHECKING-IN AND RECEIVING WRISTBANDS IN LAS VEGAS

All teams must check-in for the tournament at the Platinum Hotel or on the field before the start of the first games in order to participate in the tournament. All players must bring with them a valid government-issued photo ID, be properly registered on their team and division, on the team's official roster for the participating season, and must wear an official WAKA-issued team shirt of the correct color during all games. Teams may not print their own shirts for game day. (See Attachment A of this document.) Players failing to meet any of the above requirements will not be allowed to participate.

Any player who registers to play on multiple rosters for the Founders Cup must chose 1 team to play with until that team is eliminated. Only after the primary team is eliminated will the player be permitted to begin play with their secondary team, at the beginning of the secondary team's next scheduled game. Players in this situation must declare their primary team to the WAKA Representative at the registration check-in table on the day of the tournament.

All players will be issued a wristband at check-in and must keep the wristband on for the entirety of the weekend to ensure game participation, access to the park, and access to other associated events.

TOURNAMENT STRUCTURE

The 2010 WAKA Founders Cup XIII World Kickball Championship Tournament consists of two phases: the Pool Play phase and the Elimination Bracket phase, which culminates in the final championship game. The structure of the pools and brackets will be determined by WAKA and announced once the number of participating teams has been finalized.

Pool Play Rankings

Participating teams will be ranked and placed into pools by the Tournament Selection Committee. The only game statistics the Committee may use to determine pool ranking will come from the Division Tournament games. Regular season game statistics will not be considered in pool ranking.

Determining Home Team

Throughout all tournament games, the team with the higher starting seed has the option to choose Home or Away status, and therefore whether or not they will kick first in the first inning.

Length of Game and Ties

The following guidelines will apply during the Pool Play phase:

- 1) All games shall consist of 5 innings unless falling into the below categories.
 - a) At the end of the third inning or at the end of any full inning thereafter a team up by 12 or more runs automatically wins the game and the game is over.
 - b) The game may be called after 3 or 4 complete innings if there is no time to complete another inning within the allotted time of 50 minutes. Game-play time will be monitored by WAKA and enforced by the tournament referees. (Any inning that starts must be completed. The bottom of the final inning is unnecessary if the Home team is ahead. Teams deliberately delaying the game may be warned and sanctioned as necessary by the tournament referee.)
- 2) Games may end in a tie score during Pool Play.

The following guidelines will apply during the Elimination Bracket phase:

- 1) All games shall consist of 5 innings unless falling into the below categories.
 - a) At the end of the third inning or at the end of any full inning thereafter a team up by 12 or more runs automatically wins the game and the game is over.
 - b) The game may be called after 3 or 4 complete innings if there is no time to complete another inning within the allotted time. The allotted time will be determined by WAKA and enforced by the tournament referee. (Any inning that starts must be completed. The bottom of the final inning is unnecessary if the Home team is ahead. Teams deliberately delaying the game may be warned and sanctioned as necessary by the tournament referee.)
- 2) In the event of a tie score after 5 innings, extra full innings shall commence until a winner is determined or until the allotted time expires. Each extra inning should be played with these modifications:
 - Place the last kicker from the previous inning on second base
 - Only 8 players on the field for the defense consisting of 4 men and 4 women
 - All kickers start with an unmodified count (0 balls, 0 strikes, 0 fouls)

If a winner is not determined at the end of the first extra inning, additional innings can begin up until the 70 minute mark of game play. On-site WAKA tournament staff have authority to determine if time and/or daylight permits additional extra innings to be played.

Rock-Paper-Scissors [RPS]

If the game is still tied when time elapses during an Elimination Bracket game, regardless of the number of innings played, play must stop and a winner must be determined using the RPS procedure. RPS shall be played out as follows: 3 representatives from each team shall pair off and play head-to-head best 2 out of 3. The team that wins two rounds of these pairings shall win the kickball game and advance in the tournament.

Advancing from Pool Play

The winner of each pool will advance from Pool Play to the Elimination Bracket. The winner is the team with the best Pool Play record, using the same Win/Loss/Tie/Forfeit ranking weight used to determine standings for Division Tournaments according to the WAKA Division Tournament Guidelines. If space allows, the pool runners-up may also be considered for advancement to the Elimination Bracket.

In the event of a Tie within a pool, the following steps shall be taken:

- 1) The team that won the head-to-head match shall advance.
- 2) If criterion #1 is inconclusive, the team with the fewest total runs allowed in their pool games shall advance.
- 3) If criterion #2 results in a tie, the team with the most total runs scored in their pool games shall advance.
- 4) If criterion #3 results in a tie, the team with the higher starting seed shall advance.

In the event of a 3-way tie (or more) for an Elimination Bracket spot, the above criteria will be applied until any one team can be advanced or eliminated from the tie. If 2 or more teams remain tied, the process will be restarted from the top of the applicable criteria list.

Forfeits and Mutual Forfeits

In the event of a forfeit, the result shall be recorded as a **5-0** win for the opposing team, in addition to the "standings points" lost by the forfeiting team. If BOTH teams forfeit the game for any reason, both teams record a 5-0 loss. A mutual forfeit during the Elimination Bracket phase results in both teams being eliminated from the tournament and the next opponent in the bracket winning their game by forfeit.

Team Structure and Injury

To further clarify the TEAM rules (Kickball: Official Rules of the Game, Section 5) the following guidelines will apply regarding player sex distribution and injuries:

- 1) A team without the proper minimum of 4 players of each sex available and ready to play at game start time forfeits the game.
- 2) A team that does not have the proper minimum of 4 players of each sex participating at any time during the game forfeits the game.
- 3) Teams are permitted to play a subset of their participating tournament roster in any given game. Captains must exchange a kicking order that includes all players who will be participating in the current game.
- 4) Additional players "on the bench" for a given game may NOT be added to the kicking order or substituted into that game for any reason, including injury to a starter. If an injury during a game causes a team to be unable to field 4 players of each sex on defense, this will result in a forfeit and loss of that game. Teams that bench players do so at their own risk.
- 5) WAKA reserves the right to refuse play to any injured player and remove that player from the game. Players removed from a game in this manner may not return to or play in any WAKA kickball game that day. A player removed during a game for injury will be skipped in the kicking order.
- 6) Only runners who are injured while traveling to a base, and who successfully make it to a base may be substituted. The substitute runner must appear on the team's kicking order for the game in progress, and be of the same sex as the injured player. A specific runner may be substituted only twice during a game; upon the second substitution, that player will be removed from the game and no longer allowed to participate (see Rule 17.06).
- 7) Rule 5.05b addressing late-arriving players may only be invoked for a given team's first game of the tournament schedule, after which it is not applicable to tournament play.
- 8) A team playing a non-registered person, an improperly registered person, or a person not registered on the Tournament roster will immediately be removed from the tournament and may be asked to depart the park (see Rule 7.05).

Additional Game Play Notes

- 1) For the purposes of the tournament, any and all athletic gloves are considered performance-enhancing and are not allowed per Rule 2.03.
- 2) Intentional walks are permitted, but are not automatic - all pitches must be physically pitched.
- 3) Special note on Rule 10.03: Effective 2010 in all Founders Cup and WAKA Division Tournament games, if the 3rd and final out of an inning is recorded due to a base runner being off base when a pitched ball is kicked, or due to a runner standing on the Extra Base (when one is in use), that will conclude the plate appearance for the player at kick, and the subsequent kicker will lead off that team's next inning of kicking. This directive is not applicable to the 1st or 2nd out of an inning, nor at this time to divisional regular season games.

RESOLVING CONTROVERSIES OVER RULES

Regardless of the high emotions that tournament play can instill, proper civility and respect must be observed by all players and referees toward one another at all times. Only Captains and Co-Captains may discuss calls with the tournament referees, and all players must accept the final ruling of the referees. Referees may seek clarifications from WAKA Field Managers at their own discretion..

In the event a tournament referee consults a WAKA Field Manager but remains uncertain of the correct final ruling for a situation, the referee will issue a final ruling using his/her own best judgment (see Rule 3.07). Under no circumstances should a rules issue cause a game to be suspended or replayed, nor should a result be overturned due to subsequent clarification. Tournament game results will stand as they are determined on the field at the scheduled time.

SPIRIT OF THE GUIDELINES AND REGULATIONS

WAKA intends all tournament participants and spectators to enjoy themselves through the experiences in this specially created fun environment. Proper sportsmanlike conduct is required of all participants throughout the entirety of the tournament. Similarly, proper conduct is required of all spectators throughout the entirety of the tournament. Please contact your WAKA Customer Service Representative if any of these regulations are unclear. If necessary, WAKA will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these regulations. These regulations are subject to change without notice. All other rules governing game play are defined at kickball.com.

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ATTACHMENT A

Tournament Clothing And Accessory Policy

All clothing and accessories brought and/or worn at the tournament park on the day of the tournament is subject to review by WAKA. Any attendee displaying unapproved sponsors, organizations, logos, phrases, words, graphics, pictures, etc. may be banned from the games and/or park without refund.

Tournament participants must properly wear and display official WAKA team shirts during game play. There are two official WAKA team shirts that WAKA provides:

- A) the WAKA-issued cotton team shirt in the color assigned to the invited team, and
- B) the WAKA-issued performance athletic dry fit shirt obtained through the WAKA store or an upgraded registration package that matches the team color and is approved for use in tournament play.

Game play shirts may be reasonably altered but must properly retain and display all text and graphics as originally issued. As with all clothing and accessories at the tournament park, altered team shirts are subject to review and approval by WAKA.

Questions pertaining to game shirt colors or other details may be made to tournamentshirts@kickball.com no later than 15 days before the tournament date.