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# WAKA® World Kickball Championship® Guidelines

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## FOUNDERS CUP WORLD KICKBALL CHAMPIONSHIP FORMAT AND TEAM QUALIFICATION

The ultimate level of kickball competition can be found at the WAKA® FOUNDERS CUP® WORLD KICKBALL CHAMPIONSHIP® Tournament, to be held October 10, 2009. The Founders Cup Tournament is scheduled to start and end on the same Saturday, and is celebrated that night at an on-field celebration event to crown the World Kickball Championship team.

To be eligible to play in the Founders Cup, a team must meet the following conditions:

- 1) Be a properly registered team in a WAKA division with properly registered players in the division; AND
- 2) Have accrued fewer than three (3) forfeits of any kind during the qualifying regular season; AND
- 3) Have not been disqualified from Tournament play due to unsportsmanlike conduct, or for fielding a non-registered person, an improperly registered person, or a person not registered on that team, division, and season, during an official division game (See Official WAKA Rules, Rule 7.05), AND EITHER
- 4) Have completed a standard WAKA regular season and completed a Division Tournament, and be the current champion or runner-up of the Division Tournament by the Tournament qualifying deadline date: August 13, 2009\*, OR
- 5) Have completed a standard WAKA regular season and finished 1<sup>st</sup> in the season's official standings (as defined in the WAKA Division Tournament Guidelines) by the Tournament qualifying deadline date: August 13, 2009\*; AND
- 6) Have received an invitation to the WAKA Founders Cup World Kickball Championship from WAKA.

\* If a division's season ends after 8/13/09, eligible teams will be considered for the 2010 games.

### **Team Invitation And Deposit**

Each WAKA team meeting the Team Qualifications listed above will be eligible to participate in the World Kickball Championship. Eligible teams will receive an invitation by email from the WAKA Events Department on August 18, 2009 to participate in the Founders Cup World Kickball Championship. A team Captain or Co-Captain must accept the World Kickball Championship invitation by August 25, 2009, via the WAKA website at [kickball.com](http://kickball.com). Only the team Captain or Co-Captain will have the ability to accept the Tournament invitation.

Invitation acceptance for the World Kickball Championship consists of submitting a \$500 refundable security deposit per team via the WAKA website at [kickball.com](http://kickball.com). Teams will surrender the deposit if they have accepted the invitation to participate in a World Kickball Championship via the WAKA website, and rescind or forfeit for any reason from the Tournament at any point prior to the first scheduled game. The refundable deposit is a \$500 charge on a single credit card. The \$500 will be refunded in full after the tournament provided the Team participates as outlined above.

Teams that receive invitations will be accepted on a first come first served basis. Once the Tournament fills to capacity, a first come first served waiting list will be created. If an approved team drops out of the Tournament, the next team on the waiting list will be accepted to the Tournament.

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.

### **Founders Cup Location and Check-In**

All details regarding the location and schedule of the Founders Cup will be posted on the WAKA web site at [kickball.com](http://kickball.com) as the date approaches.

All teams must check-in for the Tournament at the WAKA Host 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. Players failing to meet any of the above requirements will not play.

Any player who registers to play on multiple rosters for the Founders Cup must chose one (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 Registration Check-In on the day of the Tournament.

All players will be issued a wristband and must keep the wristband on for all games.

### **FOUNDERS CUP WORLD KICKBALL CHAMPIONSHIP RANKING**

Participating teams shall be seeded according to their Combined Win Percentage, derived from the Regular Season and Division Tournament Win-Loss-Tie-Forfeit (WLTF) records for the season in which they qualified. (See WAKA Division Tournament Guidelines for details.)

If two or more teams have identical Combined Win Percentages, the following steps will be taken until a winner is determined:

- 1) The team with the better **Division Tournament Record** for the qualifying season receives the higher rank.
  - In the case of Division Champions, a greater number of Division Tournament Wins is considered better.
- 2) If criteria #1 results in a tie, the team with the lowest **Combined Average Runs Allowed** (total runs allowed in regular season and Division Tournament, divided by total number of games played) receives the higher rank.
- 3) If criteria #2 results in a tie, WAKA officials will play out a best 2 out of 3 'Rock, Paper, Scissors' to make the final determination.

### **GAME STRUCTURE AND MANAGEMENT**

The Founders Cup World Kickball Championship 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.

### **Determining Home Team**

In all games of the Founders Cup World Kickball Championship, 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.

## **Length of Game and Ties**

The following guidelines will apply during Pool Play:

- 1) All games shall be five (5) inning games 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 (50 minutes). Game-play time will be monitored by WAKA and enforced by the Certified Tournament Referees. (Any inning begun 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 Certified Tournament Referee.)
- 2) Games may end in a tie score during Pool Play.

The following guidelines will apply during Elimination Bracket games:

- 1) All games shall be five (5) inning games 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 Certified Tournament Referees. (Any inning begun 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 Certified 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 (1) from the previous inning on second base
  - **Only 8** players on the field for the defense – 4 of each sex
  - 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 has 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 Rock, Paper, Scissors 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 WLTF weight used to determine standings for Division Tournaments according to the WAKA Division Tournament Guidelines.

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 **Higher Starting Seed** shall advance.

In addition to the Pool Winners, some number of Pool Runners-Up may advance as Wild Cards, depending on the final structure of the Pools and Brackets as determined by WAKA.

If two or more teams are Tied for a Wild Card slot with the same Pool Play Record, the following steps shall be taken:

- 1) The team with the fewest **Total Runs Allowed** in their Pool games shall advance.
- 2) If criterion #2 results in a tie, the team with the **Higher Starting Seed** shall advance.

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 Elimination Bracket play 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 four (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 four (4) players of each sex participating at any time during the game forfeits the game.
- 3) WAKA reserves the right to refuse play to any injured player and remove that player from the game. Players removed from the game in this manner may not return to or play in any WAKA kickball game that day.
- 4) An injured player may only be replaced with a team member of the same sex (see Rule 17.01).
- 5) Only runners who are injured while traveling to a base, and who successfully make it to a base may be substituted. A runner may be substituted only twice during the game, upon the second substitution the player will be removed from the game and no longer allowed to participate (see Rule 17.06).
- 6) If a player checks in late, they must be placed at the bottom of the roster (see Rule 5.05b).
- 7) 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 World Kickball Championship (see Rule 7.05).

### **RESOLVING RULES CONTROVERSIES**

While emotions can run high during playoffs, 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 Certified Tournament Referees, and all players must accept the final ruling of the Certified Tournament Referee. Referees may seek clarifications from WAKA Field Managers at their own discretion.

In the event that the Certified Tournament Referee consults a WAKA Field Manager but remains uncertain of the correct final ruling for a situation, the Referee must still 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. Playoff game results will stand as they are determined on the field at the scheduled time.

### **SPIRIT OF THE REGULATIONS**

The spirit of these regulations is to ensure enjoyment of all participants of the World Kickball Championship through a fun environment. All games are to be played in a sportsmanlike manner. If unclear about any part of these regulations, please contact your WAKA Regional Representative for explanation. 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](http://kickball.com).

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