



# The 2018 CLUBWAKA® Founders Cup® XXI World Kickball Championship® Tournament October 6th, 2018

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## FOUNDERS CUP GUIDELINES

CLUBWAKA'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 Saturday, October 6, 2018. 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 receive an invitation to play in the tournament:

- 1) Be a properly registered team in a Founders Cup-eligible CLUBWAKA League (or Regional Tournament) with properly registered players in the League/Tournament; 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 League during an official League game (see CLUBWAKA Policies at kickball.com, "Roster Violations" section); AND
- 4) Have completed a standard CLUBWAKA regular season and completed a League Tournament (or Regional Tournament) within the 2018 Qualifying Period\* (September 2, 2017 to September 1, 2018); AND
- 5) Have qualified for an invitation via any of the following means:
  - a. CLUBWAKA League play, according to the Founders Cup Eligibility policy (as stated on the corresponding Season of Play webpage at kickball.com);
  - b. CLUBWAKA Regional Tournament play (see Attachment B);
  - c. a special invitation from CLUBWAKA (see Special Invitations below).

*\* If a League's season ends outside the Qualifying Period, the Tournament Selection Committee may consider these leagues for the 2018 tournament on a case by case basis. Teams using a late-qualifying roster may not also use that roster for 2019 consideration. If the 2018 Tournament is filled to capacity before the cutoff date, all Teams qualifying after that point will be considered eligible for the 2019 Tournament. Teams interested in participating in the World Kickball Championship should email [tournaments@kickball.com](mailto:tournaments@kickball.com) with eligibility questions.*

## TEAM INVITATION & REGISTRATION PROCESS

Invitations are managed by the Tournament Selection Committee (the Committee). Qualified teams (and teams expecting to qualify within the Qualifying Period) may request invitations beginning in June and continuing through September or until all available slots are filled. All invitations will be extended, received, and processed via email and/or the [kickball.com](http://kickball.com) website.

The invitation process is as follows:

1. A Team Captain or Co-Captain requests an invite by emailing [tournaments@kickball.com](mailto:tournaments@kickball.com) with the name of the team and the CLUBWAKA League and Season of Play (or Regional Tournament) through which the team has qualified, or expects to qualify.
2. Requested invitations are validated and issued in batches. All system-designated Captains and Co-Captains of the invited roster are notified via email with instructions on accepting the invite, registering themselves, and forming the Group their players may then join. Forming a Group does not guarantee a slot in the tournament.
3. These provisional Groups are promoted to confirmed Team status in batches of five (5) as the following criteria are met:
  - A. The Group reaches the minimum player quota for Founders Cup play: **fourteen (14) players with a minimum of five (5) of each gender** (see Gender Identity Policy below).
  - B. The invited team achieves their projected qualification (if not qualified in advance).

Groups meeting these requirements will be queued for promotion in the order in which they achieve their minimums. All players are subject to validation of their eligibility (see Roster Qualification and Free Agency, below).

If a Group reaches their minimum but has not yet earned their qualification, their slot shall be reserved pending the resolution of their designated qualifying League or Regional tournament. If necessary, other qualifying Groups will be kept in a queue to promote as needed to fill available slots.

Once promoted, Teams may continue to register additional players (subject to validation) until the final Registration deadline. All deadlines in the registration process will be disclosed in emails and on [kickball.com](http://kickball.com) as the process unfolds.

### **Gender Identity Policy**

All participants shall be eligible to participate in a CLUBWAKA activity/program in a manner that is consistent with their gender identity, under the following conditions: The participant provides an official record, such as a driver's license, passport, or revised birth certificate, demonstrating legal recognition of the assigned sex.

### **Registration Fees and Refund Policy**

The registration fee will be assessed on a **per-player basis**, and payable by the individual player upon registration for the Tournament. The fee will increment over time, as detailed on the Founders Cup webpage at [kickball.com](http://kickball.com).

If a Group cannot reach the minimum threshold while tournament slots are available, or if they withdraw their bid before being promoted, the players registered to the Group will be refunded and the tournament slot will be released. Once a Group is promoted to the status of confirmed Team, all Team player registrations will become non-refundable.

### **Special Invitations**

The two (2) Finalist teams from CLUBWAKA's 2017 Founders Cup World Kickball Championship tournament will receive a special invitation to the 2018 tournament provided the following criteria are met:

- 1) The team must register for a CLUBWAKA league or Regional Tournament playing within the 2018 Founders Cup Qualifying Period (though they need not qualify for a new invite with that roster); AND
- 2) That roster must include at least 8 players from their 2017 Founders Cup roster.

In the event a 2017 World Kickball Championship Finalist meets the special invitation criteria and accepts its invitation, CLUBWAKA will waive the registration fee (including Party Wristband Package) for all returning players from the 2017 Founders Cup roster. Teams accepting special invitations must also secure their Team slot by reaching the minimum roster threshold (see above), and are subject to the same roster restrictions and rights as other teams (see Roster Qualification).

## **ROSTER QUALIFICATION**

All players participating in the tournament must be registered on the team roster for the specific league and season of play from which their team qualified, and for which the tournament invitation was accepted. It is further required that each player be an active participant in the invited league and season, as determined by CLUBWAKA. So-called "ghost" players, who appear on the league roster but do not physically play in that season, are not eligible for the invited team's Founders Cup roster. An active player will be defined as an individual who is in attendance for games in at least 3 weeks of the season. (Double headers on a game night will still count at 1 week's worth of attendance). The Committee has final authority on what players are deemed eligible for Founders Cup.

If the same team (as determined by the Committee) qualifies for an invitation in more than one league and/or season of play within the qualifying period, they will be permitted to designate the qualifying roster with which to accept; however, they will not be permitted to combine personnel from their various rosters (except as may be allowable via Free Agency – see below).

A team that has already qualified within the qualifying period but expects to qualify a second time may request their invite for the in-progress season (or upcoming tournament), using their older qualified roster as a backup. Once their projected qualification opportunity is resolved, their Founders Cup roster must fully pass validation against whichever single roster prevails as the basis for the invitation. Captains are warned: switching the invitation basis of an already-registering Group may cause previously roster-eligible players to count as Free Agents, and if the Free Agent quota is exceeded, may cause some registered players to become ineligible for the Founders Cup roster.

Each participating player may only appear on one (1) Founders Cup Tournament roster.

## **FREE AGENCY**

In addition to the active participants on their invited league roster, teams may include on their Founders Cup roster up to seven (7) "free agent" players. No more than five (5) of a team's free agents may be of the same gender.

A CLUBWAKA Player is eligible as a free agent if he/she meets ANY of the following criteria:

- 1) The player was registered for and participated in the same league and season of play as the invited team;

- 2) The player has an established CLUBWAKA history with the invited team, being absent from the invited roster due to reasons such as relocation, pregnancy, military duty, illness or injury.

Each free agent may only appear on one (1) Founders Cup Tournament roster. The Committee has final authority on what players are deemed eligible for free agency.

For information on free agency parameters for Regional Tournament qualifiers, see Attachment B.

## **ALL-TOURNAMENT GUIDELINES**

In this section, all items are presumed to apply to the Founders Cup and Kickball Open tournaments, as well as Regional Tournament play, unless otherwise specified here or elsewhere.

### **CHECKING-IN AND RECEIVING WRISTBANDS**

All players must check-in for the tournament at the host hotel or specific social events on Thursday or Friday or by 8 AM Saturday on the field in order to participate in the tournament. All players must bring with them a valid government-issued photo ID, and be properly registered on their Founders Cup qualified team.

Teams may not print their own shirts for game day. (See Attachment A of this document.) Players failing to meet any of the guidelines may not be allowed to participate.

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 specified social events. All team Captains/Co-captains may be asked to assist with roster checks throughout the tournament.

Players must have a valid photo ID with them at all times during game play for possible roster checks. Those players without ID may be removed from game play until proper identification is shown to a tournament representative.

### **TOURNAMENT STRUCTURE**

The CLUBWAKA Founders Cup 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 the Committee and announced once the number of participating teams has been finalized, in September. Structure of pool play and brackets are subject to change without notice based on attendance of all Founders Cup participants. CLUBWAKA will limit changes as much as possible.

Teams participating in Founders Cup will be required to volunteer some players on their roster for base referee duty during an hour their team is idle. For more information, see Attachment C.

### **Pool Play Rankings**

Participating teams will be ranked and placed into pools by the Committee. The Committee shall take into account such factors as past performance at Founders Cup, performance in CLUBWAKA League & Regional Tournaments (including strength and size of League and region, as well as tournament statistics), and geographical diversity. Regular season records and statistics will not be considered.

### **Determining Home Team**

Throughout all tournament games, the team with the higher starting seed has the option to choose Home or Away status. The Away team kicks first, the Home team kicks in the bottom of all innings.

### **Length of Game and Ties**

The following guidelines will apply during the Pool Play phase:

- 1) All games shall consist of five (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 will be concluded after 3 or 4 complete innings if there is no time to complete another inning within the allotted time of 50 minutes from the start of the game.
    - i. Game-play time will be monitored by CLUBWAKA and enforced by the tournament referees.
    - ii. Any inning begun must be completed except as follows, per Rules 7.01b & c:
      - a. The bottom half of the final inning will not be played if the Home team is ahead;
      - b. Games in the bottom of the final inning will end instantly if the Home team takes the lead.
    - iii. Teams deliberately delaying the game may be warned and sanctioned as necessary by the tournament referees.
- 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 five (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 will be concluded after 3 or 4 complete innings if there is no time to complete another inning within the allotted time.
    - i. The allotted time will be determined by CLUBWAKA and enforced by the tournament referees.
    - ii. Any inning begun must be completed except as follows, per Rules 7.01b & c:
      - a. The bottom half of the final inning will not be played if the Home team is ahead;
      - b. Games in the bottom of the final inning will end instantly if the Home team takes the lead.
    - iii. Teams deliberately delaying the game may be warned and sanctioned as necessary by the tournament referees.
  - c) For the Semi-Final round and the Championship Game only, games shall consist of six (6) innngs. (Not applicable to the Kickball Open.)
- 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 CLUBWAKA 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 win percentage, using the same Win/Loss/Tie/Forfeit ranking weight used to determine standings for League Tournaments according to the CLUBWAKA League Tournament Guidelines.

In the event that 2 or more teams in a pool finish pool play with records of identical win percentages, the following steps shall be taken:

- 1) The team that won the head-to-head match shall advance. (Applicable only to 2-way ties.)
- 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 tie consisting of 3 or more teams, the above criteria will be applied until any one team can be advanced from the tie, at which point the remaining tied teams will be re-evaluated from the top of the applicable criteria list. 2-way ties within inconclusive tiebreak steps will be co-advanced and settled by their head-to-head record, if possible.

Depending on the final number of participating teams, and resulting structure of the pools and brackets (see Tournament Structure), pool runners-up and/or additional "wild card" teams may be advanced to the Elimination Bracket.

### **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, Injury, and Substitutions**

The following Guidelines further clarify Section 16 of the CLUBWAKA Official Rules as applicable to Tournament play, and supercede Rule 16.06 regarding substitutions:

- 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 (provided also to the Head Referee) that includes all players who will be participating in the current game, and any players “on the bench” who will be eligible to enter the game as substitutes (see item 6 below).
- 4) 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.
- 5) CLUBWAKA 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 CLUBWAKA kickball game that day. A player removed during a game for injury will be skipped in the kicking order.
- 6) If a Team elects to use designated “bench” players as available substitutes (per item 3 above):
  - a) A maximum of 4 substitutions in the kicking lineup may take place per game, with no more than 3 of the same gender.
  - b) Once a player is substituted out he or she can no longer participate in the game offensively or defensively.
  - c) Substitutions may only occur with players who are designated “on the bench” in the original kicking lineup exchanged before the game.
  - d) Substitutions must be declared by a Team Captain to the Head Referee and an opposing Team Captain, and may occur at any time a play is not in progress, while the team is batting or fielding. Any pitch count for an at-kick in progress is inherited by the bench player substituting in.
  - e) Teams that opt for a “bench” may not make use of substitute runners from the active roster (see item 7 below). Any runner substitutions must come from the bench, and if no bench players remain, then a runner unable to continue will be considered Out.
- 7) Teams that opt to play their entire available roster (i.e., with no “bench” players) may instead make use of runner substitutions from their active roster:
  - a) Only runners who are injured while traveling to a base, and who successfully make it to a base may be substituted.
  - b) 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.
  - c) 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.
- 8) The CLUBWAKA Policy 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 (see CLUBWAKA Policies, “Late-arriving players” section).
- 9) 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 CLUBWAKA Policies, “Roster Violations” section).

### **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) If the 3rd and final out of an inning is recorded due to improper positioning of a base runner (such as in Rule 10.03 or 1.06d), 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.
- 3) Special Tournament rule on Encroachment. These rule variances modify and supersede section 8.02 of the official CLUBWAKA Rules:
  - a) no Warnings will be issued for Position Infractions (of any kind);

- b) for any pitch taken while a Position Infraction is occurring, the kicker will be awarded first base, or the kicking team may elect to continue with the plate appearance, with the pitch counted as a Ball;
- c) for any pitch kicked while a Position Infraction is occurring, the play will proceed as live. Once the play is concluded, the kicking team will be given the option to accept the outcome of the play, or to nullify the resulting play in favor of the kicker being awarded first base;
- d) for b and c above, the Captain of the team at kick will speak for the team and communicate the chosen option to the head referee.

4) Special Tournament rule on Foul Ball count. Rule 14.02a is amended to state that “An out is a count of three (3) strikes or three (3) fouls.”

## **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 CLUBWAKA Field Managers at their own discretion.

In the event a tournament referee consults a CLUBWAKA 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 3.05). 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**

CLUBWAKA 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 CLUBWAKA Customer Service Representative if any of these regulations are unclear. If necessary, CLUBWAKA 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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# 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 CLUBWAKA. 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 CLUBWAKA team shirts during game play.

These are the official CLUBWAKA team shirts:

- a) the team shirt purchased with the league registration in the color assigned to the player on the qualifying roster
- b) the performance athletic dry fit shirt purchased with the league registration in the color assigned to the player on the qualifying roster
- c) a cotton shirt or performance athletic dry fit obtained through the CLUBWAKA store in the color of the invited team

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 CLUBWAKA.

Teams are responsible for obtaining a shirt of the team's color for any "free agent" players (see Free Agency).

Questions pertaining to game shirt colors or other details may be made to [tournaments@kickball.com](mailto:tournaments@kickball.com) no later than 15 days before the tournament date.

# ATTACHMENT B

## CLUBWAKA Regional Tournaments

The Regional Rounds of the Founders Cup, A.K.A. CLUBWAKA Regional Tournaments, are considered a preliminary round and extension of the Founders Cup World Kickball Championship. All Guidelines and Rules expressed in the rest of this document shall also apply to Regional play, except where otherwise specified. Locations and Dates will be announced as they are confirmed, on the Regional Tournament webpages at kickball.com.

### Team/Roster Qualification

CLUBWAKA Regional Tournaments are open to all people eligible for CLUBWAKA League play, regardless of prior or present CLUBWAKA affiliation. No invitation is required for Regional play.

To ensure eligibility under Founders Cup roster guidelines, a minimum roster of fourteen (14) players with five (5) of each gender is required to secure a Team slot. Each participating player may only appear on one (1) Regional Tournament roster, and all team members must be at least 21 years or older on the day of the tournament.

Only players that are checked in as physical participants in the Regional are eligible to be on the Founders Cup roster of an invited team. So-called "ghost" players, who appear on the tournament roster but do not physically play in the tournament, are not eligible for the invited team's Founders Cup roster. The Committee has final authority on what players are deemed eligible for Founders Cup.

### Free Agency

Teams invited to Founders Cup via Regional Tournament play are not permitted additional Free Agents EXCEPT for a maximum of two (2) if/as needed to meet the minimum player quotas to secure a team slot.

A CLUBWAKA Player is eligible as a free agent for if he/she meets ANY of the following criteria:

- 1) The player was registered for and participated in the same Regional tournament as the invited team;
- 2) The player has an established CLUBWAKA history with a League team that clearly and predominantly corresponds to the invited Regional roster (at the determination of The Committee).

Each free agent may only appear on one (1) Founders Cup Tournament roster. The Committee has final authority on what players are deemed eligible for free agency.

### Registration Fee

Participants will register on a per-player basis, at a rate to be determined and announced on the Regional Tournament webpages at kickball.com.

### Prizes

The champion team of each CLUBWAKA Regional Tournament will automatically earn a guaranteed invitation to the Founders Cup World Kickball Championship in Las Vegas on October 6, 2018. Additional top teams from Regionals may also receive Founders Cup invitations at the discretion of the Selection Committee. Further prizes will be announced as they are confirmed, on the Regional Tournament webpages at kickball.com.

# ATTACHMENT C

## **Founders Cup Player-Referee Requirement**

Each participating Founders Cup team will be asked to designate four (4) players on their roster, who may be called upon to serve as a base referee for a Pool Play game occurring while their team is idle.

The names of the designees must be submitted in advance so they can have the benefit of the orientation process all Certified Tournament Referees receive, including access to online rules reference materials.

No designated player-ref will be asked to ref more than one game, and some may not be needed at all. Anyone willing to continue refereeing after their team is eliminated should notify CLUBWAKA in advance, and may be allowed to join the compensated CTR corps.

Player-refs will serve only at 1st or 3rd base. A neutral, compensated CTR will serve as head ref for all games.

Referee schedules will be released in advance of the game day. Some players may need to Ref the first round, before their team has played a game.

A team's failure to provide referees as requested, or by a player-ref to perform soberly and in good faith, will result in that team being disqualified from the tournament.