

# REGISTRATION PACKET



Saturday, April 21, 2018

Johnny Henderson Family Park  
Enterprise Recreational Complex  
1901 Neil Metcalf Rd, Enterprise, AL

Hosted by:

Enterprise Chamber of Commerce

553 Glover Ave, Enterprise, AL 36330 • (334) 347-0581 • [www.EnterpriseAlabama.com](http://www.EnterpriseAlabama.com)



# ENTERPRISE CHAMBER OF COMMERCE 2<sup>ND</sup> ANNUAL KICKBALL CLASSIC TOURNAMENT DETAILS

## **Tournament Date:**

**Saturday, April 21, 2018**

8 am – Team Check In at Enterprise Recreational Complex Entrance  
8:30 am – Captains Meeting  
8:45 am – Welcome/Opening Remarks from Sponsors  
9 am – Tournament Play Begins

## **Location: Park**

**Enterprise Recreational Complex at Johnny Henderson Family**

1901 Neil Metcalf Rd

Enterprise, AL 36330

\*Enter from Hwy 167 N – Sports Complex located in rear of Park past the pond and playground. Look for signs the day of the event to direct you and your teammates to the Kickball fields.

## **Registration:**

1. Team Registration Form and **at least 5 paid players** or a **minimum of initial deposit of \$150** must be paid to Enterprise Chamber of Commerce (cash, check or card) by **March 28, 2018 to lock in registration**. There are 16 slots available and will be filled on a first come, first served basis (based on paid registration).
2. Cost per player is \$35, and includes registration, cool t-shirt in team color, and swag bag. **Team roster must be paid in full by April 4, 2018.**
3. A complete registration must be received, and paid in full, by April 4, 2018. The complete registration packet should include:
  - ✓ Team Registration Form
  - ✓ Complete Team Roster
  - ✓ Registration Fees
4. Mail or bring in the completed registration packet and fee to:

Enterprise Chamber of Commerce  
553 Glover Ave  
Enterprise, AL 36330

5. Online registration available through EventBrite.com by searching “Enterprise Chamber 2<sup>nd</sup> Annual Kickball Classic”

## Team Information:

1. Teams must have at least 4 females and 8 total players on field at start of each game to be game eligible. We recommend having at least 12-16 players. Teams with less than 12 players may have “free agents” added to their roster.
2. Tournament t-shirts will be provided in team color to players registered by April 4 deadline, and may be worn as team uniform. Teams may also choose to accessorize and/or wear custom t-shirts. **\*\*Championship team must wear provided t-shirts for publicity photos\*\***
3. Tournament bracket will be a blind draw, and advancement based on double elimination. All games will be played by official Go Kickball Rules found here <http://www.gokickball.com/rules.html>.
4. Championship Team will win \$750 cash payout and bragging rights for the whole year!

## T-Shirt Information:

Short Sleeve - Made by Live and Tell Apparel

### Features:

- 4.5 oz., 100% combed ringspun cotton fine jersey
- double-needle hemmed sleeves and bottom
- White is sewn with 100% cotton thread
- Heather is 93% cotton, 7% polyester
- ribbed collar
- taped shoulder-to-shoulder with EasyTear™ label

FRONT



**Teams will select from one of the choices below. Sizes range from Adult Small – Adult XXXL**

<b>Maroon</b> 	<b>Red</b> 	<b>Hot Pink</b> 	<b>Raspberry</b> 
<b>Pink</b> 	<b>Purple</b> 	<b>Royal</b> 	<b>Carolina Blue</b> 
<b>Light Blue</b> 	<b>Indigo</b> 	<b>Navy</b> 	<b>Cobalt</b> 
<b>Turquoise</b> 	<b>Caribbean</b> 	<b>Chill</b> 	<b>Key Lime</b> 
<b>Apple</b> 	<b>Kelly</b> 	<b>Forest</b> 	<b>Military Green</b> 
<b>Yellow</b> 	<b>Orange</b> 	<b>Brown</b> 	<b>Silver</b> 
<b>Charcoal</b> 	<b>Black</b> 		



## Official Rules of GO Kickball

1. Each game is 7 innings or 1 hour in length, whichever comes first. No new inning may start after 50 mins.
2. Teams will determine home and away with a quick game of rock, paper scissors. The home team fields first.
3. Each team kicks in an inning. Once 3 outs have been recorded a team's "at-kick" is over. Once both teams have kicked, the inning is over.
4. A maximum of 11 players can take the field at one time with at least 4 females on defense. Players are not required to play in the field in order to kick. All fielders who have played in the game must kick.
5. There is no limit to the number of team players in the kicking line-up. Kicking order cannot change during the course of a game unless agreed by the other team.
6. Teams are allowed first and third base coaches. Coaches may not interfere with play or physically assist the runners.
7. Any attempt to circumvent or go against the spirit of the rules will be at the ref's discretion to rule on the appropriate action.
8. **The referee's call is the final decision in all matters on the field.**

<p><b>Pitching and Catching</b></p> <ul style="list-style-type: none"><li>• A pitch must be rolled underhanded and bounce at least twice before crossing the plate.</li><li>• The pitch must be released behind the rubber and be within 2 feet of the pitching mound to either side.</li><li>• The strike zone is 2 feet wide on each side of home plate and the height is 6 inches or less from the ground.</li><li>• Only the pitcher can charge the kicker after the ball is pitched *exception - pitcher cannot charge against female kickers. This infraction results in an automatic walk for the kicker.</li><li>• Walk Rule - When any player is walked (either due to 4 balls or a defensive infraction), if the next kicker is female, the player walked is awarded 2<sup>nd</sup> base. If there are two outs, the female kicker has the option to kick or also take a walk.</li><li>• Catcher Interference - The catcher must play behind the line formed by the strike-zone cones until <u>after a kicked ball passes the cones</u>. If the catcher opts to play near the cone line, they must stand at least 2 feet outside of either strike-zone cone, and may not block the kicker's attempt to kick the ball in any way.</li></ul>	<p><b>Balls - Four (4) balls results in a walk</b></p> <p>A ball is:</p> <ul style="list-style-type: none"><li>• A pitch outside of the strike zone as judged by the referee where a kick is not attempted.</li><li>• Any illegal pitch made by the pitcher</li></ul> <p><b>Strikes - Four (4) strikes results in an out.</b></p> <p>A strike is:</p> <ul style="list-style-type: none"><li>• Any pitch that is not kicked and not considered a ball</li><li>• An attempted kick missed by the kicker</li><li>• A foul ball (counts as a strike)</li></ul> <p><b>Fouls</b></p> <p>A foul is:</p> <ul style="list-style-type: none"><li>• A kicked ball that is touched in foul territory prior to going fair</li><li>• A kicked ball that goes foul prior to passing 1<sup>st</sup> or 3<sup>rd</sup> base &amp; not touched by a player while the ball was in fair territory</li><li>• A "double kick" or when the ball bounces up and hits the kicker a second time after the first touch while still in the kicking motion</li></ul>
<p><b>Kicking</b></p> <ul style="list-style-type: none"><li>• The kicker must wait for the ball to reach home plate before kicking the ball.</li><li>• If any part of the kicker's "plant foot" (non-kicking foot) is in front of home plate when they kick the ball, then the kick is considered a FOUL ball. The ball may be caught and is live.</li><li>• The kicker may kick the ball anywhere behind home plate.</li><li>• The kicker cannot step on the ball or "trap" it to make a kick.</li></ul>	<p><b>Out of Play</b></p> <ul style="list-style-type: none"><li>• If the ball is thrown or kicked by the defense out of the field of play, each base runner is granted one additional base in addition to the base they were running toward.</li><li>• The referee will determine when the ball is out of the field of play.</li><li>• An overthrow that goes into foul territory but does not go out of the field of play is still live. Baserunners can advance multiple bases at their own risk.</li></ul>
<p><b>Fielding</b></p> <ul style="list-style-type: none"><li>• Fielders cannot play in front of the imaginary line between 1<sup>st</sup> and 3<sup>rd</sup> base prior to the ball being kicked. Only the pitcher can run in after the pitch except against female kickers.</li><li>• Fielders must stay out of the base line. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.</li><li>• Fielders may not intentionally drop a catchable ball (all runners are safe).</li><li>• A fielder can throw a ball at a runner below the shoulders.</li></ul>	<p><b>Play Ends (Dead ball)</b></p> <ul style="list-style-type: none"><li>• When any defensive player has control of the ball within the 5 foot pitcher's mound area</li><li>• When Time is called by the referee</li><li>• When a runner intentionally touches the ball (the runner is out)</li><li>• When a runner is hit with a kicked ball by the kicker</li><li>• When the referee rules the ball out of play</li><li>• On any interference by the offensive team. Defensive interference (obstruction) calls will be made at the discretion of the referee once the play ends.</li></ul>
<p><b>Outs - Three (3) outs by a team completes their half of the inning</b></p> <p>An out is:</p> <ul style="list-style-type: none"><li>• Four (4) strikes, four (4) fouls, or a combination of strikes and fouls that equal four (4)</li><li>• A runner touched by the ball while not safely on a base &amp; the ball is live</li><li>• A runner hit by a thrown ball below the shoulders (runners hit in the neck or head with the ball will not be out, unless ducking or sliding into a base)</li><li>• A kicked ball (fair or foul) that is caught in the air before touching the ground</li><li>• A ball possessed by a fielder touching a base prior to the runner reaching that base (force out)</li><li>• A runner off of their base when the ball is kicked</li><li>• A runner interfering with a fielder's opportunity to make a play</li></ul>	<p><b>Base Running</b></p> <ul style="list-style-type: none"><li>• Runners must stay within the base line except to avoid a collision with a fielder.</li><li>• No leading off or stealing. Runners can only advance after the ball is kicked. A runner off a base when the ball is kicked is out.</li><li>• Runners may Tag-Up and advance to the next base after a kicked ball is first touched by the defense.</li><li>• Runners may overrun first base and home. Sliding is allowed.</li><li>• Running past another runner is not allowed. Any runner that passes another runner is out.</li><li>• If a base is displaced, the runner must use the original location of the base until the play is over.</li><li>• Pinch runners are allowed if a player is injured. The opposing team selects the runner and must be the same gender as the injured player.</li></ul>

**GOOD LUCK AND HAVE FUN!**





# ENTERPRISE CHAMBER OF COMMERCE 2<sup>ND</sup> ANNUAL KICKBALL CLASSIC TEAM REGISTRATION FORM

Saturday, April 21<sup>st</sup> at 9:00 am at Johnny Henderson Park

Email completed form to Erin Grantham at

[chamber@enterprisealabama.com](mailto:chamber@enterprisealabama.com)

Please complete the form below to register a TEAM for the 2018 Enterprise Chamber Kickball Classic. You must complete the following form and submit to the Tournament Director: Erin Grantham at [chamber@enterprisealabama.com](mailto:chamber@enterprisealabama.com) by **March 28, 2018 with minimum of 5 paid players or initial paid deposit of \$150 to lock in team registration.**

There are 16 team slots available. Slots will be filled on first come, first served basis. **Teams must be paid in full (\$35/person) to be eligible for slot by April 4, 2018.**

We accept cash, check, Visa, Mastercard, American Express, and Discover. Please make checks payable to: Enterprise Chamber of Commerce.

PLEASE PRINT ALL INFORMATION:

Team Name:		
Team Color Choice 1:	Team Color Choice 2:	
Team Captain's Name:		
Address:	City:	Zip:
Day Phone:	Evening Phone:	
Email:		
Alternate Information		
Co-Captain Name:		
Address:	City:	Zip:
Day Phone:	Evening Phone:	
Email:		

I would like to register a Team for the 2018 Enterprise Chamber of Commerce 2<sup>nd</sup> Annual Kickball Classic Charity Tournament. If this registration is accepted I will be responsible for my team's fulfillment of all rules and regulations established for the operation of this tournament.

By signing this team registration form, I acknowledge that participation in this event carries a certain risk of personal injury and hereby release the City of Enterprise, the Enterprise Chamber of Commerce, the organizers and volunteers of the tournament, from all claims of any injuries or accidents that may be sustained while participating in this tournament.	
Signature:	Date:
For Office Use Only	
Received By:	Date:

## ENTERPRISE CHAMBER OF COMMERCE 2ND ANNUAL KICKBALL CLASSIC TEAM ROSTER

All players must be 18 years or older. Requests for an exception to this rule must be made in an email to Erin Grantham and are subject to approval. In order for team to be game eligible, teams must have at least 4 females and 8 total players at start of each game. We recommend having at least 12-16 players; teams with less than 12 players may have “free agents” added to their roster. Tournament will be a blind draw, double elimination format, and played by official Go Kickball rules found here <http://www.gokickball.com/rules.html>.

**Team Name:** \_\_\_\_\_  
(Team name is subject to approval. Business name may be used.)

## Team

**Captain:** \_\_\_\_\_

**Team Captain Phone:** \_\_\_\_\_

**Email:** \_\_\_\_\_

**Please List Roster Below:**

<b>Player Name</b>	<b>Player Age</b>	<b>Male or Female</b>	<b>Player Phone</b>	<b>Player Email</b>	<b>Player Shirt Size</b>	<b>Paid</b>
<b>For Office Use Only</b>		<b>Date Registered:</b>			<b>Total Amount Due:</b>	
<b>Deposit Paid:</b>		<b>Balance Due by April 4:</b>			<b>Date Paid in Full:</b>	