



Kickball Rulebook

Updated: April 2025

Text highlighted in yellow denotes changes made to rules in the Fall of 2024.

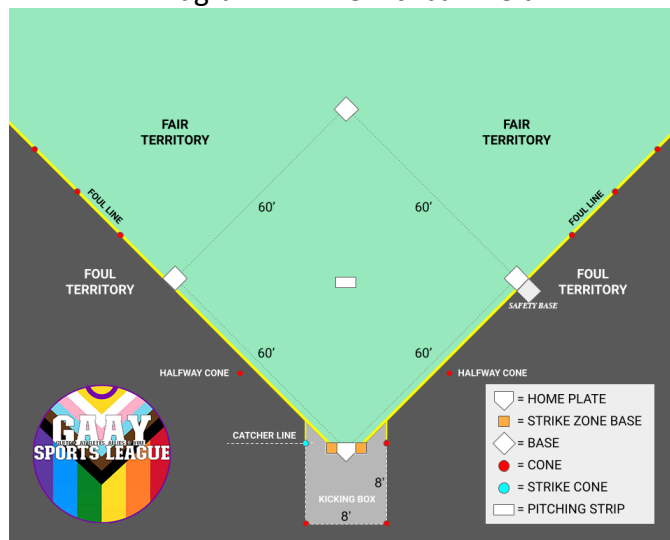
Text highlighted in green denotes changes made in April 2025.

GAME SETUP

1. PLAYING FIELD

- 1.1 The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a standard softball field (see Diagram 1):
 - 1.1.1 The kickball diamond is a square with equal sides of 60 feet with a base at each corner.
 - 1.1.1.1 A kickball diamond up to 65 feet is acceptable if bases cannot be moved.
 - 1.1.2 The pitcher's strip will be placed in the center of the infield, equidistant from the 3 bases and home plate.
 - 1.1.3 Cones are placed on the foul lines at 15, 30, and 45 feet behind first and third base; in foul territory along the first and third base lines at 30 feet from home plate (the crash/halfway line).
- 1.2 **The Strike Zone** is a three-dimensional rectangle with a width of 45 inches (encompassing the 17-inch home plate, and 14 inches on each side), a depth of 14 inches, and a height of the knee of the person kicking. The strike zone is established on the field by:
 - 1.2.1 Two 14-inch x 14-inch bases are placed immediately to the left and right of the home plate.
- 1.3 **The Kicking Box** is an 8-foot x 8-foot square with the front of the box aligned with the front of the home plate. The kicking box is established by:
 - 1.3.1 The strike zone cone 4 feet to the left of the center of home plate (rule 1.2.1)
 - 1.3.2 A cone 4 feet to the right of the center of the home plate
 - 1.3.3 2 cones 8 feet behind the front of the home plate spaced 8 feet apart. (these cones do not need to be used if the kicking box is chalked)
- 1.4 **Safety Base** – an additional base should be set up adjacent to first base in foul territory to provide more room for the runner with the purpose of avoiding collisions (see Diagram 5).
- 1.5 Upon notification to the umpire of any improper field setup, the field layout shall be corrected before the next play. Protests based on the field setup will not be considered.

Diagram 1 – The Kickball Field



2. EQUIPMENT

- 2.1 While participating, players must wear the official athletic clothing designated for their use. This includes team shirts or a shirt of the same team color.
- 2.2 Athletic shoes are required. (No sandals, flip-flops, slides, crocks, etc.) Metal cleats are not allowed.
- 2.3 Players may wear protective equipment, providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Umpire as a performance enhancement must be removed or the player will be removed from play.
- 2.4 The official kickball is a red WAKA Logo Kickball measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.
- 2.5 All player attire is an extension of the player.

PARTICIPANTS

3. UMPIRES

- 3.1 Games must be officiated by at least one authorized official, the Head Umpire. When available, at least two umpires should officiate each game: a Head Umpire, and a First Base Umpire. The Head Umpire governs all game-play and issues all final rulings. They have final authority on any equipment issues. The First Base Umpire may assist when available, but the Head Umpire has the final say.
- 3.2 Head Umpires have jurisdiction over play and may:
 - 3.2.1 Call a timeout.
 - 3.2.2 Call off a game due to darkness, rain, or other factors.
 - 3.2.3 Penalize a player, including game ejection, for any reason after a warning. This includes but is not limited to, unsportsmanlike conduct, delay of game, excessive verbal abuse, arguing of calls, etc. Ejected participants must leave the field immediately and may not return to the game. They must meet with the commissioner of kickball before the next game to determine if they are allowed to play again in the season.
- 3.3 Umpires must keep a record of the final game score on the official GAAY Kickball score sheet.
- 3.4 Umpires may make rulings on any points not specifically covered in these rules (at the time of occurrence), but that ruling shall not be deemed as a precedent for future rulings.
- 3.5 Each week, a team is responsible for providing either a Head Umpire or First Base Umpire, per the scheduled assignments. Failure to provide the league with the said umpire will result in a forfeit of that team's next match unless they have specifically arranged for a substitute umpire through the league commissioner.

4. TEAMS, CAPTAINS, & PLAYERS

- 4.1 Each game shall have two (2) participating teams: the Away team, which kicks first each inning and sits in the dugout on the third-base side, and the home team, which kicks last each inning and sits in the dugout on the first-base side. Home and Away teams will be designated on the schedule.
- 4.2 Each team must field at least seven (7) and no more than ten (10) players.
- 4.3 Each team must field at least (6) of their own rostered (non-substitute) players.
- 4.4 In regular season games, a team may only use three (3) substitutes who play on other teams, other substitutes must be non-league players.
- 4.5 All non-league substitutes must sign the waiver before playing.
- 4.6 One person must be designated as the captain for each game. Captains must ensure that:
 - 4.6.1 The Head Umpire is giving a lineup for the game.
 - 4.6.2 All players participating in the game must kick in the written scorebook kicking order.

- 4.6.3 All late-arriving players are added to the end of the written kicking order, and they notify the Head Umpire and opposing captain of their arrival.
- 4.6.4 Only the Captain may dispute calls/issue a challenge with the Head Umpire.
- 4.6.5 It is expected that all players will be allocated equal playing time per day of play.
- 4.7 BASE COACHES
 - 4.7.1 Two members of the kicking team may coach first and third base. Players may switch with other players to remain in the proper kicking order.
 - 4.7.2 Base coaches may not physically assist runners while the ball is in play. Assisting a runner (coming into physical contact with) will result in the runner being called out.

5. SUBSTITUTE PLAYERS

- 5.1 A team must have a minimum of seven (7) players to start the game, of which six (6) must be their own rostered players to avoid a forfeit. Teams with fewer than ten (10) players may add substitute players to their rosters per the following guidelines.
 - 5.1.1 A team with 6, 7, 8, or 9 players may add 4, 3, 2, or 1 substitute players.
 - 5.1.2 Substitute players are only permitted to play outfield positions or catcher.
 - 5.1.3 Substitute players must kick last in the kicking order.
 - 5.1.4 Teams may only add three (3) players currently rostered on other teams; meaning that if four (4) are needed, one must not be currently in the league.
- 5.2 If a player from the team's roster shows up, they must immediately replace a substitute player. They will inherit the kicking order position of the replaced player.
- 5.3 Substitute players are eligible to participate if:
 - 5.3.1 They are currently registered players in GAAY Kickball
 - 5.3.2 They are non-league participants who have signed the substitute waiver form. Non-league participants can substitute a maximum of two (2) times per season.
- 5.4 Non-league substitutes who sub two times may be added to a team roster if that team has a player who has not shown up to any games by week 4, or if a player has notified their captain, that they cannot finish the season. The person added to the roster must pay \$20 for the remainder of the season, and will only receive a shirt if an extra is available.
- 5.5 All roster changes must be complete by week 6 of the season.
- 5.6 All substitute players must be identified to the umpire and the opposing captain.

6. PLAYING SHORT-HANDED

- 6.1 If a team has to play short-handed, they must do so by sacrificing the following positions:
 - 6.1.1 A team of 9 will play only three out-fielders
 - 6.1.2 A team of 8 will play only two out-fielders
 - 6.1.3 A team of 7 will play two outfielders and no catcher (the kicking team will provide a person to "catch" only to throw the ball back to the pitcher to keep the pace of the game going, they will not be asked to field balls at any capacity against their own team.

GAMEPLAY

7. REGULATION GAMES

7.1 Regulation games last seven (7) innings or approximately 60-70 minutes.

7.1.1 A game can only begin if each team has at least 7 eligible players (see rule 7.2)

7.1.2 A 60-minute timer will start with the first pitch. If the timer goes off during play the game will end as follows:

7.1.2.1 If it is the top half of the inning, that will be the final inning once the home team kicks (if necessary for them to kick)

7.1.2.2 If it is the bottom half of the inning, teams will complete that half-inning and play one more if it is not already the 7th inning.

7.1.3 The team with the most runs scored at the end of the game is the winner.

7.1.4 In the event of a tie score at the end of the game, teams may play extra innings per the 60-minute rule. If teams remain tied at the end of the 60-minute rule, then the game shall be recorded as a tie.

7.1.5 If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.

7.1.6 If the Home team takes the lead during the bottom of the final inning, that team wins instantly, and the game is over.

7.2 **Forfeits** – Teams must have at least 7 players, of which 6 must be their own rostered players to avoid a forfeit. In the event of a forfeit, teams are encouraged to play a friendly scrimmage. Forfeited games will be recorded as a 7-0 win for the non-forfeited team.

7.2.1 Games may be delayed a maximum of 5 minutes for teams with fewer than 7 players to find substitute players or to wait for players to arrive.

7.3 A game that is called off by the Umpire (See rule 3.2.2) after four (4) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.

7.3.1 Regulation games called off that are tied shall be marked as a tie.

7.3.2 A game that is called off by an Umpire for any reason before (4) four full innings of play shall not be considered a regulation game and a new game should be rescheduled.

7.4 **Inning Mercy Rule** – If a team scores 7 runs in an inning, that half-inning will immediately come to an end. A team may not score more than 7 runs in an inning except for the bottom of the 7th inning.

7.5 **Game Mercy Rule** – If a team is winning by 15 or more runs at the end of the 5th inning, or 8 runs or more at the end of the 6th inning, the game will be called. No mercy rule before 5 innings.

8. PRE-GAME PROCEDURES

8.1 At the scheduled start time, the head Umpire will arrange a pre-game meeting to:

8.1.1 Have captains turn in kicking orders/lineups.

8.1.2 Have captains identify any substitute players to Umpire. (substitutes must kick last in kicking order and only play outfield positions)

8.2 The game timer, set to 60 minutes, will begin as soon as the first pitch is thrown.

9. PITCHING, CATCHING, AND FIELDING

9.1 When fielding, you may have ten (10) players on the field. Six (6) in the infield (First Base, Second Base, Shortstop, Third Base, Catcher, and Pitcher) and four (4) in the outfield.

9.1.1 Outfielders must remain in the grass until the pitcher releases the ball.

9.2 Proper Field Position must be maintained by all fielders. Failure to be properly positioned will result in a "Position Warning" to the team causing the infraction. The teams will get two warnings, after which, the result will be the kicker being awarded first base regardless of the outcome of the kick. The proper Field Position is:

9.2.1 Infield players, except catchers and pitchers, must stay behind the crash line (See rule 1.1.3) until the kicker makes contact with the ball.

9.2.2 Catchers must stay behind the kicker OR outside the kicking box to the left and behind the strike zone (rule 1.2.1) and may not interfere with play or cross in front of the plane of the batter's box until the ball is kicked or the umpire calls the pitch.

9.2.3 Pitchers must begin in the pitcher's circle even or behind the pitcher's strip. Pitchers must release the ball with one foot directly on the pitcher's strip. Pitchers may advance ("crash") toward the kicker once the ball is released but may not advance within 5 feet of home plate.

9.2.4 Outfielders must begin the play on the outfield grass. They may move anywhere they like once the pitcher releases the ball.

9.3 Balls must be pitched by hand. There are no restrictions on pitching style.

9.4 Fielders must stay out of the baseline if they are not actively making a play for the ball.

9.5 Fielders trying to make an out on a base may have their foot touching a base but must lean out of the baseline to avoid collisions.

9.6 END OF PLAY – A play is over once the pitcher has control of the ball and is in the pitcher's circle or within 6 feet of the pitcher's strip if no circle is drawn. At this time, the play is dead.

9.6.1 The play is dead, and the pitcher cannot decide to throw to a base or go after a runner.

9.6.2 All runners who are in forward motion and have advanced more than halfway to the next base will be awarded the base to which they were advancing.

9.6.3 All runners not in forward motion or who have not advanced more than halfway to the next base must return to their previous base.

10. KICKING

- 10.1 All kicks must be made by the foot or leg at or below the knee. Any ball touched by the foot or leg at or below the knee is a kick. Contact anywhere above the knee is considered a foul.
 - 10.1.1 Kicks made by foot must be made by the top or side of the foot. Stepping on or “trapping” a ball to stop its motion is not permitted and is considered a foul.
- 10.2 All kicks must occur:
 - 10.2.1 At or behind home plate. The kicker may step on home plate to kick; however, contact with the ball must be made behind the front edge of home plate. Contact in front of home plate is considered a foul bowl.
 - 10.2.2 Within the kicking box. The kicker must have at least a portion of the plant foot with the kicking box when contact is made.
- 10.3 During an at-bat, if the ball is not kicked into fair territory, the result is one of three outcomes:
 - 10.3.1 A Ball. A count of four (4) balls results in a “Walk”. The kicker is awarded first base. Other base runners should advance one base if they are “forced” by the kicker taking first base.
 - 10.3.2 A Strike. A count of three (3) strikes results in an out. See STRIKES for details.
 - 10.3.3 A Foul. A count of three (3) fouls is an out. See FOULS for details.
- 10.4 Kicking Order – all players on a team must kick in a predetermined written kicking order.
 - 10.4.1 Players who are not present during their spot in the kicking order are given an automatic out unless the player has been noted in the kicking order as ejected, injured, or removed from playing due to illness. If a player is removed from the lineup due to injury or illness, the Umpire must be notified, and they are not allowed to return to play for the remainder of the game.
 - 10.4.1.1 A player not on the field (restroom, vehicle, or wherever) has 90 seconds to report to the field to kick or they are declared out.
 - 10.4.1.2 A nursing mother that is in the line-up may be skipped in the kicking order **one time** during the game without instituting an out and may also return to field defensively.
 - 10.4.2 Any eligible player arriving after the start of the game must be added to the end of the team’s written kicking order.
 - 10.4.3 Any player who plays the field must also kick.
- 10.5 A claim of improper kicking order must be made to the Head Umpire by a Team Captain. The claim must be made:
 - 10.5.1 After the first pitch has been made to the kicker.
 - 10.5.2 Before a second pitch has been to the kicker.
 - 10.5.3 In the event the first pitch results in the kicker reaching base, the claim must be made before the first pitch is made to the next kicker.
 - 10.5.3.1 If it is determined the person who reached base kicked out of order, they will be called out and all runners will return to the base they were on before the kicker kicked.
- 10.6 Bunting is defined as any kick where the kicker intentionally holds back force and taps the ball slowly into the field, barely using any power from their legs.
 - 10.6.1 A team may only bunt once per inning. If another player bunts per the definition above the kick will be ruled a foul ball. If it is the third foul ball, it will be an out.

11.RUNNING & SCORING

- 11.1 Runners must stay within the baseline. Any runner outside the baseline is out.
 - 11.1.1 Runners choose their path from one base to the next and may follow a natural arc when advancing from one base to the next.
 - 11.1.2 Runners are free to change course to avoid interference with a fielder making a play in the baseline.
 - 11.1.3 When attempting to avoid a tag by the ball, a runner may move no more than three (3) feet out of their established path.
- 11.2 Fielders may be within the baseline when doing so is necessary to make an active play on the ball but must otherwise stay out of the baseline.
- 11.3 Neither leading off a base nor stealing a base is allowed. A runner may leave the base only once the ball has been kicked.
- 11.4 All ties go to the runner.
- 11.5 Running past another runner is not allowed. The passing runner is out.
- 11.6 Tag-Up Play/First Touch – A tag-up is a requirement to retouch or stay on the originating base until the ball is first touched if a kicked ball is caught. After a tag-up, a runner may advance. A runner failing to tag-up as required allows that player to be made out by tagging the player or by touching the base they originated from with the ball.
- 11.7 Overruns at First Base – Runners traveling from home plate may overrun first base and may only be tagged out if they actively attempt to try to advance to second base regardless of which direction they turn. This is a judgment call for the umpires where the intent is the main factor. A player simply turning left is not always an indicator of advancement.
 - 11.7.1 First base is the only base that can be overrun.
- 11.8 Overthrows at First Base – an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play towards the runner advancing to First Base. In this situation:
 - 11.8.1 The targeted runner may only advance one (1) base.
 - 11.8.2 Any other runners on the bases may advance more than one base.
- 11.9 Safety Base at First Base – Runners traveling from home plate to First Base must use the Safety Base unless they are rounding first base to attempt a double.
 - 11.9.1 The Safety Base is only available for runners traveling from home plate to first base.
 - 11.9.2 Fielders trying to make an out at first base must touch the base in fair territory, not the safety base. This is to avoid unnecessary foot/ankle contact between the runner and the fielder. If the fielder uses the safety base, the runner will be called safe.
 - 11.9.3 Runners who touch the base in fair territory and not the safety base in foul territory shall be called out.

11.10 SCORING – A run scores when a runner touches home plate before a third out is made. EXCEPT, that no run can score if the third out is made during a force play situation. (The person kicking is out at first, or another force out on a base as a result of the person kicking is the third out.)

11.11 SLIDING – Sliding is permitted so long as it is feet first.

11.11.1 There is no sliding into first base, a runner should run through the safety base. A runner sliding into first will be called out.

11.11.2 Any head-first sliding will be called out.

12. STRIKES

12.1 The Strike Zone – a three-dimensional rectangle with a width of 45 inches (encompassing the 17-inch home plate, and 14 inches on each side), a depth of 12 inches, and a height that of the knee of the person kicking.

12.2 A Count of three (3) strikes is an out.

12.3 A strike is defined as:

12.3.1 A pitch that touches the ground twice (the second bounce may be in the Strike Zone), is not kicked and enters any part of the strike zone.

12.3.2 An attempted kick missed by the kicker. (a pitch that would otherwise be a ball, but the kicker attempts to kick, and miss is still a strike)

13. BALLS

13.1 A count of four (4) balls advances the kicker to first base, also known as a “Walk”.

13.2 A ball is defined as:

13.2.1 A pitch that stays outside of the strike zone where a kick is not attempted.

13.2.2 A pitched ball that does not touch the ground at least twice or roll before leaving the strike zone. (a 2nd bounce in the strike zone is a strike).

14. FAIRS AND FOULS

14.1 A count of three (3) fouls is an out.

14.2 Foul balls do not count as strikes under any circumstance.

14.3 FOUL Territory is any part of the field not between the first and third baselines.

14.4 A FOUL BALL is defined as:

14.4.1 A kicked ball that first touches foul territory on the ground will be called foul at the point.

14.4.2 A kicked ball first touches a fielder who is wholly in foul territory, while the ball is in foul territory.

14.4.3 A kicked ball landing in fair territory but touching foul territory on its own at any time before reaching first or third base.

14.4.4 A kicked ball whose direction is altered by contact with any object other than the ground (i.e. the strike cone) in foul territory, and called as such.

14.4.5 A kick was made anywhere above the knee.

14.4.6 A kicked ball was touched more than once by the kicker in the kicker's box.

14.4.7 A kick where the ball is "trapped" by the kicker. (see rule 10.1.1)

14.4.8 A kicked ball outside of the kicking box. (see rule 10.2.1)

14.5 FAIR Territory is any part of the field between the first and third baselines.

14.6 A FAIR BALL is defined as:

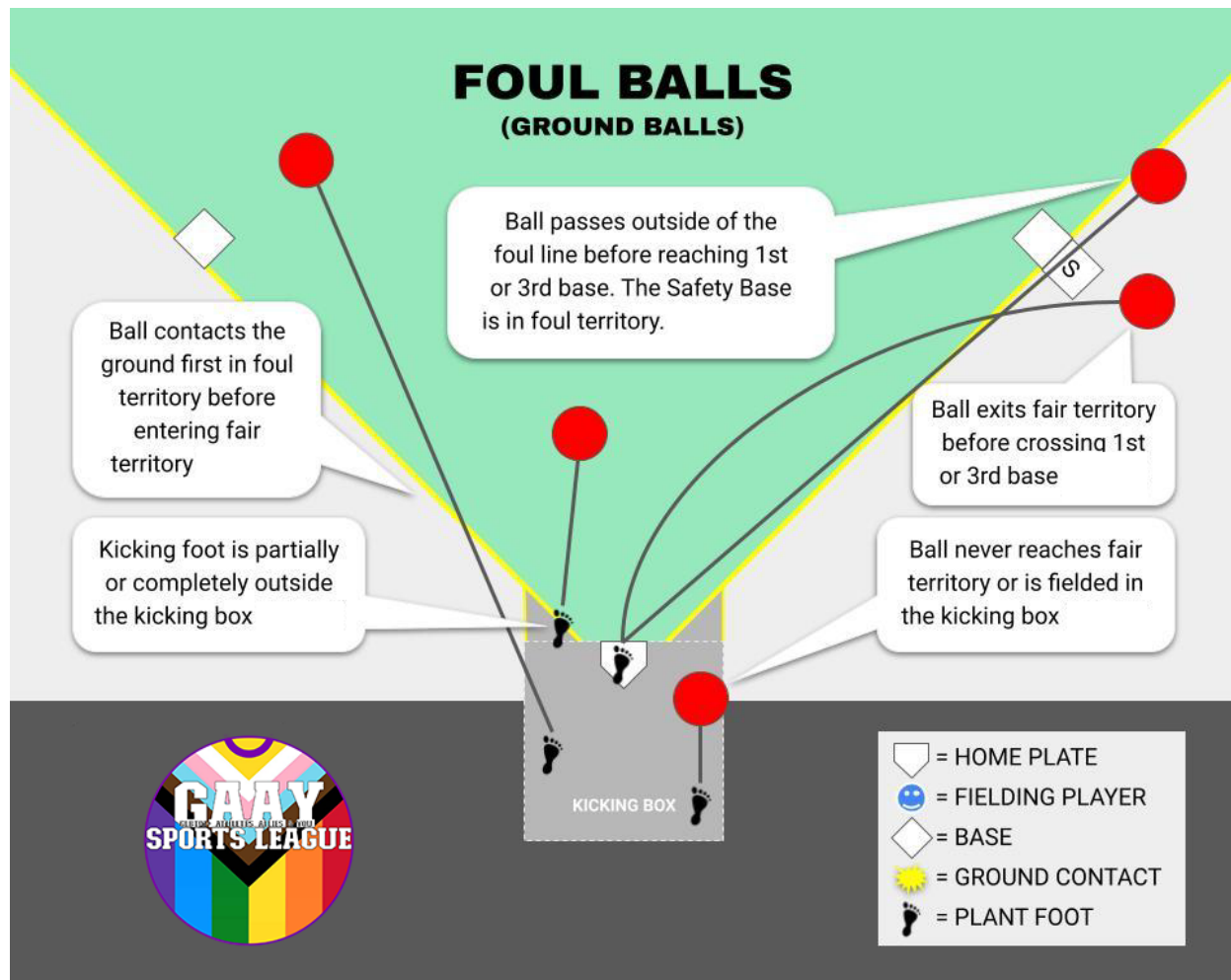
14.6.1 A kicked ball landing and remaining in fair territory.

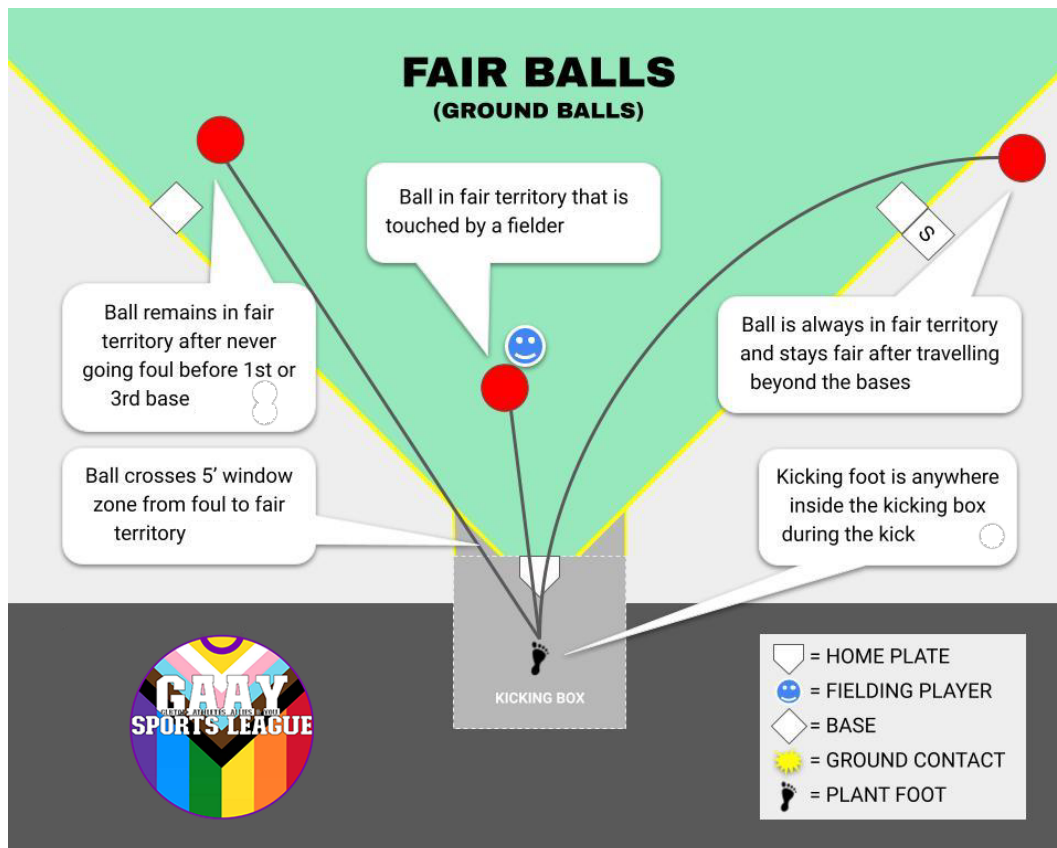
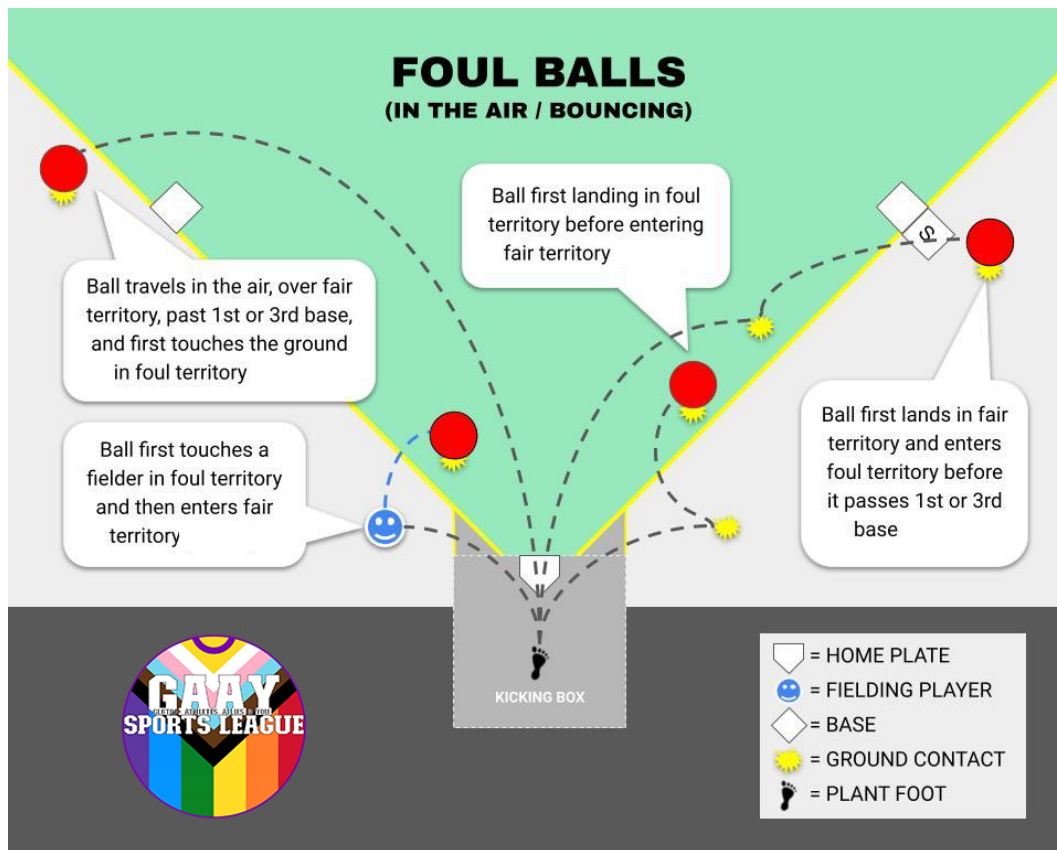
14.6.2 A kicked ball that hits in and travels through the kicker box into fair territory and remains in fair territory.

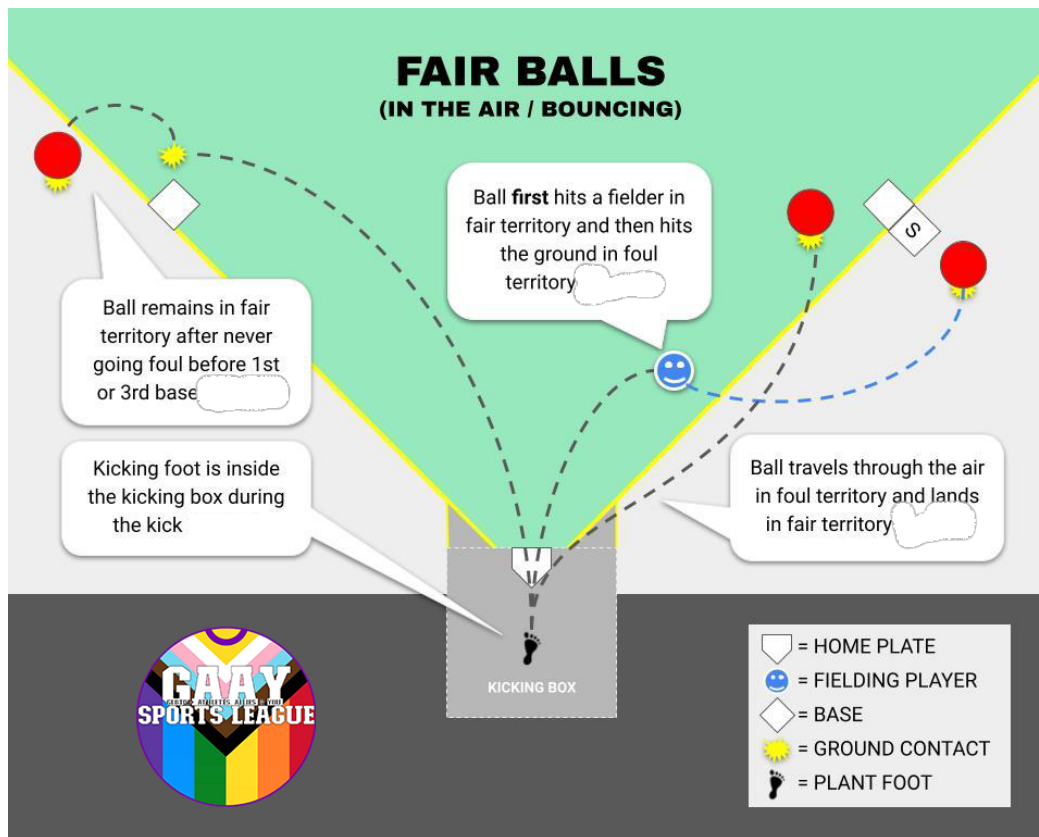
14.6.3 A kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base.

14.6.4 A kicked ball first touches a player or Umpire in fair territory.

14.6.5 A kicked ball landed in fair territory, then touched by a participant before touching the ground in foul territory.







15, OUTS

15.1 A count of three (3) outs by a team completes the team's half-inning.

15.2 An out is defined as:

15.2.1 A count of three (3) strikes or three (3) fouls.

15.2.2 Any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled out if the fielder displays full control of the ball and maintains control after touching the ground.

15.2.3 **FORCE OUT** is an out during which a runner who is being forced to advance (known as a force play because runners must advance to the next base because people occupy all bases behind them) is tagged out or is put out by a fielder in possession of the ball and touches the base toward which the runner is advancing. **NOTE: No run can score on a play when the third out is a force out!**

15.2.4 **APPEAL OUT** is a tag of a base by any part of a fielder's body while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball. (See rule 11.6) **NOTE: An appeal out is not a force out and thus, a run could score before an appeal out being the third out.**

15.2.5 A runner touched by the ball (tags or throws that hit a runner), or a runner who otherwise touches the ball at any time while not on a base while the ball is in play. (a kicked ball striking a runner advancing is an out).

15.2.5.1 A runner running in the upright position hit in the head with the ball will be called safe. If the runner ducks or slides and is hit in the head, they are out.

15.2.6 A kicker or runner that interferes with a play (See Obstruction and Interference).

15.2.7 A runner off base when the ball is kicked.

15.2.8 A runner touched by another teammate during a play

- 15.2.9 A runner that passes another runner
- 15.2.10 A runner who runs out of the baselines.
- 15.2.11 A runner who misses a base.
- 15.2.12 A runner touched by a ball while on a base they are forced to vacate.
- 15.2.13 A runner touching first base when required to use the safety base.

15.OBSTRUCTION AND INTERFERENCE

- 16.1 Obstruction is any play that obstructs or hinders offensive players.
 - 16.1.1 Runners hindered by any fielder within the baseline not making an active play for the ball shall be safe at the base to which they were running.
 - 16.1.2 When a fielder is within 5 feet of home plate (as a result of “crashing: see rule 9.2) before the ball is kicked, the kicker shall be awarded first base.
 - 16.1.3 When a fielder intentionally drops a caught ball with less than two outs, the kicker is out, the play is dead, and all runner(s) return to their original base(s).
- 16.2 Interference is any play that interferes with the defense’s ability to make a play.
 - 16.2.1 When any runner or non-active offensive player on or off base intentionally touches a ball. The interference causes the runner to be out, play is dead, and other runners shall return to the base from which they came unless forced to advance.
 - 16.2.2 When any runner purposefully obstructs or verbally misleads (i.e. “I’ve got it”) a fielder attempting to catch or field a ball, the offending player is out and play continues.
 - 16.2.3 When attempting to field a catchable foul ball, if the fielder is obstructed by any non-active participant (i.e. base coach, non-active player) the kicker is out.
- 16.3 Ball out of play – if during the course of events, a ball goes out of play (over a fence, into a dugout, etc.) Then runners may advance one base before the play is called dead.

16.CONTESTING CALLS/CHALLENGES

- 17.1 Only captains may challenge a call. In each game, the captain of each team is allowed one (1) challenge to contest a call and discuss the play with the Head Umpire and the other captain. The challenge must be called for before the next pitch. At the end of the challenge, if the captain initiating the challenge wins the challenge, they retain their challenge for the game. If they lose the challenge, they do not get any more challenges for the duration of the game. The Home Plate Umpire’s call is final. During a challenge umpires should:
 - 17.1.1 Stop the clock during a challenge for a maximum of three (3) minutes.
 - 17.1.2 Consult with any other umpires about the challenged play.
 - 17.1.3 Consult the rule book and discuss the play with the two captains on the field.
 - 17.1.4 Make their ruling.
- 17.2 Asking for clarification on a rule is not considered a challenge. However, if a captain chooses to argue the specific call; thereby halting play, this will be considered a challenge.
- 17.3 Umpires have discretion on rulings not specifically covered in the rulebook. (see rule 3.4)

17.INJURIES AND IN-GAME SUBSTITUTIONS

- 18.1 In cases of injury or illness, a time-out may be requested for a participant to be removed and replaced by a teammate as a substitute. If that person comes to kick and they are unable to kick, then they must be removed from the remainder of the game.
- 18.1.1 The Head Umpire may stop a play immediately if they feel an injury is severe enough to warrant stopping play.
- 18.2 Any player removed from the game for injury or illness must be noted on the kicking order. The captain must notify the Head Umpire of the change.
- 18.2.1 A player, removed from the kicking order due to injury or illness, does not constitute an improper kicking order and there is no “automatic out” when the removed player’s spot in the order is reached,
- 18.2.2 Once a player is removed from the kicking order, they may not re-enter the game.
- 18.3 Pinch Runners – Once per inning, a team may replace a runner who has successfully made it to base with any player on their roster. If the pinch runner is on base when their turn to kick comes up, the pinch runner shall be called out and they shall kick in their correct spot.
- 18.4 Bench Substitutions – Players on the field may not be replaced by a player on the bench during an inning unless a player is injured.
- 18.5 Position Switching – Players on the field may change positions with other players on the field only between kickers. Players may not change during a kicker’s at-bat.

18.SPORTSMANSHIP

- 19.1 Only a Captain may challenge or dispute a call. Any other player making any comments about Umpire calls will be given one warning. After that, they will be ejected from the game and asked to leave the facility.
- 19.1.1 If this happens a second time, the player will be banned from the league.
- 19.2 Any player mocking a player from the opposing team, making jokes or comments about an opposing team member in a negative or insulting way will be immediately ejected from the game. If this happens a second time, that player will be permanently banned from all GAAY Sports.
- 19.2 All players are expected to line up and shake hands at the end of the game. Captains should gather their team and lead the line. Any player failing to participate in the end-of-game handshake will be given one warning. If it happens twice, they will be permanently removed from all GAAY Sports.

We are here to build up our community not to tear it down. Nobody is going to the Olympics or winning a scholarship for kickball. We are here to have fun, meet new people, and celebrate our diversity. Yes, winning is fun, but if you are here for that purpose, this is not the league for you. People are expected to encourage and uplift one another, including the people on the opposing team. Some of us didn't play sports because it wasn't a safe environment for us or because the rules of society's games didn't allow us to because of our perceived gender. This is a safe space for people of all athletic abilities and will remain a space free of verbal abuse of any kind. If you are kicked out of the league for any reason, you will not receive a refund.

SEASON AND TOURNAMENT

19.STRUCTURE AND SEEDING

- 20.1 At the closure of league registration, The League Commissioner will finalize a divisional structure (if necessary) and/or schedule for the league.
- 20.2 The League Commissioner has the authority to add free agents to under-staffed teams to create even teams.
- 20.3 In the event of teams having tied rankings going into the tournament, final standings will be based on the following tiebreaker structure:
 - 20.3.1 1st Tiebreaker – Head-to-head matchup.
 - 20.3.2 2nd Tiebreaker – Run differential.
 - 20.3.3 3rd Tiebreaker – Total runs scored.
 - 20.3.4 4th Tiebreaker – A coin flip.
- 20.4 If all teams with the same record do not have an equal Head-to-Head matchup (i.e. 4 teams with the same record, but only two have a head-to-head matchup to evaluate), then all teams will begin with 2nd tiebreaker.

20.TOURNAMENT RULES

- 20.1 Teams are NOT permitted to use substitute players in the championship bracket of the tournament. Teams in the consolation round (if there is one) of the tournament may use substitute players.
- 20.2 Games in the championship bracket will not be timed and will play the entire 7 innings with the exception of mercy. If at the end of 7 innings, the game is tied, extra innings will be played with the following rules:
 - 20.2.1 The 8th inning will be played using normal rules. If the game is tied, the 9th inning will start “The One Pitch Rule” until a winner is determined.
- 20.3 The “One Pitch Rule” is as follows:
 - 20.3.1 The last kicker from the previous inning is placed on 2nd base. A pinch runner may not be used to replace this runner.
 - 20.3.2 Each kicker will receive only one (1) pitch to kick with the following outcomes:
 - 20.3.2.1 A called striker – the kicker is out.
 - 20.3.2.2 A foul ball – the kicker is out.
 - 20.3.2.3 A ball – the batter is awarded a walk.
 - 20.3.2.4 A ball kicked in fair territory – whatever the outcome of the play.
- 20.4 In the event of a rainout, games will be played on the season makeup date which was decided prior to the beginning of the season. Teams that cannot attend the makeup date will forfeit the game.
 - 20.4.1 An additional makeup date may be scheduled if one has already been utilized.



ABOUT THE RULEBOOK

These rules were created by GAAY Sports with the use of various elements from OUT Sports League LLC, Varsity Gay League and WAKA Kickball. GAAY Sports League: Kickball Rulebook.

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KICKBALL: Official Rules of the Game

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