

Good Call Sports Modified Rules

THIS IS A RECREATIONAL LEAGUE; WE ARE PLAYING PICKUP KICKBALL WITH RULES THAT CREATE A UNIQUE AND FUN ENVIRONMENT. THIS IS INTENDED TO BE FAST PACED, CREATIVE AND STRATEGIC. DRAMA IS NOT AN OPTION, JUST PLAY BALL.

Time: 60 minutes

Batting:

- **Batting order is open**
 - You may bat as many players as you would like
 - No requirement to go every other
- **Must stay in the kicking box during your at bat (at least one foot is considered in)**
 - If you leave the box you will a strike to your at bat
- **1-1 Count with a Courtesy**
 - One ball one strike count to start at bat
 - If batter walks on 3 balls in a row batter will walk and Kicking team will be awarded one extra out (only can happen once an inning)

Pitching:

- **Ball must not bounce above 12 inches**
 - Quick pitch is allowed
 - Courtesy Pitch speed for women is strongly recommended
- **What's a kickable pitch?**
 - Anything that crosses home plate or touches the 1 inch extended strike zone

Fielding:

- **Player may hit player with ball while running around the bases**
 - If player is hit above the shoulders they will be rewarded two bases
- **No infield fly rule**
- **All infielders must remain behind the imaginary line that exists between 1st and 3rd base until the ball is kicked**
 - Standard kickball rules applies for fielding before or after line

Umpire:

- **One Umpire Per/field/game**

Running:

- **There are four commitment lines**
 - Two on the first base line
 - Two on the third base line
- **If you go past first commitment line at third base you MUST go home**
- **Play at home will be a force out**
 - No sliding into first or home

- Depending on the rule change the commit line closest to the kicking box will come into play
 - Ex: if the rule change is backwards bases (3RD BECOMES 1ST) and you cross the first commitment line down first base you would be called out
 - Hit an inside the park homerun and continue back to first or more
 - If you get caught your out and so is your run

Tie Breaker

- If game is tied at the end of 60 mins
- The next batter up for each team will kick
 - They will place ball on home plate
 - The player that is closest to the mandatory line without going over wins the game

Funky Rules:

- **REVERSE CARD RULE CHANGE**
 - At the top of 3rd or 30 minutes into game first batter of that inning will draw a card from a deck that rule will be played the entirety of the inning. **WATCH OUT**
Penalties can be enforced
 - Rules include:
 - Silent inning
 - Reverse order or bases
 - Tee off
 - And more
- **Run Fast Rule-** Open during the whole game- Kick an inside the park homerun? Continue back to the bases again
 - Watch out, if you get caught heading back you will lose a run and be out
- **DON'T LEAVE THE BOX**
- **FAN involvement is crucial!**
 - Fans/players may catch a foul ball in the air
 - If so that kicker is out!