



Good Call Sports Kickball Rules and Regulations

Regulations

1. Each team coach/manager must submit a complete and signed team roster (waiver) with all the required information. No player may play with any team until he/she has filled out the team roster (waiver) and it has been filed with Good Call Sports Staff. Upon the request of the league staff, a player's ID MUST BE PROVIDED or that player in question will be disqualified and additional discipline may be applied. All players must be eighteen (18) years of age or older to participate and be on the field. NO PERSON UNDER THE AGE OF 18 ALLOWED ON THE FIELD/DUGOUTS
2. The WAKA KICKBALL RULES shall govern league play when Good Call Sports rule is not in effect.
3. All Rosters may have a maximum number of 16 players per team. If team carries a team of 16 players they must have FIVE females on the roster. Otherwise a 15 team roster is permitted and must have the required number of females. A player may transfer to a new team once per season. Transfer must be in writing 24 hours prior to game time and confirmed by both managers. Transfers will not be permitted after the third game of that season.
4. Good Call Sports reserves the right to place players on teams, in leagues or divisions where there will be equalizations of competition and/or allow teams opportunity to play.

Managers Duties:

1. Make sure you have a full team and a reserve for every game
2. You as the manager is responsible for your team and any disputes that may arise. Up to and including the team's spectator's conduct. Abusive language, drinking, drugs and other irresponsible acts will not be tolerated.
3. Any schedule information, changes in league information will be sent to you (the captain) to distribute to your team and will be placed on **goodcallsports.com/adultleagueschedule**
4. Know the rules and express to your team for games to run smoothly.
5. Mandatory captains meeting
 1. In the event the captain cannot attend the mandatory meeting, they will be responsible for assigning a member of their team to attend.
 2. If no representative from team attends meeting a 3 run penalty will be enforced for first game

Rosters

Rosters

A single team should have a minimum of 10 members with a maximum of 16.

1. If you have a roster of 16 members you MUST have 5 females on your roster
2. Otherwise a 15 member roster would be permitted and would require 4 females



3. A complete and legible roster must be submitted to the field supervisor before the first game
 1. Roster's will be determined by players filling out and signing Good Call Sports Policy/Procedures and Waiver
 2. Rosters may be changed up to Week 2, after Week 2 no more changes will be allowed to be made to the roster.
 3. If you don't have your ID, you will not be able to play until you have a proper ID. The commissioner has the right to change this rule if he/she feels they are familiar with the player without their ID.
 4. The only exception to this rule will be if a team is short of male players but has enough female players to play the game. They will be allowed to play the game without any penalties.

GENERAL

1. Conversations with officials will be kept to a minimum.
2. A designated captain will be assigned prior to the game starting
 - 2.1. The player that meets with the umpire prior to the game to review the ground rules will be designated as the captain for that game.
3. THAT PLAYER WILL BE THE ONLY PERSON THAT may address the officials DURING THE GAME. Managers/Designees may only address matters of rule interpretation or essential game information and must do so in a courteous manner. Any verbalization directed toward an official other than that outlined in the rules will result in possible dismissal from the contest, league, or any Good Call Sports related activity.

TIME LIMIT/MAKEUP GAMES/RAIN OUTS

1. Games are 7 innings or 60 minutes of gameplay, whichever comes first.
 - 1.1. Umpire will be keeper of time
2. Delayed game or a game ended because of weather will be ruled complete. After 4 complete innings or 30 minutes whichever comes first
3. In case of inclement weather or any conflict that may cause the cancelation of the games that are scheduled to be played; makeup game will be placed at the end of the schedule.
4. All suspended games will be resumed at the point in which they were stopped. That moment in time will be documented and the game will resume as if it never stopped. Everything will remain the same, which includes the lineups. Lineups must be the same as they were when the game stopped. Only players on the lineup card at the time of suspension will be allowed to participate in the resumption of the suspended game.
 - 4.1. GOOD CALL SPORTS RECOMMENDS YOU PLACE ALL PLAYERS ON YOUR ROSTER IN THE LINEUP EVEN IF THEY ARE NOT ATTENDING THAT GAME; PLACE THOSE PLAYERS AS SUBS/OUTS SO THEY ARE ELIGIBLE TO PLAY IN CASE OF A RAIN OUT
5. **If a team or teams can NOT play the same lineup from the suspended game; In this case, the score in the book shall be the official record of the game.**

TIE BREAKER REGULAR SEASON/PLAYOFFS



- If a game is tied after regulation play, a tie-break method listed below shall be used to determine a winner.
- Kansas City Play:

Kicking –

- 1) 1 Roll (Out, ball or Base Kick)
- 2) The **last kicked out** in the previous inning shall start on second base.
- 3) The first (1st) kicker of the inning shall be the next kicker due up in the lineup.
- 4) Teams will kick as usual, and the inning will last the normal 3 outs.
- 5) If Extra innings go more than one inning then last kicked out will start on 3rd base

EQUIPMENT/JERSEY

1. Good Call Sports will provide a kickball.
2. NO open-toed shoes, boots of any kind, flip flops, crocs etc allowed.
3. Athletic footwear only
 - 3.1. Sneakers
 - 3.2. Cleats-plastics spikes
 - 3.2.1. No Metal Cleats allowed. Players will be removed from match if found
4. No jewelry please, players will be asked to remove jewelry if noticed. Fit watches can be worn at the risk of the player. We are not responsible for lost or damaged items.
5. ALL teams need to be as close to unified as possible. (Matching Jersey/Team Shirts). If a team has a player that doesn't have a jersey/team shirt that player must have on a jersey/team shirt that is close in resemblance.

UMPIRE/SCOREBOOK

1. One umpire will be provided per field during the regular season games by Good Call Sports.
2. Two umpires will be present for Championship game
3. Teams will be provided score sheet and lineup cards for each game
 - 3.1. It will be the teams responsibility to keep their own score sheet and trade line up cards with opposing team and umpire during Homeplate meeting prior to the start of the game (Self Govern)
 - 3.2.
 - 3.2.1. This is highly encouraged but not mandatory
 - 3.2.2. If only one team keeps score sheet and there is a discrepancy during the game unless otherwise noted the ruling/question/score would fall under the team that is keeping the book
 - 3.2.3. If both teams are keeping score book and there is a discrepancy it would fall under the discretion of the umpire



FIELDING

1. All infielders must remain behind the imaginary line that exists between 1st and 3rd base until the ball is kicked.
2. The outfield must stay behind the outfield line in the grass until the ball is kicked. Outfielders ARE allowed to make plays in the infield area but CAN'T make a play in front of an infield player who's in a position to make a play on the ball. If this occurs, the runner/runners will be rewarded a base.
3. Runners may be put out in one of four ways:
 - a. A fielder tags the base that a runner is being forced to
 - b. A fielder uses the ball to tag a runner before that runner reaches a base
 - c. A fielder throws the ball and hits a runner before that runner reaches a base
 - d. The ball incidentally hit a runner in fair territory
4. Hitting a runner with the **ball above the shoulders is illegal**. A runner will be ruled safe and will advance 1 extra base, with the following exceptions.
 - a. IF, in the official opinion, the runner intentionally uses their head to block a thrown ball
 - b. IF, in the Official's opinion, the runner ducks, and this action results in getting hit in the head.
5. All fielded balls must be thrown in by hands. No feet are allowed to get the ball back into play. If this occurs, the runner will be called safe at the base in which they were running.
6. No fielder may field the ball inside of the pitcher's circle. ONLY the pitcher is allowed to field a ball inside the pitcher's circle. Any violation of this rule will result in the runner/runners being safe at the base they were attempting to advance to.
7. The pitcher may come out of the pitcher's circle to field a ball.
8. Teams may start the game with 8 players but can not exceed 10 players in the field
9. There must be four female players in the field
 - Two in the infield (Pitcher & Catcher count as infield)
 - Two in the outfield
10. If you can not field four females players then two must still play in infield and one in outfield
(You will only be able to have three outfielders present)
11. **NO INFIELD FLY**
12. Guys are not allowed to slide in front of the girls to make a catch. However they may hover around an assistant to the catch if the female bobbles the ball. At any point if a female touches the ball the male may assist with the catch.
13. Substitution-Players are allowed to substitute players in and out of positions as long as they are the same gender. The Batting order will stay the same, but they have the option to play in the field.

Team Requirements while kicking

1. Teams must start the game with a minimum of 3 females (but must bat four in the lineup)
If you do not have four females on your roster for that game you will need to have a ghost kicker
Any female that is available (not on base may kick in place of that ghost kicker)



If no females are present to kick (all three on base) that ghost kicker will be considered an out

2. A team may not kick fewer players than they have on the field. 10 players in the field mean 10 players in the kicking lineup.
3. You may bat up to 13 kickers
4. Anything after 10 kickers would require a minimum of 5 females to bat in the line up
 1. If you only have 4 females in the lineup you would need to ghost kick for that additional female

Kicking & Kicking order

1. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
2. All kicks must occur:
 - 2.1. At or behind home plate. The kicker may step on home plate to kick; however, no part of the planted foot may be in front of or cross the front edge of the kicking box.
3. Within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
4. To be considered a fair ball, the ball must be within the baselines and the imaginary line that exists between 1st and 3rd base. A kicked ball that comes to rest before the imaginary line, without being touched by a player in the field, will result in an automatic OUT. Once a fielder touches a kicked ball in fair territory (between the baselines), it automatically becomes a live ball If the catcher touches or fields the ball
5. Once a legible and clear lineup card has been submitted to the umpire and the game has begun the kicking gender order/kicking order will NOT be able to be changed.
6. Kicking lineup is **OPEN** which means you can bat any person in any order
7. If a male is batting and a female follows in the order and the pitcher throws 3 straight balls/ that males will be allowed two bases automatically. The female next in the lineup will have the OPTION to kick OR walk (her choice)
8. Kicker will start with a 1-1 count
 - 8.1. Fouls will count as a strike
 - 8.2. Males will not receive a courtesy foul
9. Females will receive one courtesy foul
10. If any runner or person on base is due up to kick that person will have an OUT recorded in the spot in which they were supposed to kick, and the next kicker, in the lineup, will then kick.
11. Any ball that is kicked over the fence will count as a homerun
12. Teams will have an opportunity to **kick three (3) homeruns over the fence**. Anymore than three will count as an out (when available)
13. An inside the park homerun which is when a runner runs around the bases before the ball reaches Homeplate will not count as a homerun total (only balls that go over the fence)
14. **RUN FAST RULE- IF A KICKER, KICKS AND INSIDE THE PARK HOMERUN THEY MAY CONTINUE ONTO FIRST BASE and BEYOND. HOWEVER IF THEY ARE GET OUT STRETCHING IT FURTHER, THEY WILL BE OUT AND THEIR RUN WILL BE TAKEN AWAY. THERE WILL BE A COMMITMENT LINE ON FIRST BASE, IF THEY GO PAST THAT COMMITMENT LINE THEY MUST GO. IT WILL BE A FORCE OUT AS WELL**



Running & Scoring

1. No stealing is allowed; runners may leave the base when the ball is kicked. If a runner is off the base before a pitch is kicked, the runner will be called out and a no-pitch will be declared by the Official.
2. If the fielder at any time stands on a base in which there is no play alters the path of the runner, the runner is awarded the next base automatically.
3. All ties will go to the runner. Runners may overrun first base and may only be tagged out if actively attempting to advance to second base.
4. Sliding is ALLOWED. You are allowed to slide head or feet first. If a player is hit in the head by the ball while sliding the player will be called OUT. There is NO SLIDING at FIRST or Home Safety base at all. Diving back to bases is permitted. SLIDING INTO THE BASE IS AT YOUR OWN RISK.
5. Third base- If a runner goes past the commitment line it is required and they MUST go home.
6. **Home Plate Safety Scoring line**
 - 6.1. A safety scoring line will be placed at Homeplate to prevent any collisions at Homeplate.
 - 6.1.1. Safety scoring line will start at the top of Homeplate (Closest to pitchers mound left side of plate) and proceed to go diagonally until it crosses the bottom left corner of the kicking box
 - 6.2. ALL PLAYS AT HOME PLATE WILL BE CONSIDER A FOCE PLAY
 - 6.3. Runners will need to TOUCH OR CROSS the safety scoring line in order score
 - 6.4. If a defensive player catches the ball while touching home, the runner must have touched or passed the scoring line to be safe
 - 6.5. If runner touches Homeplate at any point they will be out and their run will not count
7. At First Base there is a safety base. That base is for the runner ONLY.
 - 7.1. The safety base cannot be tagged by the defensive team.
 - 7.2. If there is a defensive player on first base and there is a play at first base the runner must touch the safety base or they will be called out.
 - 7.3. If there is not a defensive player on First base and the defensive player is not trying to tag the base, then the runner is able to tag either base If the runner wants to go to second, then the runner is able to touch the regular base and continue to second.
8. You are allowed one courtesy runner per inning.
 - 8.1. Courtesy runners must be the last OUT of the same gender
 - 8.2. If there are no outs and courtesy runner is requested. Last kicker in lineup (same gender) would be courtesy runner
9. **RUN FAST RULE- IF A KICKER, KICKS AND INSIDE THE PARK HOMERUN THEY MAY CONTINUE ONTO FIRST BASE and BEYOND. HOWEVER IF THEY ARE GET OUT STRETCHING IT FURTHER, THEY WILL BE OUT AND THEIR RUN WILL BE TAKEN AWAY. THERE WILL BE A COMMITMENT LINE ON FIRST BASE, IF THEY GO PAST THAT COMMITMENT LINE THEY MUST GO. IT WILL BE A FORCE OUT AS WELL**



Mercy Rules- Home Team will always have redemption opportunity

Team down by 20 runs after the 1st inning

15 runs after 3

10 runs after 4

Forfeited Games/No Calls/Borrowed Players

1. Forfeited games will result in the team that has called for the forfeit to receive a lost.
 - 1.1. The team that was scheduled to play the team that forfeited will receive a win and the 12-point max points for the forfeit.
 - 1.2. If a team Forfeits and their scheduled gets canceled for whatever reason. They will not receive a forfeit and have an option to play that next week.
 - 1.3. Any team that forfeits twice (two seasons) at any time during the playoffs they will be removed from the league.
2. You may borrow players in the league in order to complete your game
 - 2.1. We allow a courtesy up to 1 male and 1 female
 - 2.2. If you borrow any additional players from the courtesy allotted. You will incur a penalty of 3 runs per player you pick up
3. YOU MAY NOT BORROW PLAYERS FROM ANOTHER TEAM IF YOU HAVE ENOUGH PLAYERS FROM YOUR TEAM PRESENT TO START YOU GAME (NO STACKING YOUR DECK)
4. You can not borrow players from other players in the league for playoffs

Submission of ID:

- b. Players are required to submit a picture of their ID when completing the Participation Agreement and Waiver.

Player Protest During a Game:

- . If a player is actively participating in a game and their eligibility is challenged by a team protest, the game will continue while the protest is addressed.

Identification Verification Process:

- . The protested player will be temporarily removed from play to verify their identification by matching the ID photo and number to the roster.

- a. If the player is unable to produce valid identification, they will be required to sit out for the remainder of the game.

Penalties:



. **If the protest is upheld:** The team with the ineligible player will incur a 5-run deficit during the game.

a. **If the protest is not upheld:** The challenging team will incur a 5-run deficit during the game if the player's identification is verified and matches the roster.

b. It is highly recommended/encouraged that is you suspect a player is ineligible because they are not on the roster to address this with the umpire/league director PRIOR TO THE GAME STARTING

1. If you don't have your ID, you will not be able to play until you have a proper ID. The commissioner has the right to change this rule if he/she feels they are familiar with the player without their ID.

Sportsmanship

1. Profanity and personal berating of opponents by players or spectators will not be permitted. The umpire or organization representative shall eject anyone for violating this rule. The spectator or player has two minutes to leave the premises. If a player or spectator does not leave, the game will be an automatic forfeit and the opposing team will win.
2. Any incident of the described nature above must be reported by the umpire and team manager. They will be required to submit a written descriptions of the event to the league director for possible disciplinary action
 1. Additional game suspensions or other penalties may be issued at the discretion of the Program Supervisor (rainout or postponed games do not count towards game suspensions)
3. Good Call Sports will only notify the captain of any suspensions that may occur.
 1. All penalties are minimum and if deemed necessary, the league official will impose a great penalty.
 2. If a player commits an infraction of rules while on probation, he/she will be placed on suspension for the appropriate length of time.

Penalties

a. Major Violation

1. Committing physical assault against an official, umpire, scorekeeper, volunteer, or county employee.
 - a. Consequence: Imposition of a minimum 2-year suspension and 2-year probation.
2. Engaging in a deliberate act resulting in bodily harm to another player, manager, or property (e.g., instigating a fight or physically attacking an individual).
 - a. Consequence: Imposition of a minimum 1-year suspension and 1-year probation.
3. Making threats of physical harm towards an official, umpire, scorekeeper, player, or park employee.
 - a. Consequence: Imposition of a minimum 1-year suspension and 1-year probation.
4. Engaging in continuous verbal abuse directed at an umpire, scorekeeper, volunteer, player(s) or employee or fans, disrupting the game's progress.



- a. Consequence: Immediate ejection, potential game forfeiture, and a 1-year probation.
5. Receiving three or more ejections in a single season per player.
 - a. Consequence: Imposition of a minimum 1-year suspension and 1-year probation.

B. Minor Violations

6. Committing an act of fraud (e.g., playing a player under a false name).
 - a. Consequence: Imposition of a minimum 1-year suspension and 1-year probation for both the illegal player and the manager.
7. Using profane language or throwing equipment, whether by a player or manager.
 - a. Consequence: Imposition of a minimum 1-game suspension.
8. Displaying unsportsmanlike conduct, such as a manager or player failing to control their emotions.
 - a. Consequence: Imposition of a minimum 1-game suspension.
9. A manager playing an ineligible player.
 - a. Consequence: Imposition of a minimum 1-game suspension of manager and ineligible player

Violations Revoke Suspension:

- Players who are suspended may request one of the following ways to revoke suspension (Must be approved by Good Call Sports and completed prior to the next game)
 - \$50 donation to a charity of your choice (\$50 is only for a one game suspension)
 - Good Call Sports recommends
 - Covenant House of Florida
 - Minimum of 1 Volunteer hour at charity of your choice

Pitching and Catching

1. Bouncy pitches are allowed if it is less than 12 inches (1 foot) when crossing the plate.
2. The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching strip when releasing the ball. A pitcher may **NOT** move towards the ball until it has been kicked. A team's first infraction of these rules will result in a Pitcher Position Warning to the team that caused the infraction.
The second and each subsequent Pitcher Position infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.
3. No player may advance forward until the ball is kicked. A team's first infraction of this rule will result in a Fielder Encroachment Warning to the team that caused the infraction. The second and



each subsequent Fielder Encroachment infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.

4. The catcher must field behind the kicker, within or directly behind the kicking box, and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. A team's first infraction of this rule will result in a Catcher Encroachment Warning to the team that caused the infraction. The second and each subsequent Catcher Encroachment infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.

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

- **Gators give back:**

- Gators is sponsoring our kickball league
- You are able to go during our season ANY DAY OF THE WEEK
- On your receipt you must put GOOD CALL SPORTS/KICKBALL and turn it into your server
- The more we spend the bigger the pot

- This incentive is to be FUN do you not ruin it by fighting or arguing with umpires or teams

- League winner will receive funds towards next season