



The Official Rules of GOKickball

Tournament Play

Note: *GOKickball Rules of Play have been slightly modified for tournament play.

FIELD & EQUIPMENT RULES:

1. The official GOKickball kickball – a red, round 10” 3-ply cross-textured rubber ball.
2. Bases are heavy-duty, waffled-back white bases with a fielder’s and runner’s base at 1st.
3. All bases are 60 feet apart.
4. The "roller's mound" is located in the middle of all bases.
5. Cones are used to designate the foul lines as well as the strike zone.
6. The strike zone is 2 feet on each side of home plate designated by cones.

GENERAL RULES:

1. *Each team must have 12 players (no max) including at minimum 4 woman players.
2. *Game Eligible requirement: There must be at minimum 4 women and a total of 8 players at the start time of the game for a team to be "game eligible", otherwise the game will result in a forfeit loss. If both teams have less than 8 players or less than 4 women, then both teams are game eligible and the game must start at its scheduled time.
3. *Substitution Rule: No substitutions during tournament play.
4. Forfeit games result in a 3-0 victory for the non-forfeiting team.
5. No more than 11 players can take the field at one time.
6. Team members are not required to take the field in order to kick.
7. Fielders can be changed between innings.
8. All fielders **MUST** kick.
9. *All fielders and kickers must have footwear, bare-feet are not allowed. Cleats **ARE ALLOWED FOR TOURNAMENT PLAY** in addition to turf or gym shoes.
10. The kicking order should be written down and exchanged with the other team.
11. The kicking order cannot change during the course of a game unless agreed by the other team.
12. If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.
13. Teams are allowed to have first base and third base coaches.
14. A referee will be provided for each game.
15. Referees and Field Supervisors are trained and responsible for conducting games in a professional manner, and are empowered at their discretion to give a 'warning' and/or 'eject' any player that instigates arguments, foul language and/or flagrant abuse towards the opposing team, referee, field or park.
16. Alcohol is not permitted at the fields. No bottles, cans or cups of alcohol may be present at the park/fields before, during or after a game. Referees and field supervisors are instructed to review the sidelines and field for any alcoholic beverages and if found they are instructed to delay the start of the game until all alcoholic beverages are removed from the premises. The delayed time does count against the game time and the game will be shortened and played once all alcohol has been removed. If a player or team does not remove alcoholic beverages when requested, then the respective player will be ejected



The Official Rules of GOkickball

Tournament Play

from the game and the team may be forced to forfeit their game at the discretion of the referee and field supervisor.

17. If a game is in progress and the remaining innings are cancelled due to lightning, four innings will constitute a complete game. However, please stay in the area if the referee asks you, as the game may be able to be completed after a time delay. Games in progress will be picked up from where they were suspended. If a team leaves and does not come back as the referee indicated, that team will take a forfeit. If the game is not complete through four innings or did not start, any cancellations will follow the GOkickball Rainout Policy.

PLAYING RULES:

1. Each game will be 6 innings in length for tournament play. For shortened games due to rain or other externalities, 4 full innings constitutes an official game.
2. If after 1 hour the game is still tied, the game will be recorded as a tie unless it is a tournament game. In the event of a tournament tie game, a winner must be crowned so the game will complete extra innings until one team wins outright. For tournament game extra innings, teams will start their at-bat with the lead-off kicker in the lineup on 2nd base, 1 out and each kicker will start with 2 balls on the count. The first team to have a higher run total at the end of a full extra inning wins the game.
3. Each team gets to kick in each inning. Once 3 outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.
4. "Rock-paper-scissors" at the beginning of the game will determine the home and away team. The home team is in the field first and has the last at-bat in the game.
5. Each team's roller rolls the ball to the opposing team's kicker.
6. The Roller must release the ball BEHIND the roller's mound and within two feet on either side of the roller's mound (mirroring the two feet on each side of the home plate strike zone).
7. The Roller CANNOT sidearm or overhand roll the ball when delivering the ball to the kicker.
8. The Roller MUST roll or bounce the ball multiple times in route to home plate. If the Roller one-hops (only one bounce) the ball across home plate or throws the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a ball regardless if it is less than 6 inches or not.
9. *The Roller MUST roll the ball within a 5 foot wide "Roller's Path" that starts from the Roller's mound and extends to home plate with the path being 5 foot wide and in-line with the strike zone cones on each side of home plate. If a ball starts rolling or bouncing outside that path and then spins inward across home plate and less than 6 inches, the roll is still a ball.
10. Un-kicked balls will result in either a ball or a strike call by the referee.
11. Any roll which results in the ball being outside the strike zone is considered a ball. Rolls which hit one of the strike zone cones are considered a ball.
12. Any roll which is more than 6 inches off the ground when it crosses the plate is considered a ball.



The Official Rules of GOkickball

Tournament Play

13. All other rolls are considered strikes (i.e. the ball rolls within the strike zone cones and is below 6 inches).
14. Each kicker is allowed 3 strikes. A kicker is called out on the FOURTH strike.
15. Foul balls ARE CONSIDERED STRIKES. Any ball which is kicked and lands outside of the foul lines is considered a foul ball.
16. A "double-kick" or the ball bouncing up and hitting the kicker after a kick is considered a foul (and therefore a strike).
17. A ball that is kicked and hits a 'back-stop', trees, wires or anything extraneous to the playing area before an opposing player touches the ball is considered a foul ball (and therefore a strike) and is a dead ball after contact occurs.
18. A foul ball DOES COUNT as a FOURTH strike!!
19. Each roller is allowed 3 balls per kicker.
20. The kicker is awarded first base in the event of a FOURTH ball being rolled.
21. Fielders (other than the catcher) must be in line with or behind the roller's mound until the ball is rolled. Once the ball is rolled, the roller can advance past the imaginary line between 1st and 3rd base. No other fielders other than the roller and catcher can cross the imaginary line between 1st and 3rd until the ball is kicked. If a fielder comes across that imaginary line before the ball is kicked and fields the ball, the kicker is automatically safe at 1st base.
22. The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "planting foot" (non-kicking foot) is in front of home plate when they kick the ball then the kick is considered a FOUL ball. Therefore if the kicker kicks the ball in the air and it is caught then the kicker is OUT similar to a foul ball, else the call is a strike against the kicker.
23. The kicker may kick the ball behind home plate and if the ball travels into fair territory before passing 1st or 3rd base then it is a FAIR ball (even if it hits or is outside the strike zone cones).
24. When a kick is made into fair territory, the kicker runs toward first base.
25. If the ball never hits the ground once kicked and is caught by a fielder, the kicker is out regardless of whether the ball is in fair or foul territory.
26. The kicker is also out if the ball is controlled by a player touching first base prior to the kicker reaching first base.
27. Forced outs can be made by the defense if a fielder has control of the ball and touches a base that a runner must run to (and cannot run back to the prior base since another runner is behind them) before the runner reaches the base.
28. Runners are NOT allowed to lead-off from a base or steal a base. Runners CANNOT leave their base until the ball is kicked. If the runner leads-off or runs prior to the kick, the runner is automatically out.
29. Any runner not on a base can be hit with the kickball by a fielder. If the runner is hit while not on a base, the runner is out unless the runner is hit in the neck or head. The runner is not out if hit in the neck or head. Also, runners are allowed to over-run first base, but must not show intention to round first and head to second base. If the runner



The Official Rules of GOKickball

Tournament Play

- shows intention to head to second (determination is at the discretion of the referee) and is hit by the kickball below the neck then the runner is out. No other bases can be over-run.
30. Any runner not touching a base that is hit by a ball which is kicked by one of their teammates is considered out regardless of where the ball hits them.
 31. Runs are scored when runners cross home plate. Runner must cross and touch each base on the way to home plate. If the runner crosses home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count.
 32. If a fielder impedes a runner from reaching a base (i.e. "blocking the base or baseline", etc), the runner will be considered safe at the intended base.
 33. If a runner impedes a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball), the runner is out.
 34. If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base. If the ball beats a runner to the base they were on before they "tag-up", the runner is out.
 35. In-Field Fly Rule: GOKickball does NOT use the In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. But, a player may NOT intentionally drop a catch-able ball in an attempt to complete a double-play. If a player intentionally drops a ball as determined by the referee, then all players are safe at their next base including the kicker running to 1st base. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.
 36. Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.
 37. Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by any fielder. One fielder can tip and then catch later or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.
 38. When runners advance from one base to the next, they must stay in the imaginary "baseline" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the baseline to elude a ball thrown at them they are out. If the runner runs outside the baseline to elude a fielder blocking the baseline, then they are still "live" and continue running to the next base.
 39. Pinch Runners: Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner. The pinch runner must be a male replacing a male or female replacing a female. The requesting player is still part of the game and MUST continue to kick and field if they are one of only 4 females and/or one of only 8 players on the team to maintain an official game.
 40. After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the roller on the roller's mound or the ball is ruled "out of play" by the referee.
 41. The catcher must be behind the line formed by the cones until the kicker kicks the ball.
 42. If 11 players are present, one player must be at the catcher position. If a team only has 8 to 10 fielders, then they can all play in the field and forego a catcher.



The Official Rules of GOkickball

Tournament Play

43. If the ball is thrown or kicked by the defense out of the field of play, each base runner is granted one additional base. If any player on the offensive side knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. The referee determines when the ball is considered out of play.
44. If someone fouls out, the play is considered dead as soon as the foul out occurs, and no runners can advance. Therefore, if someone catches a foul ball in the air, which was the 4th strike, the runner(s) cannot advance.
45. Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referees call is the final decision in all matters.

NOTE: Rules are subject to change at any time at the discretion of GOkickball LLC