

I. Field Dimensions & Setup

1. Like baseball, playing infield is diamond-shaped with equal angles (90° angle) and sides measuring sixty feet (60') with a base located at each corner. When measuring the distance between Home Plate and/or each Base, place measuring tape at the back corner of Home Plate and/or each Base and then measure from that point, placing the Base at the appropriate 60' location. **Regulation games will be played according to the field setup the league designates. This may or may not include the field equipment that belongs to Kapiolani Regional Park.**
2. The **Pitcher's Mound** is 10' in diameter, with the pitching strip placed in the center of the playing infield along the 1st Base and 3rd Base diagonal. The measurement is 42.5" from the center of the strip to 1st and 3rd base.
3. Tall cones are placed at the outside corner of each Base.
4. Tall Cones are placed on the foul lines in a straight line extending 10, 20 & 30 feet beyond 1st and 3rd Base. Short cones will be set to outline the kicking box, 2/3 line for the 3rd baseperson, and mark the clear fair zone for catchers. The sideline or outside edge of the foul territory is marked by tall cones placed 15 feet from the foul line perpendicular to the 1st base and 2/3 line markers.
5. **Kicker's Box:** This area is a rectangular space where the front of the box aligns with the front of the home plate. It encompasses 10 feet in width and is 6 feet deep, measured from the front of home plate.
6. **Strike Zone:** This area is a **three-dimensional rectangular prism** based on the home plate and extends 1 foot to its left and right sides (approx. 36 inches in total) and is 1 foot in height. The spray painted lines that extend out in front of Home Plate are just a courtesy for the pitcher to better see the strike zone and is not a part of the strike zone
7. After notifying the Umpire of any **improper field setup**, the field layout shall be corrected before the beginning of the next play.
 - a. However, if the improper setup was to the advantage of one team for an entire half-inning, it is to the Umpire's discretion to correct the incorrect layout at the beginning of the top of the next inning.
8. A **safety base** must be placed 1 foot off of 1st Base in foul territory.
9. A **safety base** must be measured 60 ft from 3rd plate and placed 1 foot next to the kicker's box.
10. **Foul territory** is the area between the foul line and 15 foot cone. Any fly or ground ball that lands past the foul line and inside the 15 foot cone is a strike. If the ball is caught in this area, it is considered an out.
11. **Out of Bounds territory** any fly ball, or ground ball that goes past the 15 foot cone is considered a dead ball. If the kicker kicks the ball into this area, it is a strike, even if the ball is caught, it is not an out. This area is reserved for bystanders viewing the game and play is not encouraged to enter this area for safety. If a fielder throws the ball and it enters foul territory passing the 15 foot cone, the runner at that base (1st or 3rd) advances one base in accordance with section VIII-16.

II. Equipment

1. Shoes: Players are required to always wear close-toed shoes.
 - a. **Players are NOT permitted to wear metal cleats, studs, or any shoes that contain metal.**
 - i. **Teams that fail to adhere to this rule will result in a forfeit.**
2. Official Kickball: For this season, we will be using ONLY Varsity Gay League Kickballs.
3. **Players must wear their team jerseys to play in a game unless the player is participating in the weekly themes as designated by the league.**

III. Game Participants

1. **Player Eligibility:** To play, a participant must have completed the following:
 - Verification of 18 years of age

- Be registered on a team, paid season fees and completed all required paperwork.
 - Be adequately and currently health insured against all injury that may arise during gameplay.
 - Sign the liability waiver
 - Sign the code of conduct.
2. No **substitutions/non-registered** players are allowed.
 - Players that do not fit the eligibility requirements that are caught playing will be removed promptly.
 - ***A team caught with a non-registered player will forfeit any games in which a non-registered player participated.***
 3. Players signed up may only play on one team.
 4. **Home Base Umpires:** A home base umpire assigned by the board of directors has the authority to make all final calls during the game. This individual has the power to stop play, make final gameplay decisions, and may penalize players with warnings for violations of the code of conduct or unsportsmanlike behavior.
 - Only a member of the board of directors not involved in gameplay may overrule an umpire.
 5. **1st Base Umpire:** Umpires must be unbiased and will be positioned to the right of 1st Base in foul territory and are free to reposition themselves for better viewing on the field. They are expected to assist in making calls. However, the home base has final authority.
 - The 1st Base Umpire is also in charge of keeping track of outs and runs on the official score sheet.
 6. The Board will issue a call for paid umpires for the upcoming season. To qualify, paid umpires must attend a mandatory clinic and successfully complete an evaluation, which includes both a multiple-choice test and open-ended questions. Upon successful evaluation, umpires will be assigned to a division. If there is insufficient interest in paid umpires, the League may revert to the previous umpire selection process outlined below or an approved plan by the board of directors.
 - Previous season: Each Team/ Team Captain is responsible for providing umpires and ensuring they show up. If an assigned umpire cannot make it, please send a substitute from your team. There is a 10-minute grace period. If after the 10-minute grace period the team is unable to supply a substitute from their team then a 3 point deficit will be added to that team's next game and the league will fill the umpire position with a volunteer.

IV. Teams

1. **Players Required:** Each team must field at least 8 players in the field to avoid a forfeit. The head referee may grant a 10-minute grace period before penalizing the team. PENALTY: the team forfeits the game 0 to 8. Teams may have a maximum of 10 players on the field at any time.
2. The fielding team must assign and field 1 pitcher and 1 catcher in an inning during the game. These positions may not change in the middle of an inning unless the team follows the substitution rules outlined in XIV, *Injury & Substitutions*.
3. The fielding team is allowed a **maximum** of 7 infielders (including the Pitcher and catcher). However, once a ball is kicked, all fielders may move around the field as they please.
4. Only the captain may dispute a **call** for rule infractions with the Umpire but must do so (1) politely and (2) accept the final Umpire's ruling.
5. **Players who are not the captain MAY NOT talk to any umpire to argue, challenge, or question any calls.**
 - a. Captains are allowed to challenge one call per game (see section XV)

6. All participating players MUST kick in the written kicking order that is provided to the Umpire. All players present and on the official roster of the team must kick.
7. **Improper Kicking Order:** Once a pitch is released from a mound, any umpire may officially make the call of "improper kicking order." If a kicker is out of order, then the play is dead, and the person who was in line to kick is OUT.
 - a. Any resulting play from an out-of-order kicker will be nullified.
8. **Adding Players to the Kicking Order:** Players that are not present at the beginning of the game are to be removed from the lineup and added last on the lineup once they arrive at the field. A player *may be added to the end of the lineup even if a team has already been through its kicking lineup.*
 - a. If a team has an absent kicker in its lineup who is supposed to kick, it will be counted as an OUT (e.g., Suzy Sample is supposed to kick 5th, and it is time for her to kick, and she is not present, she is out. The Kicking team gets penalized with an out and moves onto the 6th kicker.)
9. **Base Coaches:** Two members at maximum (one for 1st Base and one for 3rd Base) may serve as base coaches. They may not interfere with the game or the umpires. Base coaches may not physically interfere with gameplay. Doing so results in an OUT, and the PLAY IS DEAD. Umpires may also send back other runners to a prior base if they gained an unfair advantage.
10. **Umpires shall call only the following base coach interferences as an OUT:**
 - a. During an active play, a base coach helps a runner maintain balance or helps prevent the runner from overrunning a base.
 - b. A base coach physically touches a runner during an active play to alert the Runner to advance to the following Base.
 - c. During an active play, a base coach physically touches the ball to influence the play.
 - d. A base coach actively obstructs a fielder from collecting the ball or making a play during an active play.
11. THE FOLLOWING EXAMPLES ARE NOT BASE COACH INTERFERENCE AND **DO NOT** RESULT IN AN OUT.
 - a. High fives to runners when there is no active play or when walked, IT IS NOT an active play.
 - b. High fives to runners when a runner has crossed home plate.
12. Unless a player is currently the kicker, a fielder, or a runner, that individual must be in the dugout area (past the foul/out of bounds area or as the board designates) or far away enough from the baselines to not interfere with the game or umpires' vision.

V. **Regulation Games:**

1. Time: Games for all divisions will last (7) innings or 50 minutes, whichever comes first.
 - a. *However, no new innings are allowed to begin after the 42-minute mark of play. Teams will play out the official final inning called by the home base umpire REGARDLESS if it runs over the 50 minute marker.*
 - b. *No game will go past the scheduled start time of the following scheduled game at that field. If a game reaches the scheduled start time of the next game (usually at the top of the hour), the umpire will call the end of the game and take down the final score at that time.*
2. **Wins:** The team with the most runs at the end of the game wins.
3. **Ties:** Games that result in teams having an equal score will be recorded as a tie. During elimination rounds, tie games will go into the overtime rules provided in XVI – Elimination Round Extra Innings.
4. **Forfeits:** When a team must forfeit due to failure to have enough players, failure to adhere to the code of conduct, playing with a non-registered player, an official score of 8-0 will be assessed for both the winning and losing team, respectively.

5. **Mercy Rule:** If a game has played for **3 complete innings AND the run differential is greater than 20 runs**, 4 innings and 15 runs, or 5 innings and 10 runs then the **CAPTAIN WITH THE LOWER SCORE** can choose to end the game. Both Captains are not required to agree after 4 innings. The game can only be called after the inning is completed
6. **Delay of Game:** Any player caught purposely delaying the game is subject to being removed by the Umpire.
7. A game called off by the Umpire after three (3) complete innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.
8. Games must reach at least 3 full innings of play to be considered a regulation game. A new game may or may not be rescheduled.
9. Games canceled due to weather may or may not be rescheduled.

VI. Pitching, Catching & Fielding:

1. **Pitching:** Balls must be pitched by one hand. It must be underhand OR released below the waist.
2. **Positioning & Encroachment on the no rush line:**
 - a. **Pitcher:** Must release the ball with at least **their back foot in line or behind the Pitcher's strip at time of release**. Pitchers may run after their pitch after release (i.e., crash the plate). However, pitchers must be at least 3 feet away from home plate until the kicker contacts the ball. If a pitcher violates these rules, the Umpire must follow the infraction procedure outlined in VI-3, *Encroachment Infraction*.
 - b. **Catcher:** Must line up behind or parallel to the Kicker when play starts. The catcher may not cross Home Plate to field the ball nor be positioned forward of the Kicker before the ball is kicked. The catcher is not permitted to contact the Kicker or position so close to the Kicker to restrict kicking motion. If a catcher violates these rules, the Umpire must follow the infraction procedure outlined in VI-3, *Encroachment Infraction*. The catcher must return the ball to Pitcher in a timely fashion.
 - c. **Infielders:** Except for the catcher, all infielders must start in fair territory **before the ball is kicked**.
 - i. A 3rd base person may not start any closer than the point marked by the 40-foot cone – **no rush line**. (The 40-foot cone is right inside of the baseline from 3rd to home plate. Spray paint may also be used to mark the no rush line). The 3rd baseman may crash or rush the plate as soon as the pitcher releases the ball and does not need to stay behind the pitcher.
 - ii. The short stop (SS), 2nd base player (2B), and 1st base player (1B) may not start any closer than the imaginary line (**no rush line**) that runs across from 40-foot distance from home plate to 3rd Base and 40-foot distance between home plate to 1st Base. The SS, 2B, 1B must stay behind the pitcher after he releases the ball.
 1. See field set up **no rush line**. (There is a cone to mark the 40-foot point between home and 3rd Base)
 - d. If any infielder violates these rules, the Umpire must follow the infraction procedure outlined in VI-3, *Encroachment Infraction*.
 - e. **Outfielders:** If there are more than 7 infielders and 3 outfielders (10 total) within the infield bounds before a ball is kicked, the Umpire must follow the infraction procedure outlined in VI-3
3. **Encroachment Infraction:** The penalty for a team's encroachment results in an AUTOMATIC ball awarded to the kicker regardless of the type. However, suppose it is advantageous for the offensive team to have the play stand instead of the call of "ball" awarded to the kicker. In that case, the offensive team captain *must immediately tell the home base umpire that he/she/they*

would like to keep the advantage. The Umpire must respect the captain's decision. This will NOT count as a challenge.

VII. Kicking

1. Each kicker must make all kicks by the foot or below the knee. *Contacting the ball on the knee or higher is a strike.*
2. **All kicks must occur on or behind home plate within the kicking box.**
 - a. The location of the kick is based on *where the kicker contacts the ball.*
3. "Bunting" is permitted.
4. Intentional fouls are permitted

VIII. Running & Scoring

1. Runners traveling from Home Plate may overrun **the safety base at 1st Base** and may only be tagged out if actively and intentionally attempting to advance to 2nd Base- in fair territory. Runners overrunning Base and turning right (into the foul territory) are safe.
2. **All ties go to the Runner.**
3. To score a run, runners must touch the safety base near Home Plate.
4. Running past another runner is not allowed. The Runner that has been passed (i.e., lapped) is out.
5. **Safety Base:** the "safety base" can be used when the Kicker travels to 1st Base from Home Plate and must be used from 3rd Base to Home Plate
 - a. Safety Bases are ONLY available for runners traveling from Home Plate and to Home Plate. No additional base may be used at any other base.
 - b. Fielders trying to make an out at 1st Base and at home must touch the Base/**home plate** (white) in fair territory (the official 1st Base and Home Plate are white). Runners hindered by a fielder touching the Safety Base (orange) will be Safe.
 - c. When a play is attempted at home, the Runner must touch the Safety Base (orange) – and not home plate (white). If the Runner touches home plate before being called "safe" at the Safety Base, then the Runner shall be called "out,"
 - d. **As the runner is heading to 1st base, if attempting to advance to 2nd Base(i.e., rounding the Base to 2nd), the runner may use the 1st base (white base) instead of the safety base. If a runner attempts for 2nd base using the 1st base (white base), the runner may be tagged out before returning to 1st base. This exception for a white base being used instead of a safety base only applies to 1st base/safety base.**
 - e. Once a runner has reached 1st Base/**safety base** safely, the Runner must start the next play on 1st Base (white). A runner only touching the safety base at the beginning of the next play is OUT.
6. **Kickers may slide only into the safety bases at 1st Base and Home Plate.**
7. Tagging a runner at Home Plate is not necessary although tagging or throwing the ball at a runner is allowed. Runners attempting to run home cannot turn back to 3rd base once they pass the **no rush line** (the 40 foot line between 3rd and home marked by a cone). All **defensive** plays at home will be done so at Home Plate. The Runner must reach the safety base at home before the catcher catches the ball at Home Plate to be counted as a run.
8. **Should a runner run towards Home Plate, the runner MUST touch the Safety Base ONLY. A run will NOT be counted if the runner fails to touch the Safety Base before the play ends. If the runner causes a collision at Home Plate because they ran to Home Plate instead of the Safety Base, it is an automatic out.**
9. Runners must stay within the baseline. Any runner that runs outside the baseline is "OUT" unless the Runner is merely following a natural running arc or changing course to avoid

interference with a fielder making a play. Runners may move no more than 4 feet outside the baseline when attempting to avoid a ball tag.

10. Fielders must stay out of the baseline. Fielders trying to make an out at a base may have only one foot on the Base but must lean out of the baseline. **For best safety practice, only one fielder should have their foot on the base at a time.** Runners hindered by any fielder within the baseline or standing on the Base—**not making an active play for the ball**—shall be "safe" at the Base to which they were running. Runners may choose to advance beyond this Base.
11. Runners are not permitted to lead off Base nor steal bases. Runners may advance once the ball is kicked. A runner who is off the Base when the ball is kicked is OUT.
12. **Forced Situation (i.e., force outs):** A force is a situation when a Base Runner is compelled (or forced) to vacate their then occupied Base and try to advance to the following Base because the Kicker became a Runner. For our kickball purposes, a Kicker becomes a Runner after kicking the ball, and it is not caught and touches the ground within fair territory.
 - a. Runners cannot remain on the Base in a forced situation described above. Runners who become out while running from one Base to the next do not negate the previous forced situation.
 - b. The Runner at 1st Base is always forced to attempt to advance to 2nd Base when the kicker becomes a runner, as described above. Runners at 2nd or 3rd bases are forced only when other base runners also occupy all bases preceding their then occupied Base, and the kicker becomes a runner as described above.
13. Hitting a Runner's neck or head with the ball is not allowed, except when the runner is sliding, diving or ducking. If it occurs, then Runner is "Safe" and advances to the Base they were running toward when the ball hits the Runner. However, if the Runner intentionally uses the head or neck to block the ball, the Runner is "Out."
14. **Tagging Up:** To "tag up" is a requirement for base runners to retouch or remain on their starting base until a fielder (infield or outfield) makes initial contact with the ball if it has not touched the ground (fly ball in the air). If you advance off the Base before the ball is caught outright, you must return and touch the Base before you can run to the next Base. If the ball bounces off a fielder you are free to leave the base at your own risk after the bounce regardless if the ball is then caught. If the ball is caught after that initial touch and is not the 3rd out you may continue running to your next Base. If the ball is dropped, you may continue running to your next Base without going back to touch your starting base. (i.e., tagging up is based on the touch, not catch).
 - a. Runners are required to tag up when a ball that has not touched the ground is caught **(on first touch)** by a fielder, regardless if it is a catch within the fair territory or a catch from a "live foul."
 - b. Runners are free to attempt to advance at their own risk after a legal tag up even if the ball was caught in foul territory.
 - c. A runner failing to tag up as required is an OUT.
15. A run counts when a runner touches home plate before the 3rd out is made, EXCEPT that no run counts when the 3rd out is made during a forced situation or when the kicker is out before touching 1st Base.
16. Overthrows: An overthrow is a ball thrown, kicked, or deflected past the 15 foot cone into the out of bounds area while making a defensive play toward a Player or Base.
 - a. Overthrows apply at 1st, 3rd and at home plate. Otherwise, Interference Rules in XIII-2 shall be followed.
 - i. When an overthrow is directed towards 1st or 3rd base, the runner at 1st base or the runner at 3rd base may advance only one base as the ball is considered dead and play is halted. In a forced play situation, all affected runners advance one base. If a runner, not compelled by the overthrow, is already halfway to the next base at the time of the overthrow, they are permitted to continue to that

base.

17. When a base is displaced during play, any Runner is safe while in contact with the Base's original and correct location. All displaced bases should be restored at the end of each play.

IX. Strikes

1. A count of 3 strikes is an out. Foul balls are treated similar to strikes with the exception of the courtesy kick. A courtesy kick only applies if the third "strike" was a foul.
 - a. If the kicker has kicked 3 foul balls, the next kick attempt will be the courtesy kick. If the next kick attempt is a foul or strike, then the kicker is considered out.
 - b. If the kicker has 2 fouls, the 3rd strike (not a foul) will make the kicker out.
 - c. If the kicker has one foul, one strike, and, on their third kick attempt, they kick a foul, the next kick attempt will be a courtesy kick.
 - d. If you kick one foul, the pitcher pitches a strike, then on your third kick the pitcher pitches a strike you are out.
 - e. If you have 2 strikes against you, your third attempt needs to be a foul ball to get your courtesy kick, you cannot receive a strike and have the opportunity to kick again.
2. A strike is a pitch that is not kicked and is not called a ball and where any part of the ball enters the strike zone herein. "Any part of the pitched ball" means that even the slightest amount of the ball entering the strike zone as defined by Rule I-6, Strike Zone.
 - a. For a pitch to qualify as a strike, the ball must bounce twice. However, the second bounce can be on the ground portion of the strike zone (i.e., the rectangular area containing the home plate and 1 foot on the left and right side of the Base).
3. A strike is also an attempted kick missed by the kicker inside or outside of the strike zone.

X. Balls

1. A count of 4 balls advances the kicker to 1st Base.
2. A "ball" is any of the following when a kick *is not attempted*:
 - a. A pitch outside of the strike zone (see IX-3).
 - b. A pitched ball that does not touch the ground at least twice or roll before reaching home plate.
 - c. If the ball bounces only one time before reaching home plate and doesn't bounce a second time on the ground portion of the strike zone.
 - d. A pitched ball that exceeds 12 inches in height at the bottom for the entirety of time while passing over the strike zone

XI. Fair & Foul Balls

1. Fair Balls:
 - a. Ground balls in the infield that are first touched in fair territory (including the Base) but bounce or ricochet into foul territory
 - b. Ground balls that **pass first or third base** in fair territory
 - c. Fly balls that first touch the ground in fair territory
 - d. Fly balls that the referee determines would have first touched the ground in fair territory if a defender had not touched it
2. A count of 4 fouls is an out.
 - a. If a player has already kicked 3 fouls and kicks a fourth foul ball it is considered an out.
3. A foul ball is a kicked ball:
 - a. That lands within foul territory.
 - b. That lands in fair territory but touches foul territory on its own at any time before reaching 1st Base or 3rd Base.
 - c. Whose direction is altered by contact with any object (except a fielder) other than the ground in foul territory.
 - d. A kicked ball outside of the kicking box (either in front of home plate or behind the

kicker's box). If the ball is caught it is an out.

- e. That contacts the kicker a second time within the kicking box

XII. Outs

1. A count of 3 outs by a team completes the team's half of the inning.
2. An "out" occurs when
 - a. kicking count is three (3) strikes or four (4) fouls; a Fielder catches any kicked ball (fair or foul) anywhere on the playing field.
 - b. a forced out by ball tag at the Base to which a Runner is running before the Runner arrives at that Base. You do not need to touch the runner for them to be out, you can touch the base (e.g., 3rd) while holding the ball before they arrive, then throw the ball to another base (e.g., 2nd) to try and get a double play.
 - c. a Runner is touched by the ball at any time while not on Base while the ball is still in play. If the runner on 2nd or 3rd base overruns the base the player must be tagged out, touching the base does not count. A runner is NOT OUT if a fielder throws the ball, and it hits the Runner above the shoulders on the first point of contact (i.e., the neck or head) This exception does not apply when runner dives or slides; in this instance, the Runner is OUT.
 - d. a Runner fails to tag up. The ball can either touch the Runner or originating Base (before the runner returns), and the Runner is out.
 - e. a Runner is off Base when the ball is kicked (i.e., leading off).
 - f. a Team member or Base Coach physically assists a Runner during play.
 - g. a Kicker does not kick in the proper kicking line up.
 - h. a Runner passes another Runner.
 - i. a Runner who misses a base but fails to tag up, as called by an Umpire upon the conclusion of the play.
 - j. a Runner who fails to properly tag up on a caught ball (i.e., tagging up is based on when a fielder first comes into contact with the ball).
 - k. a Runner tagged by the ball while on a base they are forced to vacate by the Kicker becoming a Runner.
 - l. a Runner is coming from Home Plate, who steps on 1st Base without the intent to continue through to 2nd base.
 - m. a runner runs to Home Plate and causes a collision at home plate. **Runner must use safety base at Home Plate.**
 - n. A double kick where the second contact made by the kicker with the ball is outside of the kicker's box results.

XIII. Ball In-Play

1. The play ends when the **Pitcher** has the ball under control and is on the PITCHER'S MOUND.
 - a. Runners off the Base must return if they are not at least halfway to the next Base.
 - b. Runners who are past the halfway point toward the Base may advance to the Base, with the risk of being tagged out.
 - c. Once a Pitcher has ended play, the play is DEAD, and all remaining runners are safe on their respective bases.
2. Interference:
 - a. **By Fielder:** When Runner is hindered by any Fielder within the baseline or standing on the Base – not making an active play for the ball – the Runner shall be safe at the Base to which they were running. Runners may choose to advance beyond this Base while the ball is still in play.
 - b. **By Runner:** When Runner physically hinders Fielder attempting to make a play in a

- deliberate and unsportsmanlike manner, the interference causes the play to end, the Runner is out, and other Runners must go back unless forced forward.
- c. **By Runner Who Touches Ball:** When any Runner (on or off Base) intentionally touches a ball, the interference causes the play to end, the Runner to be out, and any other Runners shall return to the Base from which they came unless forced to advance.
 - d. **By Non-Permanent Object:** When any non-Fielder or non-permanent object – except an Umpire or Runner – touches or is touched by a ball in play in fair territory, the interference causes the play to end, and Runners shall proceed to the Base to which they were headed.
 - e. **Interference by Non-fielding Players:** When non-fielding players (such as supporters, spectators, bystanders, etc.) significantly hinder or prevent a Fielder from retrieving a ball in foul territory – so much so that play should cease due to fairness and sportsmanship, this interference causes play to end. The Umpire has the ultimate discretion to determine the location of base--Runner(s) but--for the interference. However, the Umpire may not advance the Runner(s) greater than to the Base they were headed
3. If a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

XIV. Injury & Substitutions

1. The captain is ONLY permitted to make the following substitutions during the middle of an inning:
 - a. The captain may substitute the Pitcher with either someone from the dugout or a current fielder. However, the switch can only happen when the count is 0-0-0 on a kicker (i.e., if there has been at least one pitch to a current kicker, the substitution cannot take place until the next kicker is at-bat).
 - b. May occur at any time to replace an injured or ill player. However, if someone is replaced due to an injury, if that Player is to return to the game, the participant must be placed in the same spot in the kicking lineup.
 - c. The clock continues while the substitution occurs. However, if it appears that players are purposely delaying the game, players will be given a warning, three warnings, and the Player is removed from the game.
2. If a player is ejected, injured, becomes ill, or leaves the game early, the kicking order will remain the same less the removed Player. Injured players who do not kick CANNOT play in the game.
3. If a kicker is injured before reaching 1st Base, but attempts to reach 1st base, they can be tagged or the base can be tagged as normal play.
 - a. If a kicker is safe to first, then he/she/they may be replaced by the person who was last out.
 - b. If the kicker is unable to continue to first base after injury, they must be taken out of the game. The play will reset, and the next kicker in the lineup will go.
4. An individual Runner may be substituted no more than twice per game. After the second substitution, the Player will be removed from the game and no longer allowed to participate.
5. If a player has a disability that prevents them from running but they can kick, the player may have a courtesy runner (last out) run from home to 1st for them. However, the captain must register the player at the beginning of the season.

XV. Captain's Challenge

1. The captain—**and ONLY the captain**—is permitted to make one official challenge during game play.
 - a. The challenge MUST be made before the next pitch or play has begun to the HOME BASE UMPIRE.

- b. **The clock will stop for up to three minutes-** the final decision must be made within that matter of time. **The umpire is not required to use the full three minutes to make a final decision if the decision can be made sooner.**
 - c. The home base umpire may consult the other umpires and the opposing captain for questions or clarification.
 - d. The Umpire may make the final decision AT ANY TIME and does not need to consult with any particular individual.
 - e. Any player disrupting this process will be subject to a warning; the Player is removed after three warnings.
 - f. *If the umpire "overrules" (i.e., rejects) the challenge, play will continue as is.*
 - g. *If the umpire "sustains" (i.e., accepts) the challenge, the home base umpire must provide a remedy that is most reasonable or call a "do-over" of the play.*
 - h. *Examples of a challenge can include but are not limited to, A call that may have resulted as an out or safe- including improper touching of bases, a fielder blocking a runner in the baseline, a purposeful unsafe act, etc.*
2. Once a captain has used up the challenge, the captain may only ask the Umpire for quick questions of rule clarification, for time elapsed, comments of balls or strikes or to make a substitution.
 - a. Any attempt to challenge a play or heckling of the Umpire will result in a warning, three warnings, and a player is removed.

XVI. Elimination Round Extra Innings

1. Extra Innings only occur in elimination rounds.
2. For extra innings, the last person to have kicked the prior inning will start on 2nd Base.
3. Each kicker will start with a full count (**2 strikes or 3 fouls**, 3 balls) and only get 1 pitch.
 - a. A strike or foul is an out.
 - b. A ball is a walk.
 - c. A ball kicked into fair territory results in regular play.
4. Teams play with 3 outs as usual.
5. Teams will continue to play extra innings until one team has more runs at the end of an inning.

XVII. Sportsmanship

1. Though games are often competitive, ensuring participant safety and providing a comfortable LGBTQIA+ atmosphere is of utmost importance to the League. Proper sportsmanlike is subjective and should be viewed as how the reasonable person would interpret the behavior in a game. However, certain instances are inherently unacceptable, and the HIGKL Board of Directors will exercise zero tolerance when overseeing these situations.
 - a. There is a zero-tolerance policy for the following behaviors:
 - i. Public drunkenness
 - ii. Physical violence or threats of violence
 - iii. Excessive swearing or swearing of any kind toward any umpires or opposing players
 - iv. Discriminatory comments, name-calling.
 - v. Sexual harassment or inappropriate touching of any other individual creation of any conditions of an unsafe environment
 - vi. Bullying of any kind.
 - b. *The Umpire has the discretion to give players warnings for violations of the code of conduct or the rules of sportsmanship described herein.*
2. Captains are responsible for maintaining proper sportsmanlike behavior for their team.
3. In addition to the penalties enumerated above, the HIGKL Board of Directors reserves the right

to apply additional penalties as it sees fit.

4. **Warnings are cumulative; players who have already received two warnings in previous games will be ejected from the game upon their third warning. Players will also not be permitted to play the next game.**
 - a. Depending on the nature of the violation, the Player may also be ejected from the league.
5. Ejections: Players who are ejected from a game or sitting out due to a prior warning must immediately leave the park until they are allowed to play again.
 - a. Any team that has a player fail to adhere to this rule will automatically forfeit the game.
6. Sportsmanlike Conduct at Affiliated Events: the HIGKL Board of Directors reserves the right to eject or expel any tournament players found to engage in egregious conduct toward other league players (e.g., physical violence, bullying, sexual harassment, or abuse).

XVIII. Tourney Rankings for Elimination Round

1. To determine rankings for the elimination brackets, the following system will be used:
 - a. A win is 2 points
 - b. A tie is 1 point
 - c. A loss is 0 points.
2. After points are accumulated, if there are any ties in the rankings, the following tie breakers will be used in the order they are listed:
 - a. Winning percentage
 - b. "Head-to-head" play
 - c. "Head-to-head" differential
 - d. Total runs for
 - e. Total runs against
 - f. Total runs differential
 - g. Lowest number of forfeit
 - h. Coin toss
3. Rankings
 - a. **All teams will be ranked, and playoff bracketing will commence after the final rankings are determined in week 8.**

XIX. Field Specific Rules

1. Please Kokua (help) and Malama (care for) the park and facilities. Please pick up any trash or recyclables before, during, and after the games.
2. "Permanent" structures or shelters that cause damage to the ground are not acceptable on the fields.
3. There is no open alcohol permitted in the park.
4. **PETS MUST BE ON A LEASH**

Date	Section	Changes
02/26/25	18.	-Updated tie breaker to match TeamSideline
01/09/25	3.	-The added language empowers the board to develop a new plan for umpires, moving beyond previous methods.

12/31/24	<p>1.</p> <p>2.</p> <p>3.</p> <p>4.</p> <p>5.</p> <p>6.</p> <p>8.</p> <p>9.</p> <p>12.</p> <p>14.</p> <p>15.</p>	<p>-Permanent field landmarks usage at the discretion of the League</p> <p>-Punitive action for failure to adhere to appropriate footwear. -Jersey's are mandatory unless the player is participating in the weekly themes.</p> <p>-Including 'non-registered' -Umpire recruitment & process for S9</p> <p>-clarification of the dugout area</p> <p>-no game will go past the scheduled start time of the following scheduled game -added mercy rule for a regulation game (3 complete innings)</p> <p>-clarified foot placement at time of release -infielders must be in fair territory before the ball is kicked</p> <p>-runner may overrun the 'safety base' at 1st -when using the 1st base is appropriate -sliding ONLY at safety bases -defensive plays at home will be done on the home plate -Automatic out if runner causes a collision at home plate -only 1 fielder should have their foot on the base at a time -clarification on tagging_flyballs: caught (on first touch)</p> <p>-cleaned up the verbiage on strikes, fouls, and courtesy kicks</p> <p>-runner must use safety base at home or else they are out</p> <p>-cleaned up the verbiage for injuries and substitutions</p> <p>-Captain's challenge: the time will stop up to 3 min and must be resolved within that time.</p>
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	16.	-full count→2 strikes OR 3 fouls
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