



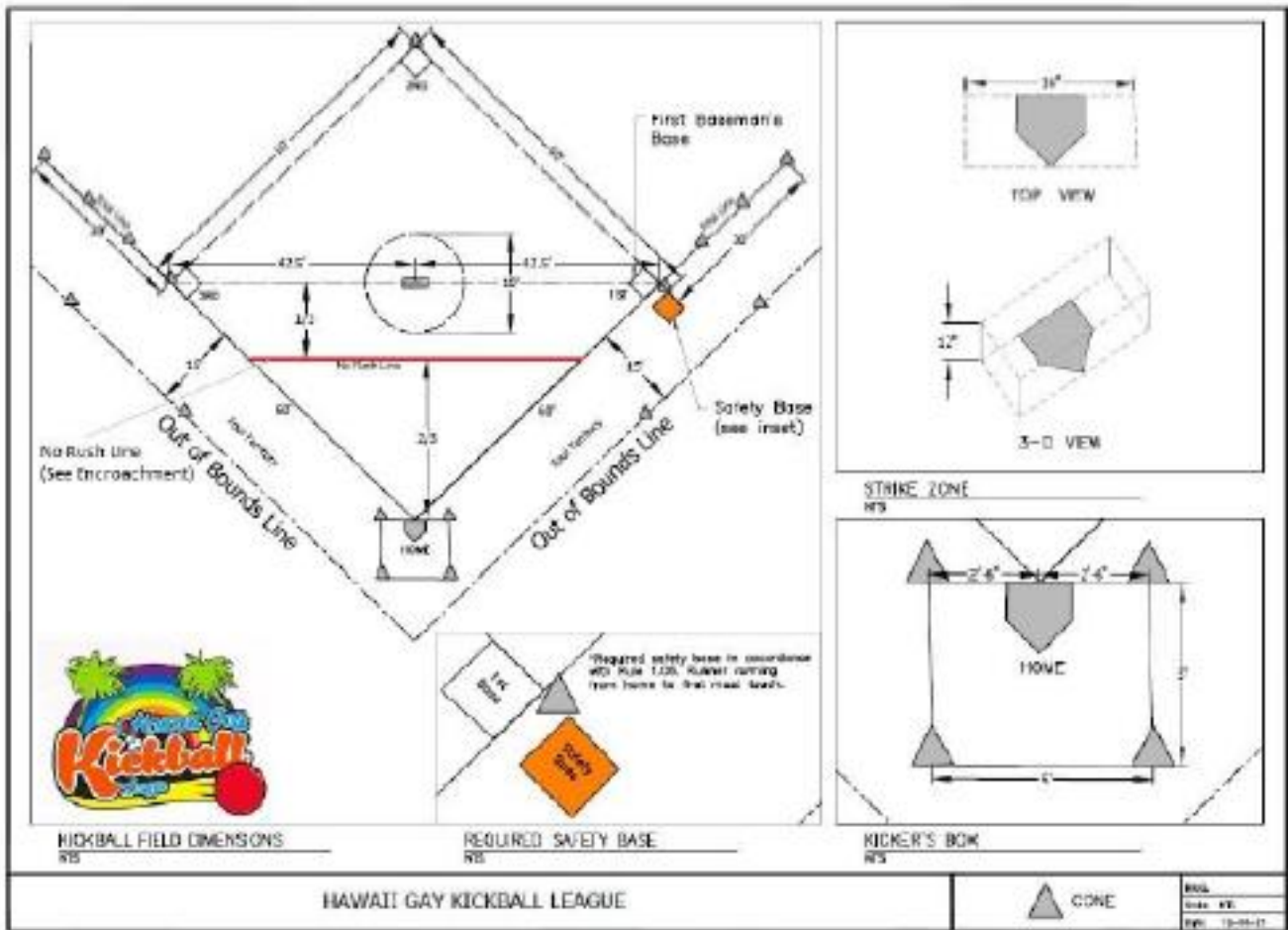
Hawaii Gay Kickball League

Season 6- Winter 2022

Hawaii Gay Kickball League (HGKL) is an adult league consisting of all genders, sexual orientations, races, and ages (18+). THE VERY FIRST RULE OF HGKL IS TO HAVE FUN!

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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.
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. Short cones are placed at the outside corner of each Base but cannot touch the Base.
4. Tall Cones are placed on the foul lines in a straight line extending 10 to 30 feet beyond 1st and 3rd Base. Short cones will be set to outline the kicking safety 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.
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 5 feet in width and is 5 feet deep.
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.
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 next to 1st Base in foul territory.

II. Equipment

1. Shoes: Players are recommended to always wear close-toed shoes.
 - a. Players are NOT permitted to wear metal cleats, studs, or any shoes that contain metal.
2. Official Kickball: For this season, we will be using ONLY Varsity Gay League Kickballs.
 - a. Players must wear their team jerseys to play in a game. If a player does not have their team jersey, the head umpire and both coaches must agree to approve playing out of uniform.

III. Game Participants

1. **Player Eligibility:** To play, a participant must have completed the following:
 - a. Verification of 18 years of age
 - b. Complete registration along with paid fees
 - c. Be adequately and currently health insured against all injury that may arise during gameplay.
 - d. Sign the liability waiver
 - e. Sign the code of conduct.
 - f. Proof of Covid vaccination
2. No substitutions or nonregistered players are allowed.
 - a. Players that do not fit the eligibility requirements that are caught playing will be removed promptly.
 - b. ***A team caught with a nonregistered player will forfeit any games in which a nonregistered 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.
 - a. Only a member of the board of directors not involved in gameplay may over rule an umpire.
5. **1st Base Umpire:** Umpires must be unbiased and will be positioned to the right of 1st Base in foul territory. They are expected to assist in making calls. However, the home base has final authority.
 - a. The 1st Base Umpire is also in charge of keeping track of outs and runs on the official score sheet.
6. **Umpires:** Each Team is required to provide **two knowledgeable and capable umpires. Failure to provide required umpires will result in a forfeit assessed against the offending team.**

IV. Teams

1. **Players Required:** Each team must field at least 7 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 7. 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 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 42-minute marker.*
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 nonregistered player, or failure to provide 1st or 3rd umpires during assigned duty, an official score of 7-0 will be assessed for both the winning and losing team.
5. **Mercy Rule:** If a game has played for 4 innings AND the run differential is greater than 15 runs, or 5 innings and 10 runs then BOTH CAPTAINS can agree to end the game. Gameplay must continue if either captain wishes to continue until the end of regulation time.
6. **Delay of Game:** Any player caught purposefully 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. HGKBL shares the field space with the community, and there are limitations for field availability.

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 **one foot in line or behind the Pitcher's strip**. 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. Infielders may choose to follow the ball after it is pitched but *must stay in line or behind the **no rush line** until the Pitcher passes the **no rush line***.
 - i. 3rd base 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 40-foot cone is right outside of the baseline from 3rd to home plate).
 - ii. 3rd base can crash home once the pitcher 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.*
4. **There is NO INFIELD FLY BALL AUTOMATIC OUT RULE, meaning if the ball is kicked in the air and lands in the infield and not caught, it is NOT an automatic out. The fielder must catch the ball for the runner to be out.**

VII. Kicking

1. Each kicker must make all kicks by the foot or below the knee. *Any ball below touched by the foot or leg below the knee is considered a kick.*
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 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 physical 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" must be used when the Kicker travels to the 1st Base from Home Plate.
 - a. Safety base is ONLY available for runners traveling from home plate. No additional base may be used at any other base
 - b. Fielders trying to make an out at 1st Base must touch the Base (white) in fair territory (the official 1st Base is white). Runners hindered by a fielder touching the Safety Base (orange) will be Safe.
 - c. When a play is attempted at 1st Base, the Runner must touch the safety base (orange) – and not 1st Base (white). If the Runner touches 1st Base before being called "safe" at the safety base, then the Runner shall be called "out," unless an exception applies:
 - i. The Runner may use 1st Base if attempting to advance to 2nd Base at their own risk (i.e., rounding the Base to 2nd), as they may be tagged out before returning to 1st.
 - d. Once a runner has reached 1st 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 into 1st Base, but the kicker must only touch the "safety base."
7. 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.

8. Fielders must stay out of the baseline. Fielders trying to make an out at a base may have their foot on the Base but must lean out of the baseline. 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.
9. Runners are not permitted to lead off Base nor steal bases. Runners may advance once the ball is kicked. A runner who is of the Base when the ball is kicked is OUT.
10. **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 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.
11. Hitting a Runner's neck/ head with the ball is *not allowed*, except when the runner is sliding. If it occurs, then Runner is "Safe" and advances to the Base they were running toward. However, if the Runner intentionally uses the head or neck to block the ball, the Runner is "Out."
12. **Tagging Up:** To "tag up" is a requirement for base runners to retouch or remain on their starting base until a fielder (in field or out field) 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, you must return and touch the Base before you can run to the 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 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.
13. 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.
14. Overthrows: An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a Player or Base.
 - a. Overthrows apply at 1st and 3rd Bases. Otherwise, Interference Rules in XIII-2 shall be followed.
 - i. When an overthrow made in the direction of 1st Base or 3rd base is made, all players may only advance one base.
15. 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 considered to be strikes, if you have kicked 3 foul balls you have one more kick, if its foul then the kicker is considered out.
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 strikezone.

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
3. 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 fly balls that first touch the ground in fair territory
 - c. 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).
 - 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, the Player is out)
 - e. That lands within foul territory.
 - f. That lands in fair territory but touches foul territory on its own at any times before reaching 1st Base or 3rd Base.
 - g. Whose direction is altered by contact with any object (except a fielder) other than the ground in foul territory.
 - h. 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, Player is out)

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 through 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.
 - d. However, 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)
 - e. This exception does not apply when runner dives or slides; in this instance, the Runner is OUT.
 - f. a Runner fails to tag up when the ball is caught, the ball can either touch the Runner or originating Base (before the runner returns), and the Runner is out.
 - g. a Runner is off Base when the ball is kicked (i.e., leading off).
 - h. a Team member or Base Coach physically assists a Runner during play.
 - i. a Kicker does not kick in the proper kicking line up.
 - j. a Runner passes another Runner.
 - k. a Runner who misses a base but fails to tag up, as called by an Umpire upon the conclusion of the play.
 - l. 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).
 - m. a Runner tagged by the ball while on a base they are forced to vacate by the Kicker becoming a Runner.
 - n. a Runner is coming from Home Plate, who steps on 1st Base when required to use the safety

Base.

- o. 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 and returns TO 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 purposefully 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, then the kicker is OUT.
 - a. If a kicker is safe to first, then he/she/they may be replaced by the person who was last out.
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 one minute- the final decision must be made within that matter of time.
 - 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.
3. **For this season, captains and umpires must take the rules quiz by January 22, 2022, and pass with at least 75% to maintain "challenge" privileges and hold umpire positions.**

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, 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 LGBTQI atmosphere is of utmost importance to HGKBL. 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 HGKBL 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 HGKBL 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 HGKBL 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. Team with more wins.
 - b. "Head-to-head" play
 - c. Team with less points scored against ("runs allowed")
 - d. Team with less warnings.
 - e. Coin toss
- 3. Rankings
 - a. All teams will be ranked together; playoff bracketing will commence after ranking.

XIX. Field Specific Rules

- 1. At Kapiolani Park, the fields are open with no fences to limit defensive overthrown balls. Overthrown balls that go past the fair/foul lines beyond 10' will be out of bounds and play stops. All players will advance one Base from the Base they were approaching when the ball went out of play
- 2. Please Kokua (help) and Malama (care for) the Kapiolani Park. Please pick up any trash or recyclables before, during, and after the games.
- 3. "Permanent" structures or shelters that cause damage to the ground are not acceptable on the fields.
- 4. There is FREE parking along the mauka (mountain facing/north) side of the park, in the small parking lots, and alongside Paki Avenue. There is metered parking along the makai (ocean-facing / south) side along Kalakaua Avenue. Carpooling is suggested, given the limited parking.