



Official Rules of GO Kickball

1. Each game is 7 innings or 1 hour in length, whichever comes first. No new inning may start after 50 mins.
2. Teams will determine home and away with a quick game of rock, paper scissors. The home team fields first.
3. Each team kicks in an inning. Once 3 outs have been recorded a team's "at-kick" is over. Once both teams have kicked, the inning is over.
4. A maximum of 11 players can take the field at one time with at least 4 females on defense. Players are not required to play in the field in order to kick. All fielders who have played in the game must kick.
5. There is no limit to the number of team players in the kicking line-up. Kicking order cannot change during the course of a game unless agreed by the other team.
6. Teams are allowed first and third base coaches. Coaches may not interfere with play or physically assist the runners.
7. Any attempt to circumvent or go against the spirit of the rules will be at the ref's discretion to rule on the appropriate action.
8. **The referee's call is the final decision in all matters on the field.**

<p>Pitching and Catching</p> <ul style="list-style-type: none"> • A pitch must be rolled underhanded and bounce at least twice before crossing the plate. • The pitch must be released behind the rubber and be within 2 feet of the pitching mound to either side. • The strike zone is 2 feet wide on each side of home plate and the height is 6 inches or less from the ground. • Only the pitcher can charge the kicker after the ball is pitched *exception - pitcher cannot charge against female kickers. This infraction results in an automatic walk for the kicker. • Walk Rule - When any player is walked (either due to 4 balls or a defensive infraction), if the next kicker is female, the player walked is awarded 2nd base. If there are two outs, the female kicker has the option to kick or also take a walk. • Catcher Interference - The catcher must play behind the line formed by the strike-zone cones until <u>after a kicked ball passes the cones</u>. If the catcher opts to play near the cone line, they must stand at least 2 feet outside of either strike-zone cone, and may not block the kicker's attempt to kick the ball in any way. 	<p>Balls - Four (4) balls results in a walk A ball is:</p> <ul style="list-style-type: none"> • A pitch outside of the strike zone as judged by the referee where a kick is not attempted. • Any illegal pitch made by the pitcher <p>Strikes - Four (4) strikes results in an out. A strike is:</p> <ul style="list-style-type: none"> • Any pitch that is not kicked and not considered a ball • An attempted kick missed by the kicker • A foul ball (counts as a strike) <p>Fouls A foul is:</p> <ul style="list-style-type: none"> • A kicked ball that is touched in foul territory prior to going fair • A kicked ball that goes foul prior to passing 1st or 3rd base & not touched by a player while the ball was in fair territory • A "double kick" or when the ball bounces up and hits the kicker a second time after the first touch while still in the kicking motion
<p>Kicking</p> <ul style="list-style-type: none"> • The kicker must wait for the ball to reach home plate before kicking the ball. • If any part of the kicker's "plant foot" (non-kicking foot) is in front of home plate when they kick the ball, then the kick is considered a FOUL ball. The ball may be caught and is live. • The kicker may kick the ball anywhere behind home plate. • The kicker cannot step on the ball or "trap" it to make a kick. 	<p>Out of Play</p> <ul style="list-style-type: none"> • If the ball is thrown or kicked by the defense out of the field of play, each base runner is granted one additional base in addition to the base they were running toward. • The referee will determine when the ball is out of the field of play. • An overthrow that goes into foul territory but does not go out of the field of play is still live. Baserunners can advance multiple bases at their own risk.
<p>Fielding</p> <ul style="list-style-type: none"> • Fielders cannot play in front of the imaginary line between 1st and 3rd base prior to the ball being kicked. Only the pitcher can run in after the pitch except against female kickers. • Fielders must stay out of the base line. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running. • Fielders may not intentionally drop a catchable ball (all runners are safe). • A fielder can throw a ball at a runner below the shoulders. 	<p>Play Ends (Dead ball)</p> <ul style="list-style-type: none"> • When any defensive player has control of the ball within the 5 foot pitcher's mound area • When Time is called by the referee • When a runner intentionally touches the ball (the runner is out) • When a runner is hit with a kicked ball by the kicker • When the referee rules the ball out of play • On any interference by the offensive team. Defensive interference (obstruction) calls will be made at the discretion of the referee once the play ends.
<p>Outs - Three (3) outs by a team completes their half of the inning An out is:</p> <ul style="list-style-type: none"> • Four (4) strikes, four (4) fouls, or a combination of strikes and fouls that equal four (4) • A runner touched by the ball while not safely on a base & the ball is live • A runner hit by a thrown ball below the shoulders (runners hit in the neck or head with the ball will not be out, unless ducking or sliding into a base) • A kicked ball (fair or foul) that is caught in the air before touching the ground • A ball possessed by a fielder touching a base prior to the runner reaching that base (force out) • A runner off of their base when the ball is kicked • A runner interfering with a fielder's opportunity to make a play 	<p>Base Running</p> <ul style="list-style-type: none"> • Runners must stay within the base line except to avoid a collision with a fielder. • No leading off or stealing. Runners can only advance after the ball is kicked. A runner off a base when the ball is kicked is out. • Runners may Tag-Up and advance to the next base after a kicked ball is first touched by the defense. • Runners may overrun first base and home. Sliding is allowed. • Running past another runner is not allowed. Any runner that passes another runner is out. • If a base is displaced, the runner must use the original location of the base until the play is over. • Pinch runners are allowed if a player is injured. The opposing team selects the runner and must be the same gender as the injured player.

GOOD LUCK AND HAVE FUN!