

# **GAU**

# **KICKBALL**

**G A Y K I C K B A L L . C O M**

## **GayKickball.com Official Rules**

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GayKickball.com is an adult kickball organization consisting of all genders, sexualities and races ranging from 20-80 years old. Kickball is a game consisting of two teams, bases, and a 10 inch rubber ball. Played like baseball or softball, the object is to score more runs than the opposing team. All in all, games are played with 10 fielders.. (4 outfielders, 6 infielders), in 7 innings/50 mins, 2 base coaches, outs, and bunting. The following rules will be put into all kickball games played under GayKickball.com. For the enjoyment of the game, proper respect and sportsmanship is required of all participants toward one another. Fighting is not tolerated. There is a zero tolerance for discrimination towards race, gender, sexual orientation or anything for that matter. There is also a zero tolerance for unsportsmanlike behavior.

## First Rule of GayKickball is to HAVE FUN!

### 1. THE PLAYING FIELD

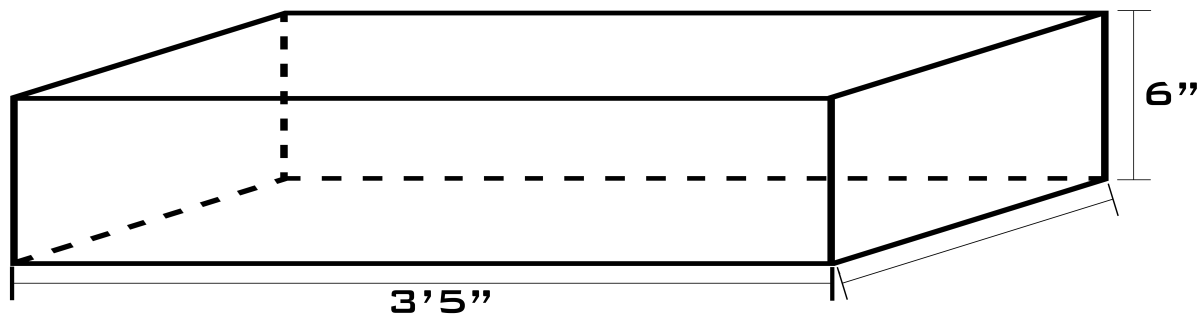
#### 1.1

The field shall be established on a safe terrain grass/dirt suitable for play in accordance with the following provisions which equal the dimensions of a softball field.

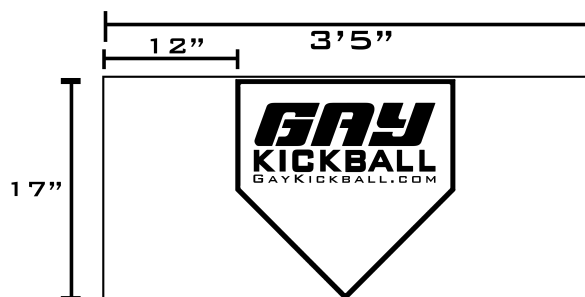
- a. The kickball diamond is a square with equal sides of 60 feet.
- b. The distance from home plate to 2nd base and from 1st base to 3rd base is 84'10"
- c. The distance between any base shall be measured from the front corner of each.
- d. The pitching strip is in the center of the diamond, 42 feet 5 inches.
- e. The pitching strip is directly aligned with the 1st-3rd base diagonal.
- f. The pitching circle extends 7 feet from the center of the pitching strip.
- g. The sidelines are lines 10 feet on the outside of and parallel to the foul lines.
- h. The point of contact with the ball must be inside the batters circle.
- i. The foul lines are fair territory.

#### 1.2

### Strike Zone



**STRIKE ZONE**  
GAYKICKBALL.COM



The strike zone is a three-dimensional rectangular prism. 6 inches in height. 1 foot from each side of the plate starting from the furthest point of the plate on the left and right and the height on the plate from the top edge to the back corner.

1.3

All participants must respect and obey all rules and regulations pertaining to the field used for games.

1.4

Any player or Referee in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when/if in foul territory.

1.5

With notification to the Head Referee of any improper field set up, the field layout shall be fixed before the beginning of the next play. Protest based on field set up will not be considered.

1.6

#### **Optional Extra Base (Safety Base):**

When available, an additional base may be set up adjacent to First Base to provide more room for the runner. If an Extra Base is used:

- a. The Extra Base is only available for runners traveling from home plate.
- b. Fielders trying to make an out on first base must touch the base in fair territory
- c. Runners hindered by a fielder touching the base in foul territory (the Safety Base), will be safe.
- d. Once a runner has reached first base safely the runner must start the next play on the First Base.
- e. No additional base may be used at any other base.
- f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Safety Base.
- g. The runner may use First Base if attempting to advance to Second Base, **or if there is no fielder on First Base.**

1.7

#### **Sideline area**

If you are not playing defense on the field/batting/first or third base coaching then you should be in the marked area/ dug-out.

## **2.EQUIPMENT / UNIFORMS**

2.1

While participating, players must properly wear the official athletic clothing designated for their use.

2.2

Metal cleats are not allowed. Some sort of athletic footwear is required to play. Cleats with plastic or rubber soles are recommended.

2.3

Players can wear protective equipment as long as it does not offer the wearer an unfair performance advantage. Any equipment turned down by the Head Referee as a performance enhancement must be removed or the player will be removed from the game.

2.4

Our official kickball has the GayKickball Logo, measuring 10 inches in diameter when properly inflated to a pressure of 1 pounds per square inch.

2.5

All player attire is an extension of the player.

2.6

All players must have GayKickball uniforms as their official team uniform in order to participate in the games. If a player does not have on their uniform the player can not play and no refunds for the games missed will be given. Only subs can play with out a uniform but must wear a solid black shirt or a matching color shirt flipped inside out so no logos are shown. Each team may be provided with an extra uniform, these uniforms will be used for the subs or players that forgot their uniform. (see rule **19 Subs** for what a sub is)

The only alterations that can be made to the uniform is cutting the sleeves and belly of the shirt making it a crop top. The GayKickball Logo, Name nor Number must not be touched. Players can not print on or alter anything else on the uniform, If so the player must order another uniform before stepping on the field. Uniforms can be purchased at [GayKickball.com/apparel.html](http://GayKickball.com/apparel.html)

2.7

Gloves are not allowed.

2.8

### **Team Color Selection**

For choosing a team color for any current season of play, active teams from the immediately previous season will have first right to retain their team color choice for the immediately following season of play. If a team does not play in a season, they forfeit the first right to their team color and it may be chosen by a new team without the inactive team's approval. If another team chooses the inactive team's color and the inactive team returns for another season, the previously inactive team will have to purchase new team color GayKickball Uniforms, if their team color has already been chosen by an active team.

## **3. REFEREES**

3.1

Games will be officiated by at least one authorized official referee. For championship games two officials may referee each game. The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues. When possible other Referees may assist these officials.

3.2

Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to flip a coin for who is home and away, to address any ground rules in effect, to ensure the exchange of team lineups and to identify the designated Captains who will be authorized to discuss calls with the Referees during the game.

3.3

Referees have jurisdiction over play and may:

- a. call a time out;
- b. call off a game due to darkness, rain or other cause at the Referee's discretion;
- c. penalize a player, warning (Yellow Card), including game ejection (Red Card), for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game, not

following the park and city rules, not following GayKickball's Code of Conduct and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.

3.4

Referees must:

- a. keep a record of the final game score.
- b. report scores to league manager.

# PARTICIPANTS

## 4. PLAYER ELIGIBILITY

4.1

All participating players must appear on written lineups, reflecting that game's kicking order, sign a waiver at the beginning of the season/tournament, be 20-80 years old on or before the league start date/tournament start date.

4.2

### **Wrong Batting Order**

- 1) Batting out of order results in a out.
- 2) If the pitch is thrown with the wrong batter at the plate, and the out of order call is made while the batter is at the plate, the batter is out. Even if the batter didn't attempt to kick the ball.
- 3) If the batting out of order call is made after the batter has batted, play will resume as is, but an additional out will be added to the count.
- 4) Any batted player must play the field for at least one inning during the game.
- 5) Any fielding player must bat at least one time during the game.

## 5. TEAMS

5.1

Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.

5.2

While fielding, each team must field at least eight (8) players and no more than ten (10) players on the field in uniform, which must include one pitcher. The other 7 players (excluding the pitcher) can play the field. The batting team can supply a non defensive catcher to help throw the ball back to the pitcher. The non defensive catcher supplied from the batting team will be the batter that is on deck.

5.3

For a given game, each team shall have one Captain who is responsible for the team. The Captains may discuss calls with the Head Referee, but must accept the Head Referee's final ruling. Other players besides the Captains that dispute calls with the Referees are subject to ejection from the game and are not allowed to communicate with the official over rulings/calls about the game.

5.4

### Late arriving Players

Players arriving after the game has started must be added to the bottom of the line up and the captain must inform the umpire on the late arrival.

### 5.5

Each team must have their full roster bat.

### 5.6

Teams with 16 or less players on their roster will be subjected to receiving free agents. Once your team has 17 registered players, your team does not have to accept free agents but can accept more, if the team would like more players to join their team.

## 6. BASE COACHES

### 6.1

Two members of the team at bat, may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

### 6.2

Base coaches may not physically assist runners while the ball is in play.

### 6.3

If the base coach makes contact with a runner in a way to help them stay on the base or pushing them in the direction of the next one will result as that player being out.

### 6.4

Once time is called the base coach can then touch the runner. High five etc.

## 7. REGULATION GAMES

### 7.1

Regulation games last seven (7) innings or 50 minutes which ever comes first.

- a. In the event of a tie score at the end of a regular season game, the game shall be marked as a tie.
- b. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
- c. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- d. If the score is tied going into the last inning or if time has expired, the home team has one last chance to take the lead and win the game. If the home team does not take the lead, the game will end in a tie and the away team does not get to bat again.
- e. If a team does not have at least **8 players in uniform at no later than 10 mins after the original game start time, the team with the fewest player will forfeit. With a losing score of 0-7.**
- f. If a B Division Team is playing an A Division Team, the B Division Team will be awarded 1 run each inning.

### 7.2

A game that is called off by the Referee after three (3) full 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.

### 7.3

A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may or may not be rescheduled.

#### 7.4

If 8 runs are scored in one inning by one team, then that half of the inning is over. If it is the last inning and the losing team is down by more than 8 runs, they are allowed to score more than 8 runs.

#### 7.5

Games canceled due to weather may or may not be made up. GayKickball.com will do what they can to play all the games in the original calendar season, but if games are canceled they can or can not be made up. If the games are canceled for good, no refund or partial refunds will be given.

## 8. PITCHING, CATCHING AND FIELDING

### 8.1

Balls must be pitched by hand. Balls can only be pitched with one hand. Balls must be pitched underhand or sidearmed as long as the palm faces upwards when released and the pitcher's arm is under 90 degrees. 7 pitches is the maximum number of balls that can be pitched at a single at bat.

### Proper Field Position

a. InFielders: All in-fielders may charge the batter's box once the ball is released from the pitcher's hand, (but must start behind the imaginary line from 1st base to 3rd base until the pitcher releases the ball) Infielders may pass the imaginary line from 1st base to 3rd base once the pitcher releases the ball.

b. Pitchers:

- The pitcher must start the act of pitching with at least one foot on or within the pitching circle.

- The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball.

- No part of the pitcher's front foot may be in front of the front edge of the pitching strip.

- The pitcher must release the ball before or at the plane of the pitcher's plate.

Result would be, umpire will call illegal pitch. If the ball is not kicked the pitch will be an automatic ball. If the kicker chooses to kick the ball the ball is live.

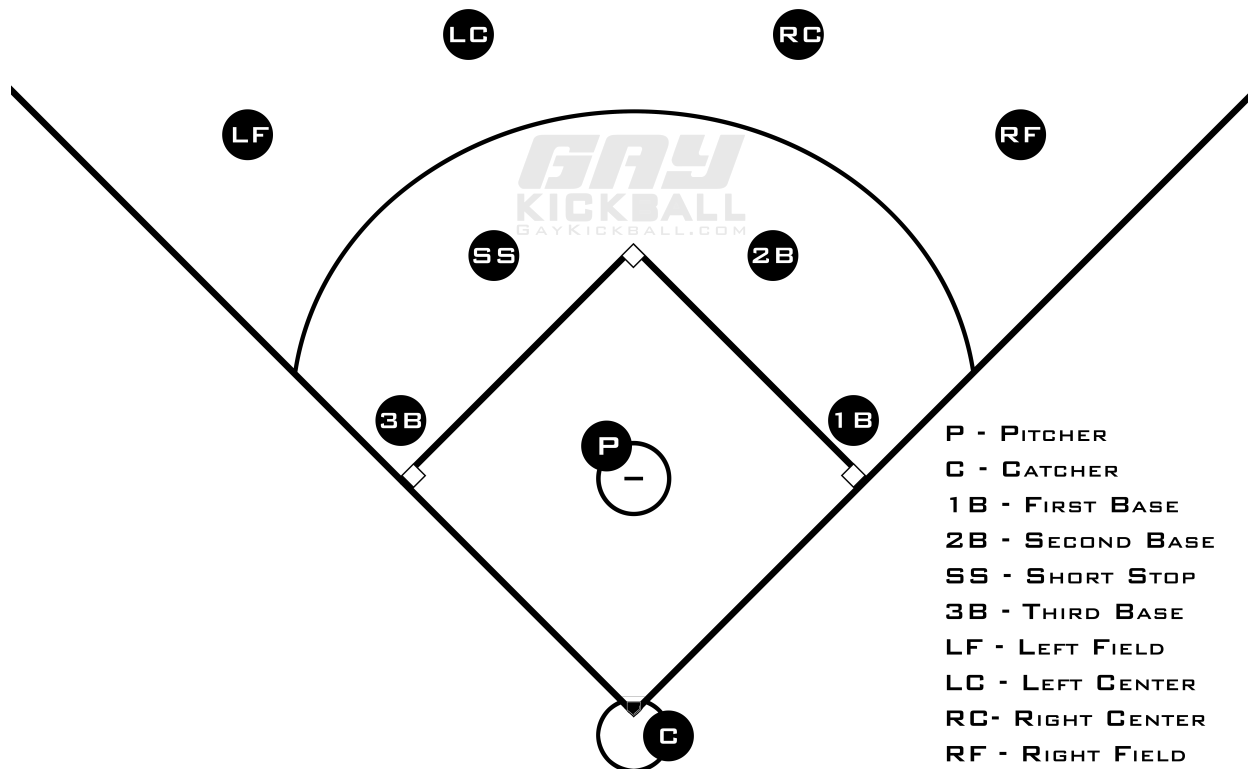
c. For Catchers:

- The catcher must be positioned anywhere **on** the batter's circle, not outside, not inside, but on the kicking circle.

- The catcher may not make contact with the kicker.

## 9. KICKING

### 9.1



All kicks must be made by foot or leg, no more than half way up the players shin. Any ball touched by the foot or below mid shin is a kick. If the ball is kicked with the bottom of the foot or from half way up the players leg, the kick will result in a dead ball foul.

9.2

All kicks must occur:

- a. 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 home plate. The result is a dead foul ball.
- b. 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 must start within the batters circle.

9.3

#### Intentional Walks

If a player is intentionally walked (by the umpires discretion) the batter is rewarded to advance to second base.

## 10. RUNNING AND SCORING

10.1

Runners must stay within the baseline. Any runner outside the baseline is out.



- a. Runners may choose their path from one base to the next, and must follow a natural running arc.
- b. Runners are free to change course to avoid interference with a fielder.
- c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- d. If a player runs out of the baseline path, the runner will be called out by the umpire. In this case, the ball does not have to touch the runner, simply the runner will be out and play continues.

## 10.2

### Obstruction

Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on that base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, 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 while the ball is still in play.

## 10.3

Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked (On Contact) from their teammate at bat. A runner off base when the ball is kicked is out.

## 10.4

Hitting a runner's neck or head with the ball is strongly discouraged. A runner hit anywhere in the neck or head while in-between bases, shall be considered safe. Play stops and the runners advance to the base they were headed to. If the ball touches a player at all, including a bounce or even off a direct kick from their own player, will be considered an out.

## 10.5

A tag-up is a requirement to retouch or stay on a base until a kicked ball is first touched by a fielder. After a tag-up, a runner may advance. A runner failing to tag-up as required is out. If a fielder bobbles a fly ball, the runner can take off on the first touch of the ball made by the fielder. If the ball is dropped by a fielder the runner can advance to the next base any time from the initial kick.

## 10.6

All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base or turns left into fair territory after touching first.

## 10.7

### Base Running on Overthrows

- a. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;
  - a1. An out of play overthrow ball, is when a ball is thrown into the dugout, over the fence or past the out of bounce line (20 feet past the foul lines).
- b. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into the dugout or over the fence (out of play).

This will come into play at the time the ball enters out of play territory.

c. One base on an overthrow out of play ball is a restriction on the runner – not an automatic right for the runner to advance.

d. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may continue base running.

#### 10.8

A run scores when a runner touches home plate before the third out is made, **EXCEPT** that no run can score when the third out is made during a force out play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

#### 10.9

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.

#### 10.10

Over the Fence home runs. Only one over the fence home run is allowed per team per inning. If a second home run is kicked in the same inning, the at-bat team must switch to the field, and that half of the inning is over.

#### 10.11

Base runners can not pass each other nor make contact with another base runner. If contact is made the lead runner is out.

## 11. STRIKES

#### 11.1

A count of three (3) strikes is an out.

#### 11.2

A strike is:

a. A pitch that is not kicked and is not called a ball, that enters any part of the strike zone.

b. An attempted kick missed by the kicker inside or outside of the strike zone.

#### 11.3

Foul balls count as strikes. The kicker is allowed 3 strikes which results as a out. 4 balls results as a walk (kicker gets to advance to first base). If a kicker has 2 strikes against them, and then kicks a foul ball, that is considered their courtesy foul. The next kick, if foul, will count as their 3rd strike and the batter is out.

#### 11.4

7 pitches is the maximum number of balls that can be pitched at a single at bat.

Example

- a. If the count is at 2 strikes and the next ball pitched is kicked foul the count is 2 strikes, 0 balls and 1 courtesy foul. If the next ball pitched is kicked foul the batter is out and marked as strike 3.
- b. If the batter kicks 4 fouls in a row the batter is out. Because the first two foul kicks are marked as strikes. The third foul is marked as a foul aka (one to give or courtesy foul) and then the 4th kick being foul results as the third strike and therefore the batter is out.

#### 11.5

If the ball hits the plate after bouncing at least two times, is a strike, no matter how bouncy the ball was before hitting the plate.

## 12. BALLS

#### 12.1

A count of four (4) balls advances the kicker to first base (A Walk).

#### 12.2

A ball is:

- a. A pitch outside of the strike zone as judged by the Referee where a kick is not attempted.
- b. A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
- c. A pitched ball that is higher than 6 inches at the plate or crossing the strike zone.

## 13. FAIRS AND FOULS

#### 13.1

A count of four consecutive (4) fouls is an out. Foul balls can count as strikes.

#### 13.2

A **foul** ball is:

- a. A kicked ball first touching the ground in foul territory and staying in foul territory until a fielder touches the ball while it is still in foul.
- b. A kicked ball first touching a fielder or Referee who is in foul territory, while the ball is over/in foul territory.
- c. A kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st or 3rd base.
- d. A kicked ball landing in fair territory, then entering foul territory **before** crossing the 1st or 3rd base.
- e. A kick made with the bottom of the foot or more than half way up the kickers leg, results in a dead ball foul.
- f. A kicked ball kicked more than once or stopped in the kicking box by the kicker. (Double kick)
- g. A kicked ball first kicked outside of the kicking box.
- h. A kicked ball first touching a permanent object, such as a batting cage or fence.
- i. If a player tries to catch a fly ball that is going to be foul and misses it, the ball is a foul ball.
- j. If a player tries to catch a fly ball that is going foul and hits it into fair territory, the ball is a foul ball.

### 13.3

A **fair** ball is:

- a. A kicked ball landing and remaining in fair territory.
- b. A kicked ball landing in fair territory then traveling into foul territory **beyond** the 1st or 3rd base.
- c. A kicked ball first touching a player or Referee in fair territory.
- d. A kicked ball landing in fair territory, then touched by a player in fair territory before touching the ground in foul territory.
- e. A kicked ball that touches a runner before touching the ground in foul territory.
- f. A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.
- g. A kicked ball starting in foul territory but then travels into fair territory before a player touches it and before 1st or 3rd base, is a fair ball.

### 13.4

If a ball is caught in the air in FOUL TERRITORY the play is NOT over and runners may still advance at their own risk, but must tag up.

## 14. OUTS

### 14.1

A count of three (3) outs by a team completes the team's half of the inning.

## 15. BALL IN PLAY

### 15.1

Once the pitcher has the ball in control and retains possession on the mound or pitching circle, the play ends and time is called by the official. Runners who are off base at this time and in forward motion and are half way or more may advance to that base at their own risk. Runners who are off base at this time and not in forward motion and less than half way must return to the base from which they were running.

### 15.2

Interference is:

- a. When any non fielder or non permanent object except a Referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed;
- b. When any runner on or off base intentionally touches a ball, or hinders a fielder. This 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.

### 15.3

## Deflated Ball

During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball. The play is called as a dead ball, the batters count will go back to what it was before the kick that deflated the ball.

## 16. INJURY AND SUBSTITUTIONS

#### 16.1

In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.

#### 16.2

If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no “automatic out” when the removed player’s spot in the order is reached.

#### 16.3

Injured players who do not kick shall not play in the game.

#### 16.4

Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.

#### 16.5

The pitcher is the only position that may switch mid inning with another player. A player in another position may not switch mid inning unless injured or unless they are switching with the pitcher.

#### 16.6

A courtesy runner is allowed. One courtesy runner per team per inning. The kicker that needs a runner must still kick the ball and make it safe to their base in order to make the switch for a courtesy runner to come in. The new runner must be the most recent out.

#### 16.7

Players arriving after the game has started must be added to the bottom of the line up and the captain must inform the umpire on the late arrival.

### 16.8 Head Hits

If a player gets hit directly in the head from a thrown ball, the play stops and the ball becomes dead. If there are other players on base, they get the base they were going to and the player that got hit is safe and will go to the base they were headed to at the time the ball hit them.

If the ball hits the ground or hits off their shoulder before hitting them in the head, the player will be out. The player must get hit directly in the head with out the ball touching anything else in order for the player to be safe.

## 17. Tied Ball Games

**Regular Season** games can end in a tie.

**Tied Games for playoffs:** Pool play games may end in a tie. For all other games, a ONE PITCH rule shall be applied and the last batter must go to second base to start the inning:

- The last batter of the previous inning shall be placed on 2nd base. Each batter gets ONE PITCH.
- Foul ball: Caught or dropped = OUT

- Strike: Swing or Called = OUT
- Ball: Batter is awarded a walk
- Batted Ball: Outcome of play

# 18. Tournaments

**Player Registration:** All players must register with their legal name that is on their official Government ID. Players must register before the start of their division's first round robin or at the time announced by the tournament, to be eligible to play in the tournament. A team manager/designated representative may request for a late player registration only to the Tournament Director before the start of games Saturday morning.

**Game Time:** Both managers must be ready with a completed line-up sheet 10 minutes prior to game time for a coin toss when called by the umpire. Teams must have at least 8 players in their required uniform at game start time . A coin toss occurs only in pool play games.

**Home Team:** The home team will be determined by a coin toss during pool play. The home team for tournament play will be the higher seeded team.

**Scorekeeper:** The official is the official scorekeeper. Scores should be confirmed at each half inning with the plate umpire. It is each manager's responsibility to initial and confirm the umpire's scorecard and that the correct winning team is indicated at the conclusion of every game. Upon leaving the field, the Umpire's scorecard becomes official.

**All Games:** No new innings after 50 minutes.

**Pool Play:** A random draw of teams will be placed into a 3 or 4 team pool. A coin flip will determine the home team for all pool play games.

## **3 Team Pools - Teams will play each other once.**

Seeding will then be based on the teams record in the following order:

2-0-0, 1-0-1, 1-1-0, 0-1-1, 0-0-2, 0-2-0 (wins-losses-ties).

In the event two or more teams are tied with the same record, a random draw will determine seeding.

## **4 Team Pools - First game winners will play each other for their 2nd game. First game losers will play each other for their 2nd game.**

The 2-0 team gets the #1 seed from that pool, the 1-1 team that LOST the 2nd game gets the #2 seed, the 1-1 team that WON the 2nd game gets the #3 seed and the 0-2 team gets the #4 seed.

In the event of a tie in the any pool play game, a coin flip will determine the "winner" of that game.

### **Non Pool Play - Ranking**

**The teams with the most wins with the highest point differential (Points For) will be Seeded highest.**

**The teams with the most losses and the biggest point differential (Points Against) will be seeded lowest.**

**Tie Games:** Pool play games may end in a tie. For all other games, a ONE PITCH rule shall be applied:

- The last batter of the previous inning shall be placed on 2nd base. Each batter gets ONE PITCH.
- Foul ball: Caught or dropped = OUT
- Strike: Swing or Called = OUT
- Ball: Batter is awarded a walk
- Batted Ball: Outcome of play

**What if Games:** In Double Elimination Gay Kickball Tournaments there is no what if game. This means that when the team from the losers bracket plays the winner of the winners bracket, that will be the final game. If the team from the losers bracket wins, they will not have to play the same team again and the tournament will be complete.

**Player Line-ups:** Teams must begin and finish with a minimum of 8 players in uniform to avoid a forfeit. Teams can bat as many players as they have show up. Each team must bat at least 10 player.s If a team has 8,9 or 10 players, all must bat. There will not be an automatic out if a team only has 8 or 9 players.. Each player must play defense at least one inning during the game.

**Bases:** If there are two bags at first base, the safety base rule is in effect.

This means if a player is running to first base for a single and does not touch the safety base and instead uses the first base mans base, that play may be called out.

### **GayKickball.com Run Rule:**

- 20 runs ahead after 4 innings or 3 ½ if the home team is ahead.
- 15 runs ahead after 5 innings or 4 ½ if the home team is ahead.
- 10 runs ahead after 6 innings or 5 ½ if the home team is ahead.

### **Home Runs:**

Only one over the fence home run can occur per team per inning.

If two balls are kicked over the fence in the same inning, that half of the inning is over.

**Courtesy Runners:** One (1) courtesy runner may be used per inning. The player that was the last out must run for their team mate. It is not considered a substitution but you must still inform the umpire of the situation.

**Uniforms:** Each player must wear a “GayKickball Official Uniform” which must be on the player worn correctly. on the body properly. No Gloves are allowed while playing in the field. Kickers may wear gloves while kicking. The only alterations that can be made to the tournament uniform is cutting the sleeves. Players can not print on or alter anything else on the uniform. If you would like to have your name and number on your uniform please order it from [GayKickball.com/apparel.html](http://GayKickball.com/apparel.html)

**All Exposed Jewelry and Loose Accessories Must Be Removed:** This includes, but is not limited to, all exposed body and facial piercing, rings, necklaces (of any kind / style), bracelets, wrist watches, earrings, pagers, cell phones, tobacco tins, unsecured sunglasses atop of ball caps. Medical alert bracelets must be taped to body. Non-removable jewelry must be concealed with athletic tape or Band-Aid type of material. This is for player safety reasons in order to avoid being snagged, ripped out, injuring another player etc.

**Ejections – GayKickball.com accordance:** A player or coach removed from the game by the umpire, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the field for the remainder of the game. A team may NOT continue to play shorthanded. If no substitutes are available, the game is a forfeit. If the umpire and/or designated tournament official(s) deems the unsportsmanlike act or conduct as malicious, the player might be ruled to not be eligible to participate in the rest of the tournament. Let's have fun and be good sports! Just be kind to the players, your own team, officials and directors. Easy as that.

**Player Ejection Penalty:** The player shall be removed from the current game, if upon official and directors discussion the player may be kicked out of the tournament. Tournament officials reserve the right to suspend and/or disqualify any ejected player for futures games of the tournament. if ejection is deemed to be threatening in nature to another player, umpire, spectator, tournament staff, park patron, animals or morally offensive.

**Tournament Integrity:** *The competitive integrity of all tournament play is paramount. All participants must adhere to the spirit and letter of the rules. GayKickball.com reserves the right to remove participants for any action that is deemed illegal, harassment, threatening, unethical and/or detrimental to the success of the event, or constitutes cheating at the discretion of Tournament Officials. Participants are reminded we are here for friends, fun and kickball. The Tournament Director shall have the final say on all eligibility issues.*



### 19.1

- a. In GayKickball a sub is a player that is not a registered league member for the current season.
- b. Each team is allowed up to 4 subs max during any regular season game. (A waiver must be signed online and \$15 per sub, must be paid online at [GayKickball.com](http://GayKickball.com) before the sub steps onto the field. [GayKickball.com/subs.html](http://GayKickball.com/subs.html) )
- c. Subs for playoffs and or championship games must have subbed for at least **four** games during the current season, if they did not sub in at least 4 games with the team they would like to play with in the playoff/championship games, then they are not eligible to play.
- d. For Playoff/Championships games, a max of 3 subs per team are allowed.
- e. You are not allowed to use players from another team for any regular season nor Playoff/Championship games.
- f. If a team takes the forfeit because they don't have enough players, they can then ask players from other teams to join the SCRIMAGE GAME that will be played in place of the regular season game. The game will count as a forfeit but we still want the players that showed up, to have fun.

## 20. Drinking

Drinking.... It is against city policy in most of the cities GayKickball.com is in. If consuming alcohol is allowed by the city or complex our games are at, our league does not allow drinking on the fields while playing. You can drink in the dugouts or outside the fields at your own risk. If you appear to be intoxicated to the official, they will not allow you to play. Drink responsibly. No glass or beer cans are allowed ever. Drink discreetly. No solo cups. . We always have socials after the games at our sponsor bar, we recommend to save the drinking until then. Umpires do have the authority to eject any player from the fields if seen intoxicated. Umpires are not allowed to drink while officiating.

## 21. Theme Week

Theme week Rules - All players must still be in their Gay Kickball Uniforms with the logo, name and number displayed appropriately. No heels nor boots are allowed to play in. Have fun with theme week but keep in mind we play at public parks that children can be at.

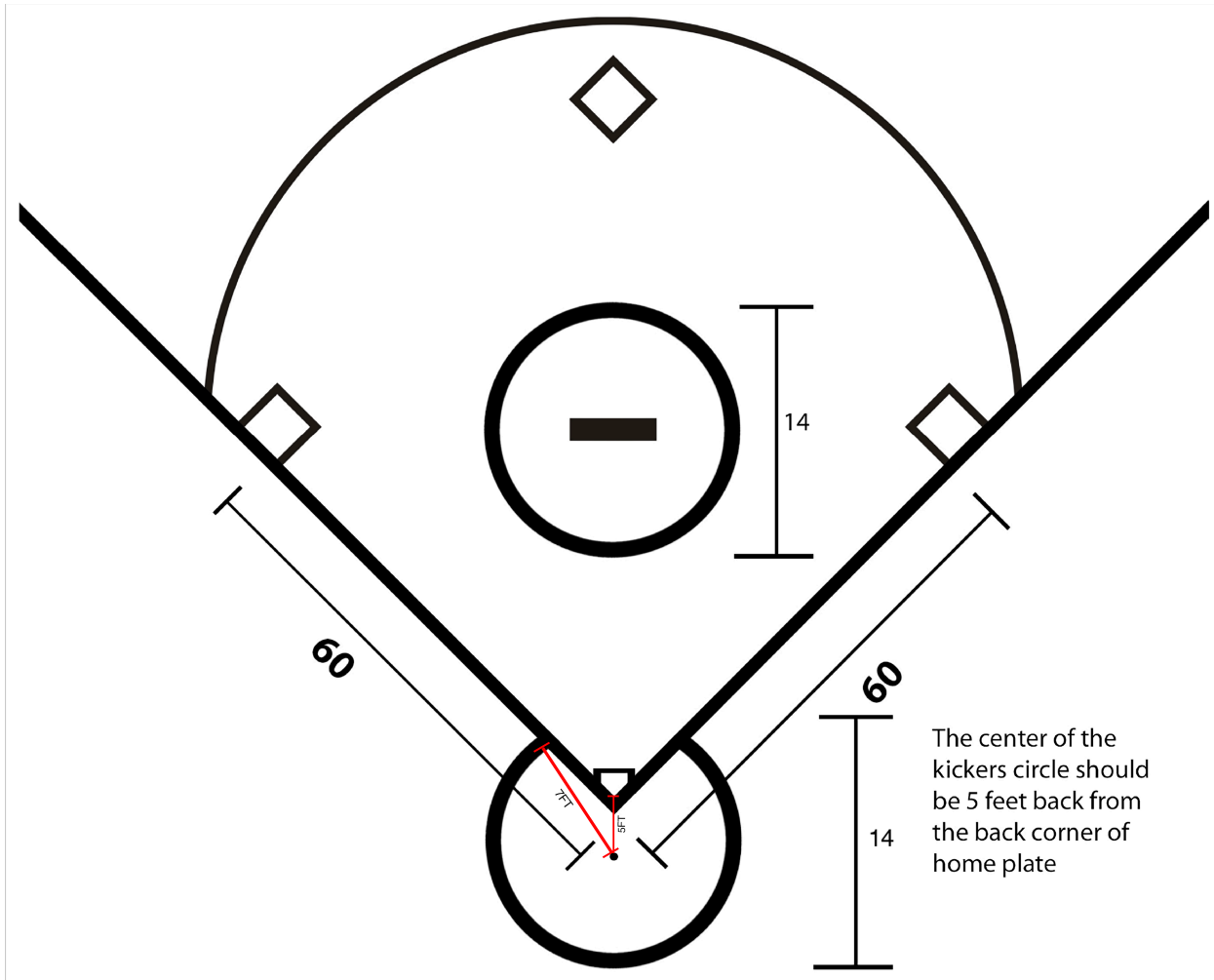
## 22. Other

### 22.1

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. These are the Official rules that will be referred to if a conflict arises. These rules are maintained at [www.GayKickball.com](http://www.GayKickball.com) and are subject to change without notice.

### 22.2

Refunds



No refunds will be given to the player after they have registered for the current season. Refunds for tournaments- No refunds will be given from 45 days prior to the first day of games. In the event of Rain or Cancellation of a Tournament, no refunds will be given.

