

Kickball

Play is governed by WAKA kickball rules with the following modifications:

A. PLAYERS & SUBSTITUTIONS

The Players

- a. Each team will play with no more than ten (10) players on the field at once.
- b. Teams must start and end the game with at least seven (7) players.
 1. A team with seven players or more must play or the forfeit procedure will go into effect.
 2. During the course of the game, if a team drops below seven players that team will receive the loss according to team misconduct scoring rules.
 3. If an injury results in a team dropping below four players, play will stop and a standard loss will be recorded.
 4. These rules will be applied regardless of game score at the time of incident.
- c. The maximum number of players any team roster may have is twenty (20).
- d. All teams & players must be defined to the designated bench area as outlined in IM Policies
- e. Co-Rec Additions:
 1. The ten (10) players will be five (5) men and five (5) women.
 2. A team with an odd number of players must abide by the plus one gender rule.

SUBSTITUTION: All substitutes must report to the Program Assistant before entering the game.

B. EQUIPMENT

Player Equipment

- a. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats, and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed or covered using a player's own equipment or bandages.
- b. Players must wear athletic type shorts/pants. These shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play, and shorts may not be worn inside out. Denim material will not be allowed.
- c. Jerseys/Shirts:
 1. In order to play teams must wear shirts of identical color and shade/tone.
 2. In the event two teams arrive wearing the same color and are unable to switch to a different color, jerseys will be made available.
 3. There are no shirts/jerseys available for check out.
 4. Player Numbers
 1. All shirts/jerseys must have legible numbers on at least one side (back or front of shirt) and must be legible from a distance of 6 feet.
 2. Numbers must be permanent on the shirt in a non-fading medium such as marker or paint. Taped on numbers are not allowed.
 3. Teammates will not share the same shirt/jersey number.
 4. If a player is #0 then that number must appear on the jersey. There can only be one version of #0 per team (i.e. #0, #00, #000, etc.)
- d. Shoes
 1. Each player must wear athletic shoes. They must be made of soft, pliable material that covers the entire foot.
 2. Any exposed metal or other dangerous material will not be allowed.
 3. Tennis shoes and molded plastic cleats are acceptable.
- e. Players may wear a knit or stocking cap (with or without ball/knot at top), headband, and hair bands. Hats with bills are prohibited.

GAME EQUIPMENT: Intramural Sports will provide the ball to be used during play, but a "warm-up" ball will not be provided.

C. TIMING

1. Delay Time - Once at the scheduled game time:
 - a. If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
 - b. If a team does not have seven (7) players signed in at game time, that team will be given 10-minutes to have seven (7) players sign in before the game is declared a forfeit.

- c. If neither team has seven (7) players signed in, both teams shall have 10-minutes to have the minimum number of players sign in before the game is declared a double forfeit.
 - d. Time used to wait for the minimum number of players will be off the game clock and delaying teams will receive a Sportsmanship Deduction for delaying the start of the game. The first team ready to play will receive one (1) run for every minute (rounded up) that the game is delayed (up to the end of the Delay Time period).
 - 1. One team ready to play: Team A has enough players at game time and Team B's seventh player signs in with 37:42 remaining in the game. As the wait was over seven minutes, Team A will start the game with a 8-0 lead and 37:42 left in the game.
 - 2. Neither team ready to play: Team A's fourth player signs in with 47:00 on the clock, and Team B's fourth signs in with 42:00 left on the clock. Team A will start the game 10-0 with 42:00 minutes remaining in the game.
 - e. The clock will not stop to have players sign in, and game play must begin before the 10-minute period has been completed. Once all teams are ready, the ball will be put into play in accordance with the Start of Game rules.
2. Game Timing
- a. Each game has a 50-minute or 7-inning time limit. Any inning beginning before the 50 minute time limit will be complete. No inning may start after 50 minutes.
 - b. Overtime:
 - 1. Regular season games will not have an overtime period. Games finishing in a tie will be recorded as a tie.
 - 2. Overtime periods in tournament games will be playing extra innings until a winner is determined.
- D. SCORING
- 1. One run is scored for every player that rounds the bases and touches home plate without being forced or tagged out.
 - 2. Run limit → Each team is limited to ten (10) runs per inning. If ten (10) runs are scored, the half inning will be over and the team will take the field.
 - 3. Mercy Rule
 - a. Insurmountable lead → Due to the maximum number of runs per inning, if one team has 1 more run than the opposing team has potential runs, the game will be called.
- E. START AND RESTART OF PLAY
- 1. The designated AWAY team will kick at the top of each inning, with the designated HOME team kicking at the bottom of the inning after the AWAY team takes the field.
- F. GAME REGULATIONS
- 1. Pitchers/Pitches Pitchers → Pitchers must be a member of the OFFENSIVE team, however, they do not have to be kickers in the lineup. All-time pitchers are allowed if they are legal members of the team and are signed in on the roster. If the pitcher is in the kicking lineup, another player will be required to pitch. Only two pitching changes are allowed per half-inning. More than 2 pitching changes in a half inning will result in an out for the kicking team.**
 2. Pitcher Fielding → The offensive pitcher is not responsible for playing defense. If the pitcher is hit by a kicked ball, the kicker will be called out and runners must return to the bases occupied before the ball was kicked. The pitcher must move out of the way of a defender attempting to make a play or the path of a throw. If, in the umpire's opinion, the pitcher obstructed the play, they may call runners or the kicker out as they see fit.
 3. Pitcher's Rubber → The pitcher must have one foot in contact with the pitcher's rubber while delivering the ball until the ball leaves the pitcher's hand.
 4. Defensive Pitchers → A defensive pitcher may be used, however, they must remain behind the pitcher's rubber until the ball is kicked.
 5. Kicking/Number of Kickers → All members of the team will be allowed to kick, provided they are signed in and in the kicking order.
 6. Number of Pitches → Each kicker will receive two (2) pitches. If the kicker fails to put the ball in play after two (2) pitches, the kicker is out.

7. Foul Balls → A kicked ball that comes to rest outside the foul lines before reaching 1st or 3rd base or lands outside of the foul lines beyond 1st or 3rd base is a foul ball. If a kicked ball is caught in the air outside of the foul lines, the kicker is out. If on the second pitch a kick is called foul, the kicker is out.
8. Legal Kicks → A legal kick is hit with the foot or any part of the leg below the knee. The ball must be played behind or on home plate in order to be a legal kick. If the ball is played beyond home plate, the kicker will be called out. A kicked ball must cross the 30-foot bunt line in order to be playable (this is the imaginary line running between first and third base). Any ball that comes to rest inside the bunt line will result in the kicker being called out. If a ball is caught in the air inside the bunt line, the kicker will be out. If the ball is not caught but was attempted to be caught, the ball is live and play will go on.
9. Running Stealing → No stealing is allowed. Runners may leave the base only after the ball is kicked. If a runner leaves the base early, the runner will be called out and a “no-pitch” will be declared.
10. Base Path → The base path is a straight line between the runner and the base the runner is trying to obtain and three feet to either side of that line. This may be different than the straight line connecting two bases. A player who runs outside of the base path (including the three-foot lanes) in an attempt to avoid a tag will be called out.
11. Interference → The runner is responsible for avoiding collisions with fielders who are making a play on the ball. If the runner collides with a fielder making a play on the ball, the play will be called dead, the runner will be called out, the kicker will be awarded first base (unless involved in the interference) and all other runners must return to their original base unless forced to the next base. If a fielder collides with a runner while not making a play on the ball, the runner will be awarded the next base and all runners will advance if forced.
12. Fielding Defensive positioning → No more than 6 players (including a defensive pitcher and a catcher) may be positioned in the infield before the ball is kicked. At least two players must be positioned in the outfield.
13. Catchers → The defensive team must provide a catcher. The catcher must remain behind the kicker until the ball is kicked.
14. Outs → Runners are out in force or fly-out situations per NIRSA softball rules. A runner is also out when struck below the shoulders with a thrown ball if not on a base. The ball can bounce before hitting the runner. If the runner intentionally uses their head to block the ball or ducks into the throw, the runner will be called out, the play will be dead and other runners must return to the base they last touched. If the runner is hit above the shoulders, the play continues and the runner is not able to be put out until they touch the next base. If a fielder intentionally hits a runner in the head with a throw ball, the play will be called dead, the fielder will be ejected and the runner will be awarded home with any runners in front of them scoring as well.
15. Infield Fly
 - a. Occurs on any force play with no open bases between two or more base runners (i.e. runner on 1st & 2nd or bases loaded).
 - b. There must be less than two outs.
 - c. Cannot be called on line drives (official’s discretion, line drive general definition: any ball hit into fair territory achieving a height of approximately one foot above the batter’s head).
 - d. The hit must be a fair ball.
 - e. It must be a ball that can be caught by an infielder with normal effort. (based on umpire judgment)
 - f. Ball remains live.
 - g. At the highest point of arc, umpire declares, “Infield fly, kicker is out.”
 - h. Runners may advance at their own discretion and caution.

16. Appeals → An appeal is a play that cannot be ruled on by the umpire until requested by the defensive team. The appeal must come before the next legal or illegal pitch or before the defensive team leaves the field. Once the ball has been returned to the infield and time has been called, any infielder with or without possession of the ball may make a verbal appeal on a runner missing a base or a runner leaving a base early. The umpire should acknowledge that the appeal has been made and make a ruling. Runners cannot leave their bases during this time because the ball is dead until the next pitch.

17. Co-Rec Modifications Kicking Order → The kicking order must alternate male-female or female-male. If any two kickers of the same gender (unless first and last kicker in the lineup) kick back-to-back, an OUT will be recorded in between them.

18. Defensive Positioning → A maximum of 3 males and 3 females can be in the infield. This includes the defensive pitcher and catcher. The remaining players must be in the outfield.

G. PLAYER EJECTION AND GAME FORFEITURE

1. Player Ejection:

- a. A player may be ejected for:
 1. Receiving two (2) Unsportsmanlike penalties during one game
 2. Being ejected by any intramural official or supervisor
- b. Once a player is ejected, he/she must leave the facility immediately.

2. Game Forfeit

- a. Any game forfeited will result in a score of 20 points, or the current point total if higher, and 0 points for the losing team.
- b. The game will be forfeited if:
 1. Any team has an ejected player that leaves them with less than seven (7) players
 2. Any team has two or more player ejections
 3. Any team receives a total of three Unsportsmanlike Penalties.
- c. The game will be ended and a score of 20-0 will be recorded if a player is disqualified and it leaves the team with less than seven (7) players.