



Kickball Rules

1. **SHOES** – Shoes must be worn at all times. No metal spikes or cleats will be permitted for this Intramural Sports.
2. **TEAMS** - Teams are composed of eight (8) players. A team may start with a minimum of six (6). Teams may have substitute players if they wish. A maximum of 10 players are allowed on the roster.
3. **GAME TIME AND LENGTH** - A game consists of nine (9) complete innings or 40 minutes. Once the 40-minute limit is reached, the current inning will be finished and the game will be over unless the score is tied.
4. **DETERMINING HOME AND VISITOR** - Home/visitor will be decided by one round of Rock/Paper/Scissors.
5. **OFFENSE** – A half inning will consist of 3 outs. The offensive team (team kicking) will supply the pitcher.
6. **KICKING** – A kicker must wait until the ball is within 3 feet of home plate before they may kick the ball. If a player is not within three feet of home plate that will be considered a foul ball. A kick must make it to the closest defensive player (pitcher). No bunts are allowed (automatic out).
7. **DEFENSE** – There are no restrictions on defensive positioning. No infielder may be closer than the pitcher.
8. **THE GAME**
 - A count of 3 outs by a team completes the team's half of the inning.
 - A team may have 8 players in the kicking line up. Any extra players will be subs. Teams may play 8 players in the field.
 - To play the field, however, a player must be in the kicking order.
 - A team may not add more kickers to their order once a game has started. Once a game has started, a new kicker may only enter the game by substituting for another player.
 - The lone exception to this rule is players coming late that fulfill the minimum line up requirements of 8 players.
 - A team must have 6 players to start a contest.
 - In the kicking order, the seventh kicker spot will be an automatic out.
 - Should players arrive to games late, they will be added into the line-up at the end earliest half inning possible.
 - No bunting, lead-offs, stealing.
9. **PITCHING/KICKING**
 - Teams will pitch to their own teams.
 - Pitchers are responsible for pitching the kickball into the kicking zone.

- Each kicker will have 3 pitches to get a hit/kick.
- On the third pitch, a ball not pitched into the kicking zone, not kicked at all or not kicked in fair play, is an out.
- The pitcher may not play defense and must make every possible attempt to avoid any kicked balls and/or defensive plays to be made.
- If no attempt was made by the offensive pitcher to avoid the kicked ball and/or the defensive play, INTERFERENCE will be called, the batter will be out and all runners will return to their original base.
- All legal kicks must be made from within the designated kicking zone at home plate.
- All legal kicks must be made with any part of the leg below the knee.

10. GETTING A PLAYER OUT

- A player will be ruled out if they fail to kick one of their three kicks into fair territory,
- a player attempts to bunt a ball,
- get hit by the ball from the shoulders or below before reaching base,
- a pop fly is caught,
- a base is tagged resulting in a force out,
- a runner interfering with a defensive player's attempt to field the ball,
- a defensive player attempting to make a play on a base runner, the base runner must be called out, if she/he remains on her/his feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected.
- or if the runner is off base before the ball is put into play by the kicker.
- **EXCEPTION:** A player who is not in regular standing/running position and is hit in the face/head will be ruled out! (i.e. bending down to avoid getting hit or the runner falling down).

11. **INFIELD FLY RULE** – only comes into play with less than two outs and runners on 1st and 2nd or 1st/2nd/3rd. Ball kicked into the air and a defensive player in or near the infield makes a play with routine effort, the kicker is declared out and all runners are NOT forced to advance (they can advance at their own mercy).

12. **OBSTRUCTION** – If a defensive player obstructs a runner's path during a play, obstruction may be called. However, if a runner had no chance of advancing to another base, the obstruction is ignored.

13. **DEAD BALL TERRITORY** - Any fair-batted ball that rolls into dead ball territory will be ruled a "dead ball". This will be considered a ground rule double and all runners will advance 2 bases from their position from when the ball was pitched.

- **CATCH AND CARRY** – Any ball caught by a defensive player legally in live ball area and then carried into dead ball area will result in a dead ball and an out for the caught fly ball and the runners on base will be rewarded one (1) base from the time of the pitch.

14. **OVERTHROW** - Any ball thrown into dead ball territory will result in an awarding of two bases to all runners. The two-base award shall be governed by the position of the runners at the time the ball is released from the defensive player.

15. MERCY RULE:

- A team is winning by 10 runs after the 7th complete inning;
- A team is winning by 8 runs after the 8th complete inning.

16. COVID MODIFICATIONS:

- Participants in the infield will be required to wear a mask at all times.
- Participants in the outfield will be required to wear a mask if physically distancing of at least 6ft is not possible.