

# Kickball Rules

updated 01/09/2011

## GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or current FIU Recreation Member.** All expired memberships must be updated before the individual may play in any game. Participants must have their Panther ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
2. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
3. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
4. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
5. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
6. Official ASA (Amateur Softball Association) rules will be observed with the following Intramural Sports modifications.

## EQUIPMENT

1. Players must wear **similarly colored team jerseys.** If teams do not have team jerseys, mesh pullovers will be issued.
2. All jewelry must be removed before participating, with the exception of medical alert jewelry.
3. All players must wear shoes. Tennis shoes, soft-soled shoes, and rubber cleats are legal. No metal cleats, shoes with detachable cleats, or steel-toed shoes are allowed. Any player found wearing illegal shoes will be ejected immediately.
4. Balls will be provided by Intramural Sports.

## PLAYERS/SUBSTITUTES

1. Teams will consist of **eight (8) players in the lineup.** A maximum of 20 players may be on the roster.
2. A **minimum of six (6) players** is required to begin and continue a game.
3. Unlimited free substitution is allowed for all players in the lineup.

## GAME LENGTH

1. **Game time is forfeit time.**
2. **If, at the scheduled game time, a team does not have 6 players, a 10-minute grace period will be granted in an attempt to ensure that the game is played. The 10-minute grace period will be deducted from the actual game time. During this grace period, the team with the minimum number of players present will be awarded 1 run for every 2 minutes or portion of 2 minutes after the scheduled start time up to**

the tenth minute. If, at the end of the grace period, the team still does not have the minimum number of players the game will be declared a forfeit.

3. The winner of the coin toss chooses to take the ball on offense or side.
4. Each game consists of six innings or a 40-minute time limit. Extra innings will be played for games that end regulation with a tie score.
5. Mercy Rules:
  - After 4 complete innings (3 ½ if the home team leads); if a team is ahead by 17 or more runs, the game will be called.
  - After 5 complete innings (4 ½ if the home team leads); if a team is ahead by 9 or more runs, the game will be called.

## **PITCHING**

1. Teams will pitch to their own kickers. A member of the defensive team will position him/herself no closer to the pitcher to act as a fielder.
2. Pitchers (of the kicking team) are not responsible for playing defense. When the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and all runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move out of the defender's way. If the pitcher interferes with the defense, a runner or kicker may be called out as appropriate. The ruling will follow guidelines similar to interference and obstruction in the ASA softball manual.
3. The pitcher does not have to be one of the kickers in the lineup. If the pitcher is a kicker in the lineup, another player will be required to enter the game to pitch. Only 2 pitching changes are permitted in any half-
4. Each kicker will be allowed a maximum of 3 pitches. If the kicker allows 3 pitches to pass, he/she will be out.

## **KICKING**

1. All players in the lineup will kick each inning.
2. The kicker must wait for the ball to be within 3 feet of home plate before kicking it. If the kicker contacts the ball outside the 3-foot area, he/she will be called out.
3. Any foul ball is an out.
4. There are no walks.
5. There is no infield fly rule.
6. The offensive team is responsible for notifying the defensive team when the last kicker is preparing to kick. When the last kicker of an inning kicks, play reverts to regular "2-out" softball play. Therefore, the inning is over when any out is recorded.
7. Baserunners may not leave the bases until the ball is kicked. If a runner is off his/her base before the ball is kicked, a "no pitch" will be declared and the runner is called out.

## **FIELDING**

1. Defensive positioning is restricted by the following:
  - No more than 6 players may position themselves within the traditional infield area prior to a pitch being kicked.
  - Each team must provide a catcher. The catcher must field from behind the plate and may not cross home plate until the ball is kicked.

- The fielding pitcher may not move in front of the pitcher's plate until the ball is kicked.
- 2. The kicker is out in situations similar to softball. In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. Any runner hit above the shoulders is safe. In this case, play continues but the runner who was hit above the shoulders is not liable to be put out until he/she touches the next base. However, if the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners return to the last base they legally touched).
  - In the event a fielder intentionally throws a ball that contacts a runner's head, the play will be immediately dead and the fielder will be ejected.

### **CO-REC MODIFICATIONS**

1. In Co-Rec, the kicking team shall alternate male and female batters
2. A maximum of 2 males and 2 females may play the infield. The fielding pitcher and catcher must be of opposite genders.