

Kickball Rules

All players must be registered on the team's roster on imleagues.com prior to being eligible to participate in any games.

Registration: Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee in order to remain in the league. For Kickball, because teams may play on back-to-back nights, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following the forfeit.

1st team forfeit = \$10 to remain in the league

2nd team forfeit = \$15 to remain in the league

3rd team forfeit = Team removed from the league

*if a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

Team Composition

1. The maximum number of participants on the field is ten.
2. A team can participate with a minimum of six participants; five players or less will result in a forfeit.
3. One player per team will be designated as the captain. The captain is the representative of their team that may address an official on matters of interpretation or to obtain essential information.
 - a. The team captain will be responsible for completing a line-up card and submitting it to the Site Manager on duty prior to the start time of the game (line-up cards will be supplied).
4. Each team is required to have at least two non-males in the kicking order and in two of the defensive positions on the field at all times. One non-male must occupy one of the top 5 positions in the kicking order.
5. A team will be permitted to play with less than the required two non-male players. If two non-male players are not present, a team may play with 8-males on defense. A team that does not have any non-males will be required to take an out in the kicking order in the #5 spot as well as the #10 spot. If a team has only one non-male, they will be permitted to field 9 players and will be required to take an out in the #10 spot in the kicking order.

The Playing Field

1. All games will be played on the turf field at either Shentel or Aikens Stadium. In the event of inclement weather, games may be moved into the Wilkins Athletics & Events Center. If this occurs, absolutely no cleats will be allowed.
2. Alcohol and tobacco are not permitted.

Equipment

1. The Intramural Sports staff will provide the ball for each game.
2. Teams will be required to wear light (Home) or dark (Away) as listed on the main schedule.
3. All players must wear closed-toed athletic shoes,
4. No metal spikes/cleats are permitted.
5. Players may not wear any equipment deemed to be dangerous or made of unyielding material.

Game Time and Length

1. All matches will start at their designated times. Prior to the start of the game, the plate official shall conduct a coin toss with the captains of each team. The visiting team will call the toss and the winner of the coin toss will choose between starting the game on defense or offense.
2. The game will consist of seven innings or a 30-minute time limit, whichever occurs first.
 - a. Any inning started before the 30-minute time limit shall be completed.
3. The game will end if a team is ahead by 15 runs after the fourth inning.
4. If the team kicking in the bottom half of the inning is already leading when the bottom half of the final inning is reached, that team will win and the game will end (the team will not bat).
5. If the team kicking in the bottom half of the final inning takes the lead, the game will end immediately.
6. **A game that is tied at the end of seven innings or 30 minutes will end as a tie.**
7. During the playoffs, if the score is tied at the end of the final inning, the game will go into extra inning(s). Extra innings will continue until a winner is determined.

Ground Rules / Game Rules

1. The team will be allowed to kick with fewer players than what it started with without taking an out if an injury occurs to an active player during the game.
2. Any ten players from the line-up can play on the field in each inning.
 - a. Each team must provide a catcher, who is considered one of the ten defensive players. The catcher must remain at least three feet behind the kicker and may not cross home plate until the ball is kicked.
 - b. The "fielding" pitcher and all field players must remain behind the pitching rubber until the ball is kicked.
 - c. Kickers/runners will be judged safe or out according to normal softball/baseball rules (force outs, flyouts, etc).
 - d. A runner who is hit with the ball below the shoulders while not on base will be out. A throw that makes contact with the runner above the shoulders (neck/head) will NOT result in an out. If the runner intentionally uses their head to block the ball or ducks, the runner will be called out (the ball is dead and runners must return to the last base they touched).

- i. A fielder will be **ejected** if in an umpire or site manager's judgment they intentionally threw the ball above the level of the shoulders. All offensive players on base will advance one base.
3. Teams will pitch to their own kickers. When pitching, the pitcher must maintain contact with the "pitching rubber" with at least one foot.
 - a. When the pitcher's turn in the kicking line-up comes, another player will be required to enter the game to pitch.
 - b. If a pitcher interferes with the defense's ability to make a play on the ball, the kicker will be called out and all runners will be required to return to the base they occupied at the time of the pitch. This will be enforced regardless of intent.
 - c. **A kicker will have a maximum of two pitches to kick the ball.**
 - d. There are no strikes or walks.
 - e. They will be out if a kicker allows both pitches to pass and has not kicked the ball.
 - f. The kicker must wait until the ball is within 3 feet of home plate before kicking the ball. The kicker will be called out if they kick the ball in front of this designated distance.
 - g. Two foul balls by the kicker will equate to an out.
4. A member of the defensive team acting as a fielder can be no closer than within three feet of the pitcher.
5. Bunts and taps of the ball are illegal. The kicker will be called out if they do not attempt to kick the ball with a reasonable amount of force (umpire's judgment). No runners will be allowed to advance.
 - a. Disc cones will be used to mark a spot of at least 10 feet from home plate. A kicked ball must pass this location to be considered a fair ball. If a slow-rolling ball is touched prior to it passing the cones, it will be deemed a foul ball.

Outs

A fielder can put out a kicker-runner in the following ways:

1. Catch a ball that is kicked before it hits the ground, whether fair or foul.
2. Hit the runner below the level of the shoulders with a thrown ball before the runner reaches first base.
3. Step on first base while in possession of the ball before the runner reaches the base.
4. Tag the runner with the ball before they reach first base.

Any fielder can put out a runner in the following ways:

1. Hit the runner below the level of the shoulders with a thrown ball before the runner reaches the base.
2. While in possession of the ball, step on a base to which a runner is forced (including tag-ups).
3. While in possession of the ball, tag the runner with the ball before they reach a base.

Baserunning

1. All runners must have at least one foot touching the base until the ball is contacted. Leading off/stealing bases is not permitted; the runners will automatically be called out and a re-pitch is awarded.
2. Runners are not permitted to run out of their established base path to avoid being tagged. If a runner does, they will be called out.
3. Sliding is not permitted. A runner will be called out on their first slide attempt and will be ejected if they make a second attempt.

Substitutes

1. Substitutes will follow ASA softball rules, this means a sub can enter the game for a starter, and that starter can re-enter only in that same spot in the kicking order.
2. All substitutes must report to the Site Manager before substituting.

Player Conduct

Any participant that commits one of the following acts is subject to ejection from the field of play/site, at the discretion of the umpire/site manager. Some of the following prohibited acts will always result in immediate ejection and are noted as flagrant acts. Any player that is ejected must leave the facility immediately. If a player chooses to return to the game site the same day, he/she will be trespassing, and the proper authorities will be contacted. All ejected participants must schedule a meeting with the Director for Campus Recreation & Wellness prior to becoming eligible for participation. Any participant missing a scheduled meeting will receive an additional game suspension.

Prohibited acts include but are not limited to:

1. Use of profanity, taunting, insulting, or vulgar language/gestures.
2. Refusal to comply or abide by the request or decision of an umpire or site manager, including continuous objections to decisions made.
3. Addressing an umpire, scorekeeper, or site manager in a disrespectful manner.
4. Initiating malicious contact with a defender as a base runner. (Flagrant)
5. Intentionally throwing the ball above the level of the shoulders of a baserunner. (Flagrant)
6. Attempting to strike or engage in a combative manner with either an opponent or staff member, whether or not there is contact involved (i.e. spitting, throwing a punch). (Flagrant)
7. Leaving the team bench and entering the field of play during an altercation. (Flagrant)
8. Any act of fighting will result in an immediate termination of the game and the offending team suffering a forfeit. If this occurs, DPS will be notified.
9. If a player is ejected from the game, the team is not permitted to replace that individual in the lineup and instead will play with one less player than they started with.

