Kickball Rules

NIRSA Softball Rules shall govern play with the following clarifications and exceptions.

Intramural Sports Office: 912-344-2712

Game time is forfeit time!

ID: Participants must bring their valid ID with them to the fields. NO ID, NO PLAY!

Score Card: All players must sign the scorecard before play. No exceptions. Once you have been recorded on a team’s scorecard you are on that team for the remainder of the season, including playoffs.

Game Supervision: The intramural staff will assign officials for each scheduled game. All kickball games conducted by the Department of Campus Recreation must be played under the supervision of the field supervisor employed by the Division. No game may be played without its being scheduled through the Intramural Office. An intramural official will keep the scorecard.

Teams: Teams will consist of 8 players for men’s or women’s leagues. Co-Rec teams will consist of 4 male and 4 female players. A person can play for one single-gender team and one co-rec team.

Equipment

Shoes: Each player must wear athletic shoes. They must be made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic) which covers the foot attached to a composition bottom. Shoes with rubber cleats are acceptable; however, rubber cleats with metal tips AND all-metal tip screw-in cleats are not permitted.

Ball: Kickballs will be provided by the Intramural Sports staff at the game site.

Jewelry: No hand or wrist jewelry is permitted. This includes watches, bracelets and rings.

Field: The distance between the bases will be 50 feet. The pitcher’s rubber will be 35 feet away from home plate. Solid white lines will indicate the foul lines. The bunting line will be a dashed white line that connects points 35 feet down the 1st and 3rd base lines from home plate.

Game Regulations

Game Length: Each game has a 40-minute or 6-inning time limit. Any inning beginning before the 40 minute time limit will be complete. No inning may start after 40 minutes.

Ties: Ties will be broken by playing extra innings until a winner is determined.
**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.

**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.

**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.

**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.

**Appropriate Pitches:** Legal pitches are delivered underhand and are slow to moderate in speed. Bounces are permitted. There are no strikes or balls.

**Defensive Pitchers:** A defensive pitcher may be used, however, they may be no closer than three feet to the pitcher’s rubber until the ball is kicked. The defensive pitcher must also remain behind the pitcher’s rubber until the ball is kicked.

**Kicking**

**Number of Kickers:** There will be 8 players in the lineup. All players on the offensive team will kick in each half-inning. Therefore, up to 8 outs can be recorded per half-inning.

**Number of Pitches:** Each kicker will receive three pitches. If the kicker fails to put the ball in play after three pitches, the kicker is out.

**Kicking Order:** The kicking order may change every inning.

**Walks:** There are no walks.

**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 third pitch a kick is called foul, the kicker is out.

**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. Any ball that comes to rest or is touched by a defensive player 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 and runners will not be able to advance.

**Last Kicker:** It is the responsibility of the offensive team to notify the defensive team when the last kicker is up. If the defensive team is not notified, the kicker will be called out and the inning will be over. When the last player of the offensive team kicks, the inning will end when ANY out is recorded or when the defensive team has possession of the ball while touching home plate. No tag is necessary at home plate. If a force out is recorded, no runs score.

**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.

**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.
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. In the case of a possible double play, the runner must slide into the base or avoid the thrown ball. Runners who fail to get out of the way may be called for interference, resulting in the runner and the batter-runner being called out.

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.

Catchers: The defensive team must provide a catcher. The catcher must remain behind the kicker until the ball is kicked.

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 thrown, 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 thrown 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.

Infield Fly: There is no infield fly rule.

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.

Co-Rec Modifications

Kicking Order: The kicking order must alternate male-female or female-male. If any two kickers of the same gender kick back-to-back, an out will be recorded in between them.

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.

Additional Policies

Inclement Weather: During league and or play-off games, a game “under play” may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted.

For additional information on protests, rescheduling, eligibility and more, please review the Intramural Sports Handbook.