

-Sam Houston State University-
INTRAMURAL SPORTS
Kickball Rules

Players and Equipment:

1. Each participant must present a current, SHSU student or faculty/staff ID card in order to be eligible to participate.
2. **Line-Up:** Teams shall consist of 10 players in the field. Teams must have a minimum of 8 players in order to begin a game. Teams which begin a game with 8 or 9 players may add players to the bottom of its line-up, but may only do so at the top of an inning.
3. Teams must finish the game with at least the same number of players with which it began the game. In the event that a player is dropped from the line-up due to injury an out shall be called when the injured player(s) should bat. For safety reasons, a game will not be continued with fewer than 8 players.
4. Each team must have one of its players occupy the catcher's position at all times.
5. **Extra Player:** Each Men's and Women's team may bat a maximum of 11 players by using an extra player (EP). An (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the team's line-up in the regular batting order. If an EP is used, he/she must be used for the entire game. The EP must remain in the same position in the batting order for the entire game. All 11 players listed in the batting order must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same. The EP may be substituted for at any time; however, the substitute must be a player who has not yet been in the game. The starting EP may re-enter the game. (See Co-Rec Modifications for Co-rec Extra player rules.)
6. **Substitutions:** All substitutes must notify the Home Plate Umpire and the Scorekeeper upon entering the game. Any starting player may re-enter the game once (the player must bat in the same position in the line-up at which he/she started the game). Any substitute (a player who did not start) who is then substituted for is out of the game and cannot re-enter under any circumstances.
7. **Shoes/Cleats:** Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Sandals, street shoes or metal spikes are not allowed. Players will not be allowed to participate in bare feet. Cleats with any metal showing will not be allowed. Screw-in cleats will be allowed if the screw is part of the cleat and if the shoe meets all other specifications. **CLEATS ARE RECOMMENDED FOR PLAY!**
8. **Jewelry:** Jewelry or any other item deemed dangerous by the official may not be worn. Any player wearing exposed permanent jewelry will not be permitted to play.
9. **Braces:** Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a hard cast or splint be permitted to play.

The Game:

1. A game will consist of seven (7) innings or 50 minutes, whichever comes first. No new inning will begin once the 50-minute time limit has expired; however, any inning which has been started prior to the time limit expiring will be completed.
2. **Game time is the scheduled game time.** A team must have the minimum number of players to start a game. If there are an insufficient number of players, the forfeit policy will be implemented. The game clock will begin at game time.

Game Time:	TRP wins the coin toss.
At 3 Minutes:	TRP begins receiving 1 run/point every two minutes.
At 10 Minutes:	Forfeit

3. **Extra Innings:** In the event that the score remains tied after 7 complete innings or 50 minutes, a series of extra innings will be played until the tie is broken. If after two extra innings of play the score is tied, the offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.
4. **Run Rule:** If a team is ahead by 15 runs after 3 complete innings or 10 runs after 5 innings the game will be considered complete. The run rule will apply to all games.
5. **Called Games:** In the event of inclement weather, the following will constitute a complete game:
 - a. The time limit has elapsed or 3 innings have been completed (2 1/2 if the home team is leading).
 - b. The time limit has elapsed and the game is called during an incomplete inning in which the home team has not tied the score or taken the lead, at which time the score will revert to what it was at the end of the last complete inning.
 - c. If the game is called due to weather before the time limit or inning limit has elapsed (3 innings), then the game will be replayed from the beginning.
6. There is a 15 run rule after 3 innings and a 10 run rule after 5 innings.
7. Teams will pitch to their own team. Each kicker will receive three pitches.

Playing the Field:

1. There can be a maximum of 10 fielders. There can be no more than 6 infielders – 3 men and 3 women (including the catcher), and no one may be positioned in front of the pitcher (besides the catcher). "In front of the pitcher" is determined by an imaginary line drawn from first to third. All infielders must stay behind it until the ball is KICKED.
2. Outfielders **must stay 30 feet (10 yards) behind the infield bases** until the ball is kicked regardless of who is up to kick. If this rule is violated, the ball remains alive until the umpire calls time out. The umpire will then decide which is more advantageous to the kicking team, the kicked ball or an automatic pass to first base.
3. **Pitcher must pitch from within the pitching circle. They must not interfere with the fielding team. If interference is called, the umpire can call the runner out.**
4. Outs can be made by throwing to the baseman or by hitting the runner with the ball.
 - a. Runners may only be hit from the shoulders down.
 - b. Throws to hit the runner must be made 2 HANDED and come from below the shoulders (like a basketball chest pass).
 - c. **Any** blatantly hard or dangerous throw, regardless of how it is thrown, can result in the ejection of the player. A throw that is over handed or one handed intended for a fielder that contacts the runner is NOT an out. The ball will be declared in this situation.
 - d. **In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.**
 - e. The umpire's discretion will be used in whether or not a throw is legal.
5. Since catching a fly ball in kickball is no sure thing, there is no infield fly rule. HOWEVER...there is a no "cheese" rule. If the umpire thinks a fielder intentionally misses or does not try to catch a fly ball in an effort to make a double play, both runners are safe.
6. Sliding is NOT ALLOWED at any base!
7. You may run through any base, first, second, or third. The same rules that apply to running through first base apply to running through second or third. You must run straight through the base without making a turn towards the next base at all. If you turn towards the next base, you are liable to be tagged out.
8. At second and third base, you do not have to step on the base. There is a base painted on the grass on the outfield side of the actual base. You can only use the painted base if there is an opponent standing on the base or obstructing you from touching the base. It is the runner's responsibility to avoid contact with a fielder that is on the base. If you do not avoid contact, you will be automatically called out and possibly ejected from the game.
9. A base runner will be declared OUT if he/she interferes with a play that can be made at home plate with an ordinary effort by the catcher. The base runner must attempt to avoid the tag at the plate. The base runner MAY NOT charge the catcher if he/she is blocking the plate to make a play. The result of this action will be an automatic ejection.
10. The Umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. A courtesy runner whose turn at bat comes while he/she is on base will be out. The runner will be removed from the base and come to bat. This rule is to be used if there is any blood present on a player or his/her uniform.
11. An out of play line will be drawn parallel to the foul lines. A ball breaking the plane of the out of play line may be caught for an out if the fielder makes the catch while both feet are in play and not touching the out of play line.
 - a. Out of play lines will be drawn on all fields to mark out of play areas.
 - b. A ball hit into these areas if untouched by a defensive player will result in a dead ball ground rule double.
 - c. If a ball which is touched by a defensive player first and then rolls into the out of play area will result in a two-base award from the time of touch and a dead ball.
12. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. A fielder has absolute right to any position on the field to field a ball and all runners must avoid a fielder in these cases. In the event the defense obstructs a runner, the umpire shall award the runner and each other runner affected by the obstruction the bases they would have, in the umpire's opinion, reached had there been no obstruction. It is also obstruction when a fielder without the ball fakes a tag. In this case, bases are awarded as a normal obstruction AND the fielder will be ejected from the game.
13. When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner will be declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. **If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.**
14. On an overthrow by a defensive player the goes out of bounds, the base runner will be awarded the base they were going to plus one. Play will become dead when the ball crosses the out of bounds line.

Offense - Kicking and Base Running

1. The kicker will receive three pitches from their own pitcher.
2. The batter must wait for the ball to be within three feet of home plate before kicking the ball.
3. If the batter does not like the pitch, he/she should not attempt to kick it and another pitch will be thrown.
4. A kicker may have one foul per at bat. On the second foul, the batter will be declared out.

5. THERE IS NO BUNTING IN KICKBALL! A legitimate effort must be made to kick the ball. Any kick that is intentionally bunted will be counted as an out. This will be a judgment call by the umpire on whether a legitimate effort was made. A kick that is miss-hit will not be called a bunt. The catcher can field a poorly kicked ball to make a play.
6. Each team gets **3** outs per inning.
7. The kicker is out in situations similar to softball (force outs, fly-outs, etc).
8. NO leadoffs or stealing. Base runners must wait until the ball is kicked to leave the base.
9. Runners must tag up when a fly ball is caught.
10. Any runner in fair territory and not in contact with a base that is struck by a fair kicked ball is out.
11. A player who runs outside his/her base path in an attempt to avoid a tag shall be declared out.
12. A courtesy runner may be used in the event of injury. The courtesy runner must be the player who recorded the last out. The courtesy runner must be a player of the same gender.

Officiating

1. Each game will be officiated by two Intramural Sports Officials.
2. Only the captain is allowed to discuss rule questions with the umpire.
3. Any excessive arguing or abuse of the umpire can result in the ejection of the player.