



Campus Recreation
INTRAMURAL SPORTS/LEAGUES RULES: KICKBALL

TEAM REQUIREMENTS:

- A team will consist of a maximum of 8 players on the field at one time.
- A minimum of 4 players are required to start a game.
- If a player arrives after the start of the game, they may be inserted into the batting order by adding on to the end of the existing lineup.

EQUIPMENT:

- Kickball is provided.
- All intramural participants must follow the dress code of the Joseph Alioto Rec Center.
- Athletic shoes must be worn at all times.
- Shirts must be worn at all times.
- For safety and injury prevention, exposed jewelry, such as wrist watches, bracelets, earrings, and neck chains must not be worn during games.
- Metal spikes may not be worn.
- Casts are illegal.
- Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

GAMEPLAY:

- Game time is start time. ☐
- Rock, paper, scissors, for first to kick. ☐
- Pitch to your own team. ☐
 - 3 pitches no matter the quality.
- Alternate boy-girl in line up. ☐
 - 2 boys cannot bat in a row until all girls have .
- When ball is kicked, ball must pass pitcher. ☐
- 10 run maximum per half inning. ☐
- 7-inning game, or 60 minutes. ☐
 - If time expires, must finish out inning or last completed inning. ☐
- If the ball hits pitcher, automatic single. ☐
- If the ball is a homerun, defense must get the ball. ☐
- If the ball is a foul ball, the kicking team must get the ball. ☐

TIE GAME:

- During the regular season, ties will not be resolved, and each team will be credited with a win.
- If a tie exists in tournament play, extra innings will be played.



BASE RUNNING:

- When a defensive player has the ball a base runner may not deliberately, with great force, crash into the defensive player.
 - Penalty: Base runner is out. Ball is dead and all runners return to the last base they touched at the time of the collision.
- There is NO must slide rule. A base runner must avoid contact with a fielder who has the ball. Sliding is one option to avoid contact.
- Balls that leave the field of play on a throwing error will result in all runners advancing one base.
- Runners may not advance off the base until the ball has been kicked (No lead offs/steals).
- Runners may tag up on any fly ball once the ball has been caught.

KICKING:

- Kickers have three (3) pitches to kick a fair ball.
- The ball must be kicked within the kicking box. Penalty: kicker is out.
- Any number of players may be included in a team's kicking order.
- When a player kicks for the first time, it establishes their position in the lineup for the entire game.
- If, for any reason, a player must leave the kicking line-up, the substitute must be a person who has not yet kicked. If no qualified substitute is available, an OUT shall be declared each time the vacated positions in the kicking order comes up.
- A starting player may leave and return to the line-up only once, provided that the player returns to the same spot in the kicking order.

FIELDING:

- There will be total free substitution of players in the field on defense, but never more than eight (8).
- The infield fly rule is not in effect.
- If an infielder deliberately drops a fly ball in a force play situation, the ball is dead, the kicker is ruled out, and all runners must return to their bases.
- Outs may be obtained in the following ways
 - A fly ball is caught in the field of play.
 - A player, off the base, is tagged or hit by the ball held or thrown by the defending team
 - If the ball is thrown at an opponent it is only an out if it hits the runner from the shoulders down (when in standing position).
 - If a player ducks and gets hit in the head, the player is out.
 - If a player gets hit anywhere with the ball while sliding, they are out.
 - A player is subject to a force out when applicable.
 - A kicked ball hits the pitcher or the pitcher interferes with a play on a runner.
 - Kicking the ball outside the kicker's box.
- The fielding team can have a maximum of three (3) outfield players.



- An outfield player begins the play standing in the outfield grass.
- All outfielders must remain in the outfield grass until the ball is kicked.
- The fielding team can have a maximum of five (5) infield players including a catcher.
 - An infield player begins the play standing in the infield dirt.
 - The catcher must remain behind the batter until the ball is kicked.
 - Any catcher interference will result in alone base award for the kicker and all runners.

DEAD/LIVE BALL:

- When a ball becomes “live,” it remains so until it is in possession of an infield player and all runners have stopped trying to advance.

MERCY RULE:

- Teams may score a maximum of 10 runs per innings; except in the 7th inning
- If a team is winning by 15 runs after four innings or 10 runs after five innings, the game shall end.