

DEPARTMENT OF RECREATIONAL SPORTS

UNIVERSITY OF GEORGIA

INTRAMURAL SPORTS

Kickball Rules

*****All players must bring their UGA Card to every game! NO EXCEPTIONS!**

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coach can result in ejection or forfeiture of the game. Spectators must remain in the designated seating area. Only players and coach (maximum of one) are permitted in the playing area. The officiating will be done by umpire who is in absolute control of the game. The umpire shall have the power to make decisions on any matters or questions not specifically covered in the rules. The winner of a coin toss between both team captains prior to the game has the choice of being the home or visiting team. Line-ups must be completed and issued to the umpire at the time of the coin flip.

All rules not mentioned in this packet will be governed by the WAKA kickball rules.

1. Team Requirements

Each team may have up to 10 players and as few as 6 in order to start a game. A team must have at least 6 players on the field to continue playing, if a team only has 6 players and a player is ejected or injured and unable to continue, then the team must take a default. If a team starts a game with 6 or 7 players, they may add up to 8 players anytime during the game. Each additional player must be added to the bottom of the line-up. A ninth or tenth kicker will not be permitted to add once the game has started.

2. Equipment

2.1 Athletic shoes must be worn by all participants. Rubber cleats on shoes will be allowed. Screw-in cleats will be allowed as long as the screw is part of the cleat. Metal cleats of any kind, open heel and/or toe shoes are prohibited.

2.2 All jewelry and rubber bands are prohibited.

2.3 Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed. A player may not remove a knee brace and continue to play.

3. Substitutions

3.1 Free substitution is NOT allowed. A substitute will be considered any player not in the original batting lineup. A substitute must inform the umpire if they are replacing a starter in either the lineup or in the field. They must hit in the same slot and play in the field for the entire game.

The starter may re-enter the game only once, returning to their original spot in the lineup. The substitute player cannot re-enter the game once replaced by the starter.

3.2 Any base runner that is injured may be replaced by a courtesy runner of the same sex who made the last kicked out. Any player who is injured while in the field will require normal substitution procedures (sec 3.1).

3.3 An automatic out will be awarded if a player who is listed in the kicking order is unable to kick (assuming a substitute is not available). An automatic out will also be awarded at the time of player's turn in the lineup if that player has been ejected from the game. No substitute will be permitted to take an ejected batter's place. See Rule 11.3

4. Length of the Game

4.1 A regulation game consists of a maximum of seven innings. No innings will be started after 40 minutes of playing time has elapsed. If an inning is started, it must be completed. Innings are considered started once the third out of the previous inning is made. Completed games which end in a tie during the regular season will stand. There will be no warm-up time given to either team because of the time limit. Teams should warm up in the designated areas off the field before their game.

4.2 **MERCY RULE:** A mercy rule will be in effect to ensure the quality of the game. It will be 15 runs after 3 complete innings, 12 after 4 complete innings, and 10 after 5 complete innings.

4.3 If a game is canceled and has been played through 3 1/2 innings (the home team winning), or the 4 inning (the visiting team winning) it is considered a complete game. (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)

4.4 No time limit will be in effect during championship games, but the mercy rule still applies.

5. Sportsmanship

5.1 The offensive team is responsible for retrieving all foul balls.

5.2 Teams must leave the dugout and remove all trash and equipment immediately following their game.

5.3 During the game all equipment must remain in the dugout.

5.4 Please review sportsmanship section of the Intramural Sports Participants guide for further sportsmanship clarifications and rule definitions.

6. Running

6.1 No stealing is allowed. Runners may leave the base when the pitch is kicked. If the runner is off the base before the pitch reaches the plate, the runner is out and no pitch is declared by the umpire.

6.2 When the ball is thrown over the fence or into a non-playable area, all runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner. The base to which the runner is running has no effect on the award.

6.3 Any runner who deliberately runs into a fielder (waiting to make a tag or a force out) will be called out immediately and each runner will return to the last base occupied at the time of the collision. If the runner's act is flagrant, he/she will be ejected. Other runners involved in the play may be called out at the umpire's discretion.

6.4 Any runner who is not in contact with a base and is in fair territory when struck by a kicked ball, and the ball had not passed a defensive player other than the pitcher, will be called out. An immediate dead ball should be called, the runner is out and the batter is awarded first base.

6.5 Sliding is permitted. **THE RECREATIONAL SPORTS DEPARTMENTS OF THE UNIVERSITY OF GEORGIA "STRONGLY" DISCOURAGES THIS PRACTICE.** A runner may choose either to slide into a base or simply avoid contact. Please always be aware that sliding into a base may cause injury. Intramural Sports does not require players to slide, however, if a runner chooses not to slide, they must still avoid contact and may be tagged out. Collisions may result in immediate ejections. A runner who leaves the base path will be called "out".

6.6 In the case of a possible double play, and the base runner chooses to slide, the base runner must slide directly into the base (rather than the fielder) or get out of the way of the thrown ball or both he/she and the batter-base runner may be called out.

6.7 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. In the event of an obstruction, the umpire shall award the obstructed runner and each other runner affected by the obstruction the bases they would have, in his/her opinion, reached had there been no obstruction.

6.8 The base runner must use the orange 1st base bag, unless they are attempting to avoid contact. Fielders must use the white bag. We strongly encourage base runners to use the orange bag while fielders are using the white bag to avoid any possible collisions.

7. Kicking

7.1 The kicker starts with a count of one ball and one strike.

7.2 Chopping and bunting are not allowed. The kicker must take a full swing. Penalty: Kicker is called out and base runners must return to their original bases.

7.3 The kicker has 10 seconds to enter the kickers box. If the kicker does not enter the box, the umpire shall call a strike on the kicker.

7.4 Once the kicker has 2 strikes, he/she is declared out if he/she hits a foul ball. Runners may still tag up if a ball is caught in foul territory.

7.5 A player will be ruled out if they get hit by the ball from the shoulders or below before reaching the base, a pop fly is caught, or if the base runner is off of the base before the ball is put into play by the kicker. A player will still be considered out even if the ball hits the ground before legally striking the player.

EXCEPTION: a player who is not in a regular standing/running position and is hit in the face/head will be ruled out! (ex. bending down to avoid getting hit or the runner falling down)

7.6 An extra hitter (EH) may be used. He/She is the ninth or tenth kicker in the lineup. This person cannot be added once the game has started. If an EH is used, the position cannot be terminated during the game. An EH may substitute in the field, however, they must maintain the same position in the batting order.

7.7 The ball must cross the plate extended before the ball is kicked.

7.8 The ball must cross the 20 foot cones to be in play. If the fielding team is able to gain possession of the ball within the 20 foot cone the kicker is out. Possession of the ball is defined as holding the ball with two hands before the kicker reaches first base.

7.9 CO-REC: The kicking order must alternate gender.

8. Pitching & Fielding

8.1 Prior to pitching, the pitcher shall come to a full and complete stop with both feet firmly on the ground, and with one or both feet in contact with the pitching rubber. The ball must be held in the pitching hand or both hands in front of the body. This position must be maintained at least one second but not more than 10 seconds before starting the delivery. The pitcher has 20 seconds to pitch the ball and this time starts when the previous pitch ends.

8.2 In the act of delivering the ball to the kicker, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand.

8.3 A legal delivery shall be a ball that is delivered to the batter underhand. The pitch must cross the plate within a ball's length on either side of the plate and cannot be more than three inches off the ground at the time it crosses. Penalty: Illegal pitch. The kicker has the option to kick at an illegal pitch or take the pitch for a ball.

8.4 All fielders other than the catcher must be behind the 1st-3rd base diagonal line until the ball is kicked. The pitcher must remain in contact with the mound until the ball is kicked. **Penalty:** A team's first infraction will result in a Fielder Encroachment Warning to the team, no pitch will be called, the count will remain the same and the kicker will return to home to kick again. The second and each subsequent fielder encroachment infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.

8.5 The catcher must remain behind the kicker until the ball is kicked.

8.6 An infielder may not intentionally drop a fly ball to turn a double play.

9. Infield Fly Rule

9.1 An infield fly is a fair fly (not including a line drive) which can be caught by an infielder with ordinary effort provided there is a runner on first base and second base or bases loaded with less than 2 outs. The

umpire will declare the infield fly rule and the batter is immediately out. Base runners cannot be forced out and may advance at their own risk.

10. Appeal Play

10.1 An appeal play is a play in which an umpire cannot make a decision until requested by a coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has left the field when the pitcher and all the infielders have left fair territory.

10.2 There are 3 types of appeal plays:

- a. missing a base
- b. leaving a base on a caught fly ball before the ball is first touched
- c. batting out of order

10.3 Once a dead ball has been called, any infielder (including the pitcher and catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The plate umpire should acknowledge the appeal, and the administering umpire should make a decision on the play. Base runners cannot leave their bases during the appeal.

11. Rule Clarification

11.1 Any runner who is physically assisted by a coach or anyone except another base runner is to be declared out. The ball is dead and runners must return to the last base they touched.

11.2 A missed base must be appealed. An umpire cannot call a player out unless the offended team appeals.

11.3 If a batting team has an "automatic out" due to an ejection or injury following the current batter, and the current batter is walked, the "automatic out" will NOT be counted and the batting order will continue, skipping the out.

12. Game Cancellations - due to weather

12.1 A game may be canceled at any point due to inclement weather.

12.2 If a game is canceled and has been played through 3 1/2 innings (the home team winning), or the 4th inning (the visiting team winning) it is considered a complete game.

12.3 If a game is canceled and has been played past the 4th inning, the score will stand as it was in the last complete inning. (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)

12.4 Games that are cancelled prior to being played due to weather will be recorded as "no results".