

# Kickball Rules

updated 8/10/23

## GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. **Each participant must be a current UVA student or UVA Rec member, and must purchase an Intramural Sports Pass for the semester in which the activity is taking place.** All expired memberships must be updated before the individual may play in any game. Each player must present a valid UVA Student ID or current UVA Rec Membership Card before each contest in order to be eligible to participate. Any games in which an ineligible player signs in will be considered a forfeit.
2. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
3. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
4. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

## EQUIPMENT

1. **Players may not wear any equipment or apparel which may be considered dangerous.**
2. **All jewelry must be removed before participating, with the exception of medical alert jewelry. Players discovered with jewelry during a game will be removed from the game until the next eligible substitution period. Any player removed from the game for a jewelry violation may be replaced by a legal substitute.**
3. **Players may wear braces or guards made of soft, yielding material below the waist. Players may wear knee and ankle braces, as long as there are no exposed hinges. Players may not wear any guards, casts, or braces above the waist.**
4. Appropriate footwear must be worn.
5. Kickballs will be provided by Intramural Sports.

## PLAYERS

1. Team rosters will be limited to 20 participants.
2. Teams will consist of **nine (9) players.**
3. A minimum of **seven (7)** players is required to begin a game.
4. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.
5. If an IM Sports participant is bleeding, they will be removed from the contest immediately. If an IM Sports participant has blood on their clothing, they will be removed from the contest upon detection. The blood may or may not be their own blood. The participant is ineligible to re-enter the contest until the contaminated clothing has been removed. Before any participant re-enters the contest, all bleeding must be stopped and any open wound or laceration covered.

## SUBSTITUTES

1. Free substitution is allowed for all players in the field.
2. Substitution for kickers is allowed provided the substitute occupies the same position in the batting order that has been vacated.
  - Once a player has been replaced in the kicking order, they may kick again only if they return to the position in the order that they vacated.
3. A base runner may be replaced by a courtesy runner who made the last kicked out.
4. A player who is injured while in the field may be replaced by any substitute.
5. An automatic out will be awarded if a player leaves during the game and is unable to kick in the batting order (assuming a substitute is not available).

## THE GAME

### TIMING

1. Game time is forfeit time!
2. The game will consist of **six (6)** innings or **50** minutes, whichever comes first. If at the end of the 50 minutes an inning is still in progress it shall be completed, but if the home team is ahead when they come to bat the game is over.
3. Regular season games may end in ties. If the score is tied at the end of regulation in the playoffs, then extra innings will be played until a winner is declared.
4. **A game shall be ended under the Mercy Rule if :**
  - **A team is winning by 15 or more runs after the 3<sup>rd</sup> completed inning**

### PLAYING THE GAME

1. All IM Kickball games will be self-officiated. The IM Supervisor will conduct Captains' Meeting before each game, where they will remind players of specific rules and take clarification questions from captains. The coin toss will be made 3 minutes prior to the game.
2. Teams will pitch to their own team. Players will be given **one (1)** pitch. If that ball is kicked foul, they will get another pitch. If the second pitch is kicked foul, the kicker is out.
3. Kicked balls must make it to the imaginary line between the pitcher's mound and the 1<sup>st</sup> or 3<sup>rd</sup> baseline to be fair.
4. Teams may have an unlimited number of kickers, but must have at least 7 in order to start a game.
5. Teams may add players anytime during the game (additional player must be added to the bottom of the line-up).
6. Bunting the ball is allowed, however, the ball must go past the imaginary line that runs between 1<sup>st</sup> and 3<sup>rd</sup> base to be a legal kick.
7. A legally kicked ball is considered to be fair if:
  - a. It comes to rest anywhere between the foul lines
  - b. It makes first contact with a player in fair territory before landing foul
  - c. It is a ground ball that passes directly over 1<sup>st</sup> or 3<sup>rd</sup> bases and then goes foul
  - d. It is a fly ball that makes first contact with the ground in fair territory after passing 1<sup>st</sup> or 3<sup>rd</sup> base
8. There is no infield fly rule.
9. Runners may not leave their bases until the ball is kicked by the kicker.
  - a. Runners must run the bases in the correct order
  - b. If a runner leaves early, they will be called out and the ball is dead
  - c. A runner may not interfere with a fielder's right to field a ball. The ball becomes dead, the runner is out, and all other runners are returned to the last base touched at the time of the interference

- d. When a defensive player has the ball and the runner remains on their feet and deliberately with great force, crashes into the defensive player, the runner is out, the ball is dead, and each base runner must return to the last base touched at the time of the collision
- e. If the defensive player was attempting to make a play on another runner at the time of the collision, both runners will be called out, and an automatic ejection from the game for the offensive player that initiated the contact
- f. Any runner in fair territory and not on a base shall be called out when contacted with a legally kicked ball except when:
  - i. The kicked ball has passed a defensive player other than the pitcher.
  - ii. The kicked ball is touched by any defensive player, but the player did not gain control of the ball.
  - iii. If the runner makes an obvious attempt to alter the trajectory of the thrown ball, he/she shall be called out unless the contact is an attempt to prevent injury.

### **FIELDING**

1. The fielding team will supply its own pitcher and catcher
2. Teams may have up to 9 fielders, but must have at least 7 to continue playing.
3. All fielders must remain behind the imaginary line that exists between the pitcher's mound and the 1<sup>st</sup> and 3<sup>rd</sup> baselines until the ball is kicked.
4. The defense may have 1 player stand next to the actual pitcher, and then 4 other players in what are considered to be "traditional" infield positions.
5. A defensive player may not obstruct a baserunner while not in possession of the ball. The play will be allowed to continue, and the umpires will use their judgment to determine where baserunners should be placed at the conclusion of the play.
6. Upon any overthrows that cause the ball to leave the playing field and travel "out of play", any runners shall be awarded 2 bases from the time the ball was thrown
  - a. In the event that a runner is between 2 bases, the runner shall be awarded the second base, no matter in which direction they were running, plus 1
  - b. The official shall determine the runners' positions at the time of the throw and shall award the bases accordingly
  - c. If there are 2 runners between the same 2 bases, the front runner shall be awarded 2 bases, and the other runner shall receive the base behind the front runner
7. Runners may be put out in one of three ways:
  - a. A fielder in possession of the ball touches the base that a runner is being forced to
  - b. A fielder uses the ball to tag a runner before that runner reaches a base
  - c. A fielder throws the ball and hits a runner before that runner reaches a base
    - i. Throw must contact the runner below the head to be an out

### **SCORING**

1. A run is scored when a runner successfully touches 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, and home plate before the final out of the inning is recorded
  - a. A run will not count if the final out of the inning is a force out or a caught fly ball