

## Kickball Rules

### INTRAMURAL SPORTS

## ***Kickball Rules***

(Updated: 9/2010)

General rules adapted for FGCU IM play; any other rule questions outside of this packet can be answered by World Adult Kickball Association (WAKA)

#### **1. Player Eligibility**

**1.1** All eligibility rules apply. Check your Intramural Captain's Guide carefully regarding eligibility.

**1.2** All players must present a valid Student ID checking in with the Intramural Supervisor before each contest in order to participate. No exceptions.

#### **2. Safety & Health**

**2.1** All participants and spectators are responsible for their own medical expenses.

**2.2** Intramural Staff and Florida Gulf Coast University are not responsible for any injuries, health problems, or otherwise that might occur to any person playing Intramural Kickball. It is recommended that all players have a recent medical examination before participating.

#### **3. Team Requirements**

**3.1** A team shall consist of a maximum of **9** players (3 females) on the field at one time.

**3.2** A minimum of **5** players (2 females) are required to start a game.

**3.3** Teams may bat as many players as they wish.

**3.4** Team Captains must submit a batting order to the IM Supervisor before game time.

**3.5** Late-arriving players may be added at any time to the bottom of a team's batting order.

**3.6** Line-up needs to alternate male and female all the way through, females can bat more than once in the lineup as long as they remain in the same order.

#### **4. Equipment**

**4.1** All players must wear athletic shoes. Rubber cleats are allowed. – **NO METAL CLEATS OR SPIKES ALLOWED.**

**4.2** Shirts must be worn by all players, even when wearing FGCU mesh jerseys. Team members must wear matching colored jerseys.

**4.3 NO JEWELRY IS ALLOWED** with the exception of Medic Alert jewelry, which must be taped down. This includes, but is not limited to earrings, wedding rings or bands, other rings, mouth, facial, and body piercings, necklaces, bracelets, rubber bands, Lance Armstrong (and similar) bracelets, and metal barrettes. **TAPING OF JEWELRY TO THE BODY IS NOT PERMITTED**

**4.4** Hats with bills cannot be worn.

**4.5** Bandanas may be worn.

**4.6 Game Ball:** A kickball will be provided by FGCU for each game.

**4.7 The Field:** IM Kickball games will be played on the Recreation Fields

#### **5. Game Format:**

**5.1** The team that is ahead in runs at the end of 7 innings (or 6 ½ innings if the home team is ahead) or when the 45 minute time limit expires shall be declared the winner. This time shall be kept by the plate umpire.

**5.2** If a team is behind and the time limit expires during their at bat, that team will finish their turn at bat. If the home team is behind and the time limit expires during the visiting team's at bat, the home team will take their turn at bat.

**5.3** A half inning will consist of 3 outs.

#### 5.4 Tie-Breaker:

If teams are tied at the end of 7 innings, the offensive team will start each turn at bat with the offensive player scheduled to bat last in that half inning placed at 2<sup>nd</sup> base - **ONLY APPLIES TO PLAYOFFS**

### 6. Starting the Game

**6.1** If one team is not “ready to play” (with at least 5 eligible players on the diamond, properly equipped) by 10 minutes after the scheduled game time, the team that is ready will win by forfeit. The offending team may not call timeouts until they have checked in a legal minimum lineup.

**6.2** If neither team is “ready to play” by ten minutes after the scheduled game time, the umpire will start the game clock and the 10 minute forfeit time will apply when one team is “ready to play.”

**6.3** The winner of a coin toss during the pregame Captains’ Meeting will get the choice of being home or visitors for all games.

### 7. Game Rules

#### 7.1 Pitching the Ball

a. The offensive team – team “at kick” or at bat– will supply the pitcher.

b. The pitcher will roll the ball to the batter from the pitcher’s plate.

c. An at bat will consist of a maximum of 2 pitches. If the batter does not put the ball into play on the second pitch, they are out.

d. The pitcher shall not interfere with a kicked ball.

**RESULT:** The ball is dead, the batter is out, and all runners are returned to the bases occupied before the pitch.

**NOTE:** If the pitcher contacts the ball (kicked or thrown) in any other way (unintentionally) the ball is dead, all runners are returned to the bases occupied before the pitch, and the pitch is retaken.

**7.2 Player Outs:** A batter (or runner) is out if:

a. He/she fails to hit the ball fairly in 2 pitches. (Foul balls, missed pitches, and pitches not kicked at all count as one of the 2 pitches.)

b. The pitcher intentionally contacts a kicked or thrown ball.

c. A kicked ball is caught in fair or foul territory on the fly.

d. A ground ball is fielded to a base for a force-out.

e. Defense tags the runner not in contact with a base.

f. Defense throws the ball and contacts the runner **BELOW THE SHOULDERS** who is not in contact with a base.

**NOTE:** If the thrown ball contacts the ground and *then* the runner, no out will be made and play will continue.

**EXCEPTION:** If a player is not in a regular standing/running position and is hit in the head with the ball, the runner will be out.

g. A kicked ball contacts a base-runner or their clothing.

**RESULT:** The ball is dead, the hit runner is out, the batter is awarded first base, and all other runners are returned to the bases last occupied before the pitch, unless forced by the runner advancing to first.

h. A runner leads off or attempts to steal. Runners must remain in contact with the base until the ball is contacted by the batter.

**RESULT:** The ball is dead, the runner is out, and the pitch is retaken.

i. The kicker “bunts” the ball. – All kicks must go past the “pitcher’s mound”.

**RESULT:** The ball is dead, the batter is out, and all runners are returned to the base last occupied before the pitch.

**7.3 Stopping Play:** Play stops when the ball is controlled in the infield by a defensive player, all base-running has stopped, and the umpire declares “TIME.”

#### 7.4 General:

a. Sliding is **NOT** allowed.

b. No leading off or stealing is allowed.

c. No bunting is allowed.

d. The infield fly rule **WILL** be in effect.

**8. Injured Runner:** If an injury to a runner prevents him/her from proceeding in the game, a substitute runner will be permitted. The player who made the last out on offense shall be the new runner.

**9. Crashing into the Defender:** If a runner remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, they will be out. If the act is determined to be flagrant, the offender will also be ejected.

#### **10. Ejections**

**10.1** Any official, supervisor, or IM Staff member has the authority to eject, from the game and/or the gym, a player or players, coach, or spectator at any time if in his/her judgment he/she deems such action is necessary in order to maintain a sportsmanlike atmosphere.

**10.2** A player who is ejected will be suspended for a minimum of the next scheduled game.

**11. Official Score:** The official score will be kept by the scorekeeper. In the event of a discrepancy, the score kept on the score sheet will be considered the official score.