



KICKBALL RULES

Current U.S.S.S.A. slow pitch softball rules will govern all rules not specifically noted.

Gray highlighted sections denote rule changes since the 2021-2022 academic year.

THE PLAYING FIELD

- Bases will be 65 feet apart in all games.
- Umpires will establish ground rules prior to the game regarding out of play areas, permanent obstacles in the field of play, etc.

EQUIPMENT

- Closed-toe shoes are required. Gym or running shoes are recommended. Rubber training shoes and single molded plastic/rubber soccer-type cleats are permitted. Metal cleats or spikes of any type are not allowed.
- The game ball will be provided by Intramural Sports Staff. Teams must use the ball provided.

TEAMS AND SUBSTITUTES

- A team must have 6 players present to start the game. Teams starting with 6 players will **not** be assessed outs for those slots in the kicking order. Players arriving late may have their name added to the bottom of the order; but may not add an extra kicker after the game has started. All substitutes must report to the umpire before kicking.
- Teams may use up to 3 players as extra kickers but may only use 8 players on defense.
- Teams may have up to 11 total kickers on the kicking order.
- A player who is bleeding, has an open wound, or has blood on their uniform shall be considered an injured player. That player may not return to the game until the bleeding has stopped, the wound is properly covered, and soiled clothing has been treated with a bleach disinfectant.
- Substitutions will be unlimited. Players must enter the same spot in the lineup every time they enter the game. To have an extra kicker, a team must have 8-11 players present at the start of the game.

TIME FACTORS

- The game will consist of 7 innings or 50 minutes depending on whichever one comes first. In the event of inclement weather, 5 innings (4 ½ if the home team is ahead) will constitute a full game.
- All Intramural Sports Staff Members reserve the right to call for last inning for the sake of staying on schedule.

LATE TEAM PRODECURE

- GAME TIME IS FORFEIT TIME.
- If a team does not have the minimum number of players to start a game:
 - The clock will begin at game time and will run continuously till the end of the game.
 - The team that is present at game time will be awarded home team and get to bat first (missing team will forfeit its first at-bat).
 - The home team will be awarded one run per minute that the opposing team does not have enough players to play.

MERCY RULE

- A 15-run rule will be in effect after 4 innings (3 ½ if the home team is ahead) and a 10-run rule after 5 innings (4 ½ if the home team is ahead).

CO-REC MODIFICATIONS

- To start a game, teams must have at least 3 players of each sex checked in and ready to play.
- Teams must have at least three players of each sex playing on defense.
- A female may only substitute for a female, and a male may only substitute for a male.
- Teams may kick in which ever order they choose. The kicking order DOES NOT have to be alternating female/male.
- Teams will pitch to themselves.
- Pinch runners must be the last batted out of the same sex as the runner they are replacing.

STARTING GAMEPLAY

- A coin toss, rock paper scissors, or any version of a fair 50/50 game will occur during the captains' meeting. The winning team shall have the option to choose whether they want to be the home or away team.
- The away team will kick first at the top of every inning, and the home team will kick last at the bottom of every inning.

PITCHING

- Teams pitch to their own team.
- Any player may pitch to their own team as long as they are not on base.
- The pitcher may take a walking start but must have least one foot contacting the pitching rubber prior to pitching the ball. The pitcher's foot must remain in contact with the pitching rubber throughout the delivery.

KICKING

- Each kicker will get three pitches/rolls to kick the ball. If the kicker does not put the ball in play with those three pitches/rolls, the kicker is out.
- The ball must reach home plate before it is kicked.
- A foul arch will be in front of home plate. All kicked balls must travel in the air beyond the foul arch.
- A ball is in play if it is kicked over the foul arch and between or on the foul lines.

RUNNING

- Base stealing is not allowed. Runners can leave their bases when a pitched ball has been kicked.
- Runners may not lead off.
- Runners may not advance on a fly ball that has been caught in foul territory.
- If a fielder fields the ball and successfully hits the runner below the neck in normal standing position, the runner is out.
- If the runner leaves the base before the ball is caught and the base is tagged before they return to the base, the runner is out.
- If a runner interferes with a fielder attempting to make the play on the ball, the runner has committed interference and is out. If a runner is obstructed from reaching the next base, the runner is given the next base and the ball becomes dead.
- If a runner runs out of the basepath and is doing so to avoid a tag, the runner is out.
- A pinch runner can be used at any time. The runner must be the last batted out. A courtesy runner also may be used for a player who cannot run.
- If a runner is struck in the head by a ball thrown by a fielder, runners are awarded two bases and the ball is declared dead.
- If a player initiates serious contact while running or while sliding into a base, the runner will be ejected.
- If a fielder initiates serious contact with a runner, the fielder is ejected.
- If a runner overlaps another runner in front of them, the overlapping runner is out while the runner they passed remains safe.
- If a kicked ball hits a runner who is not on a base, the runner is out.

DEADBALL SCENARIOS

- The ball is dead, and play stops immediately when:
 - “No pitch” is declared.
 - A foul ball is not caught.
 - A runner is called out for leaving a base too soon.
 - Offensive/defensive interference occurs.
 - A fair ball exits the playing field; this play results in two bases for all runners.

UNSPORTSMANLIKE CONDUCT

- Players found to be committing unsportsmanlike actions, including but not limited to, swearing at other players or officials, serious violence against other players or officials, or attempts to waste time. A player or team may be given a warning upon their first offense and will be ejected for any following unsportsmanlike conduct. Serious violent conduct will be met with an ejection on its first occurrence.