

The University of Texas at Arlington  
The Department of Campus Recreation

**7 on 7 KICKBALL RULES**  
Men's, Women's, and CoRec

Current U.S.S.S.A. slow pitch softball rules will be enforced with the following exceptions:

1. GENERAL

- A. Game time is forfeit time. Teams should report to the Intramural Sports Supervisor a minimum of 15 before the scheduled starting time of their game to fill out the score sheet and to conduct the coin toss.
  - a. GRACE PERIOD: *If a team is late, the opposing team has the option to take a forfeit win or wait up to 10 minutes. If they decide to wait until the other team has the minimum players required, the following will occur:*
    - i. *The clock will begin at game time and will run continuously till the end of the game.*
    - ii. *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).*
    - iii. *The home team will be awarded one run per minute that the opposing team does not have enough players to play.*
    - iv. *At ten minutes, the game will be a forfeit with the present team winning 10-0 and receiving an "A" in sportsmanship, while the forfeiting team will be awarded a "C" in sportsmanship.*
- B. Questions about scores should be directed to the umpire(s) or Intramural Sports Supervisor on duty.
- C. The Department of Campus Recreation will judge the conditions of the fields and such decisions will be made at 3:00 p.m. on the day of the scheduled game (by 12:00 noon on Sundays). Call 817-272-3277 or 817-272-0681 (Rain Out Hotline) for information regarding cancellations due to poor weather or playing field conditions. When games are cancelled, please do not use the fields. Damaged fields may cause additional cancellations.

2. THE PLAYING FIELD

- A. Bases will be 65 feet apart in CoRec, men's, and women's competition.
- B. Umpires will establish ground rules prior to the game regarding out of play areas, permanent obstacles in the field of play, etc.

3. EQUIPMENT

- A. 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.

- B. The game ball will be provided by Campus Recreation. Teams must use the ball provided.

#### 4. PLAYERS AND SUBSTITUTES

- A. 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 batting order. Players arriving late may have their name added to the bottom of the order; but may not add an Extra Hitter after the game has started. All substitutes must report to the plate umpire before batting.
- B. Teams may use up to three players as extra hitters, but may only use seven players on defense.
  - a. COREC MODIFICATION: Teams must have at least three players of each gender on defense at all times. There is no restrictions on extra hitters. There will be no restrictions on the lineup submitted, teams may bat in which ever order they choose.
- C. Injured Player. A player who is bleeding, has an open wound, or has blood on their uniform shall be considered an injured player. Such player may not return to the game until the bleeding has stopped and the wound properly covered, and soiled clothing has been treated with a bleach disinfectant.
- D. “Shorthanded Rule”. If a player must leave the game and there is no substitute available, when it is that player’s turn to bat an out is declared. If a runner must leave the game and there is no substitute available, the runner will be declared out.
- E. Substitutions will be unlimited. Players must enter into the same spot in the lineup every time they enter the game. To bat an Extra Hitter (EH), a team must have 8-10 players present at the start of the game.

#### 5. THE GAME

- A. The game will consist of 7 innings. In the event of rain or darkness, 5 innings or 4 ½ if the home team is ahead, will constitute a game. A 15-run rule will be in effect after 3 innings (2 ½ if the home team is ahead) and a 10-run rule after 5 innings (4 ½ if the home team is ahead).
- B. No new inning may be started, unless the score is tied, after 50 minutes have elapsed from when the game began. If the score is tied at the end of regulation, the game will continue until the end of the Drop Dead Time period. The umpire and/or Supervisor will keep the official game time.
- C. At the end of 50 minutes, a 5 minute drop dead time period will begin. Teams will be given an additional five minutes to finish the inning. At the

end of the drop dead time period, the game will be declared final and the current score will be declared the final score. The drop dead time will only be given if necessary (ex: if the home team is batting and winning at the end of the 50 minute time period, then the game will not be allowed to go into drop dead time).

- D. The choice of first or last bat (home/visitor) in the inning shall be decided by a coin toss prior to the game.
- E. Each batter/kicker will receive three rolls from a pitcher from their own team. If the batter does not put the ball in play with those three rolls, the kicker will be called out.
- F. Base stealing is not allowed. Runners can leave their bases when a pitched ball has been kicked.
- G. A 15-foot foul arch will be in front of home plate. All kicked balls must travel beyond the 15-foot arch.
- H. Infield practice is not allowed after the first inning.
- I. The ball is dead and not in play when:
  - 1. "No pitch" is declared.
  - 2. A foul ball is not caught.
  - 3. A runner is called out for leaving a base too soon.
  - 4. Offensive interference occurs.
  - 5. A defensive player carries the ball out of play (intentionally or unintentionally).
  - 6. A thrown ball strikes a runner in the head while in a normal running/standing position.
    - i. All runners will advance TWO BASES from the last base they touched when the ball was thrown.
- J. The ball is in play when:
  - 1. The infield fly rule is enforced.
  - 2. A thrown ball remains in playable territory.
  - 3. A base is dislodged while baserunners are progressing around the bases.
  - 4. A thrown ball strikes an offensive player.
  - 5. A thrown ball or fair-batted ball strikes an umpire.
  - 6. A thrown ball strikes a coach.
- K. The ball remains alive until the umpire declares time, which will be done when the ball is held by a player in the infield area and, in the opinion of the umpire, all play has ceased.
- L. A foul ball must reach a height of six feet or more to be legally caught for an out, except on the third strike in which case any foul is an out.

## 6. PITCHING

- A. At the beginning of each half-inning or when a pitcher relieves another, not more than one minute may be used to deliver not more than one warm-up pitch to the catcher or other teammate. One ball will be called on the batter for each pitch throw over the maximum. No infield or outfield practice is allowed after the first inning.
- B. There are no restrictions will be placed on the pitcher rolling the ball towards the batter.
- C. 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.
- D. The rolled ball must reach home plate before it is kicked.
- E. The kicking team is responsible for returning a rolled ball back to the pitcher, unless the defensive team supplies a catcher.

## 7. RUNNER AND BATTER-RUNNER

- A. When a baserunner must return while the ball is in play, he/she must touch the bases in reverse order.
- B. No runner may return to touch a missed base or one he/she had left illegally after a following runner has scored. The defense must appeal for the out to be granted. The appeal may be verbal or physical.
- C. Baserunners must slide or run around a fielder making a defensive play on the ball when trying to reach a base. The runner is responsible for avoiding contact in these situations. When sliding, runners must always slide for the base and will be ejected for purposely sliding into a fielder, or physically running into a fielder.
- D. Baserunners are entitled to advance but accept the liability to be put out under the following circumstance when:
  - 1. The ball is overthrown into fair or foul territory and remains in play.
  - 2. The ball is batted into fair territory.
  - 3. A legally caught fly ball is first touched.
- E. Baserunners are entitled to advance without liability to be put out when:
  - 1. A fielder obstructs the baserunner from making a base unless the fielder is trying to field the batted or has the ball ready to touch the baserunner.
  - 2. The ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.

- F. Runners may not advance on a fly ball that has been caught in foul territory.
- G. Obstruction is the act of:
1. A defensive player or team member who hinders or prevents a batter from striking or hitting a pitched ball.
  2. A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a baserunner who is legally running the bases.
- H. Interference is the act of an offensive player or team member who impedes or confuses a defensive player attempting to execute a play.
- I. Base Stealing – Base stealing is not allowed. Each baserunner may leave his/her base when a pitched ball is kicked.
- J. The Baserunner is out when:
1. In running to any base he/she runs more than three (3) feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.
  2. The baserunner passes a preceding baserunner before that runner has been put out.
  3. The baserunner overruns any base and makes an attempt to advance to the next base and is legally touched while off base. (A player may overrun first base as long as no attempt is made toward second base.)
  4. The baserunner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play (including shouting or waving the arms to distract the defense), the immediate succeeding runner shall also be called out.
  5. A baserunner is struck with a fair-batted ball while off the base and before it passes an infielder that has otherwise made a play.
  6. With a baserunner on third, the batter or any offensive player interferes with a play being made at home plate.
  7. In the umpire's judgment, the base coach at first or third base touches or holds the runner physically to assist a runner in returning to or advancing from the base when a play is being made on him/her.
  8. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference shall be declared out.
  9. When a thrown ball from a defensive player strikes the runner below the head in a normal running/standing position.
- K. Baserunners are not out when:

1. A baserunner runs around the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
2. A baserunner is hit with a fair-batted ball that passed an infielder, excluding the pitcher, and in the umpire's judgment no other infielder had a chance to play the ball. The ball remains "alive" under this condition.
3. A fair-batted ball hits a baserunner after it is touched or touches any fielder.
4. A baserunner is hit by a fair-batted ball while in contact with a base.
5. A thrown ball from a defensive player strikes a runner in the head in a normal running/standing position.

L. Pinch/Courtesy Runners

1. Pinch Runners may be used at any point for any batter. The pinch runner must be the last batted out.
2. The pinch runner must be declared to the home plate umpire before entering the game.
3. A courtesy runner may be used for any injured player. The player must be able to reach first base before a courtesy runner is allowed to enter. A courtesy runner does not have to be the last batted out.

M. Homerun:

1. There will be a home run arch drawn in the outfield. If the ball passes beyond the outfield arch in the air, it will be a home run. Defensive players may not catch the ball beyond the arch (must have both feet in front of the line to catch the ball). The line will be drawn 150 feet from home plate.
2. In order to conserve game time, a batter who hits a homerun will not be allowed around the bases. The batter will touch first and return to the dugout. All other runners must cross the plate. (The team that hit a homerun, is responsible for getting the ball.

8. PROTESTS

- A. Allowable protests should be first lodged by the team captain to the game umpire prior to the next pitch, legal or illegal. If unsatisfied with the ruling, the captain must then lodge his/her protest to the Intramural Sports Supervisor on duty. The protest must be done during the same stoppage of the game that the initial complaint was made. The Supervisor will then rule on the protest. A protest of the Supervisor's ruling must be made verbally before the next pitch, legal or illegal. All protests of the Supervisor's ruling must then be done in writing.

10. UNSPORTSMANLIKE CONDUCT

- A. For any unsportsmanlike act, players will be awarded a yellow card by the umpires. Unsportsmanlike acts include, but are not limited to, excessive arguing with the umpires, cursing loudly in a manner that draws negative

- attention to yourself, unnecessary rough play, making a mockery of the game, or charging at an umpire with intent to harm or intimidate the umpire.
- B. The accumulation of two unsportsmanlike yellow cards in a game will result in an automatic red card ejection. Umpires may give out red cards if they believe the actions have warranted a red card be given. Actions that will warrant an automatic red card include, but are not limited to, repeated unnecessary rough play, rough play with a perceived intent to injure, excessive abusive language towards umpires or staff, fighting/pushing/punching/kicking an opponent, or physical abuse of an umpire or staff member.
  - C. Unsportsmanlike conduct cards will be cumulative throughout the season. If a player receives two within a season, they will automatically serve a minimum of a one game suspension. The suspension will be at the discretion of the Assistant Director or Coordinator for Intramural Sports. Suspensions may carry over from other sports if it is necessary.

### **SLOW PITCH SOFTBALL RULES CO-REC**

Current Men's and Women's Intramural Kickball Rules will be in effect for all games with the following modifications:

1. A female may only substitute for a female, a male for a male.
2. There are no restrictions to the batting lineup. Teams may bat in which ever order they choose.
3. A team consists of seven defensive players. Teams may have up to three extra hitters. Teams must have at least three of each gender playing on defense, but there is no gender restrictions on the extra hitters.
4. Teams will pitch to themselves.
5. Pinch runners must be the last batted out of the same gender.