INTRAMURAL SPORTS -- KICKBALL

GAMES
Games will be played on

KICKBALL OVERVIEW
For those who have never played kickball or have forgotten the beautiful act of kicking a little red ball on a playground ball field, kickball is actually very similar to softball and baseball. The object is to advance more runners across home plate than the opposing team.

PLAYING FIELD AND EQUIPMENT
The field is a standard softball field with an imaginary diagonal line between 1st and 3rd base. This diagonal line, is the marker that all field players must stand behind before the ball is kicked and the kicker must kick the ball past (no bunting is allowed).

TEAMS
Each team should register at least 10 players on the roster. The field minimum is 6 players and 10 players max.

GAME PLAY
1. Home team will be decided by a coin flip before the game.
2. Regulation games last 7 full innings or 55 minutes, whichever comes first.
3. There will be a 7-run rule in effect per team per inning. When a team scores 7 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team. This rule is in effect for all innings except the 7th inning or last inning called by the umpire; in those innings, unlimited runs may be scored.
4. Runners cannot advance and defensive players must stay behind the diagonal line between 1st and 3rd base until the ball is actually kicked.
5. The ball must be rolled to the kicker. The strike zone extends to 1 foot on either side of home plate and 1 foot high. 2 strikes is an out. 3 balls is a walk.
6. Typical softball base running rules are followed, with the addition that a runner touched by the ball at ANY time while not on base will be out.
7. Balls thrown at the baserunners must be below the shoulders. Any head shot results in advancement to the next base.

BALL IN PLAY
1. No player may advance forward of the 1st – 3rd base diagonal line until the ball is kicked. Failure to abide by this rule results in a ball.
2. The play ends when all runners have reached a base and a defensive player has control of the ball in the infield.
3. If a runner intentionally touches or stops the ball, even if he/she is on base, the play ends. The runner will also be called out.
4. Players in the field are allowed to kick the ball (as opposed to throwing) toward another team player in the field. This is particularly helpful if you have a long throw from the outfield.
5. There is no in-field fly rule. However, if the umpire feels a ball is intentionally dropped to turn a double play, all runners will be safe.

PITCHING
1. Pitchers must “Roll” the ball to the batter.
2. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
3. No bouncing pitches are allowed. A pitch that is higher than one foot at the plate, and called as such, results in a ball (see “Ball in Play #1).
4. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
5. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so results in a ball.
6. Pitchers may only be replaced twice per inning.

KICKING
1. The order of the kicking shall be determined prior to start of game.
2. No player may kick more than once until the entire team rotation has had a chance to kick.
3. All kicks must be made with the foot.
4. All kicks must occur at or behind home plate.
5. Bunting is NOT allowed. Any kicker in the umpire’s discretion deemed bunting will be called out (runners may not advance).
BASE RUNNING
1. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
2. The play ends when all runners have reached a base and a defensive player has control of the ball in the infield.
3. Neither leading off base nor stealing a base is allowed. A runner off of his or her base when the ball is kicked will be called out.
4. Sliding is allowed.
5. If a base runner advances in front of another runner or touches the runner in front of him/her, he/she will be called out.
6. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders as he/she is running or sliding to a base will be safe. If a player intentionally throws at the head of another player, he/she will be ejected. If the runner intentionally uses his/her head to block the ball, the runner is out.
7. After a kicked ball is caught, runners must tag their originating base before running to the next base.
8. All ties will go to the runner.
9. One extra base is awarded on an overthrow. A ball is considered an overthrow if it goes at least 30 feet out of the field of play when it is thrown to first or third base and is not caught or fails to hit the runner.
10. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate. Catchers please know where you are standing to avoid unnecessary collisions.

STRIKES
A count of 2 strikes is an out. A strike constitutes:
1. A pitch within the strike zone either not kicked or missed by the kicker.
2. A kick occurring in front of home plate. (Kicks occurring in front of home plate that are caught by the fielding team are called out.)

BALLS
A count of 3 balls advances the kicker to first base. A ball is:
1. A pitch outside the strike zone.
2. A ball falling short of the plate and does not cross over the plate.
3. A bouncing ball that is higher than 12 inches as it crosses home plate.
4. Any fielder advancing forward of the 1st – 3rd base diagonal line before the ball is kicked.
5. A pitcher advancing in front of the pitching rubber before the ball is kicked.
6. Any catcher advancing forward of home plate before the kicker kicks the ball.

FOULS
A foul is a kicked ball landing fair but traveling foul on its own before reaching first or third base. Any ball touched by a fielder while it is in fair territory is automatically fair even if the ball goes foul.

COUNT
Each kicker will be allowed a 3-ball--2-strike count with no courtesy foul.

OUTS
A count of 3 outs by a team completes the team’s half of the inning. An out is:
1. A count of 2 strikes.
2. A runner touched by the ball at ANY time while not on base.
3. Any kicked ball (fair or foul) that is caught.
4. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e., it must be off the ground).
5. A runner off of his/her base when the ball is kicked.
6. When a base runner advances in front of another runner or touches the runner in front of him/her, he/she will be called out.

Rule Clarification
1. Where can the catcher stand?
   • The catcher must stand behind the kicker and may not cross home plate nor be positioned in front of the kicker before the ball is kicked. Failure to abide by this rule will result in the pitch being called a ball regardless of where it crosses the plate (if not kicked).
2. What if a kicker kicks a ball and is in front of home plate?
   • If the kicker is in front of home plate and kicks the ball, he/she will be called out. All base runners must return to their original base.
3. What if the umpire observes a defensive player stepping in front of the diagonal line from first to third prior to the ball being kicked?
   • When the umpire observes a defensive player stepping in front of the diagonal line from first to third prior to the ball being kicked (and the ball is not kicked), the umpire will call the pitch a ball regardless of where it crosses the plate.
   • If the kicker kicks the pitch and in the umpire’s judgment an advantage was gained by the defense violating the diagonal and an out was made by the player(s) violating the diagonal, the runner(s) put out will be declared safe.