

## Department of Recreational Sports | Intramural Sports 2024-25

### 8v8 Kickball Information Sheet

#### Rules of the Game

1. Players & Substitutes
  - a. A team consists of 8 players on the field.
  - b. There must be at least 6 players to start a game.
    - i. If ejections or injuries cause one team to drop below 6 players, the game may continue as long as it remains competitive.
  - c. All jewelry must be completely covered and secured. Safety is still our top priority. Any jewelry that remains a risk to any participant (even if covered) will not be permitted.
  - d. For CoRec games, the following gender restrictions apply:
    - i. 8 players → gender max 4
    - ii. 7 players → gender max 4
    - iii. 6 players → gender max 4
  - e. Only two Sport Club or Registered Student Organization team members may be on a team roster in their sport or allied sport.
  - f. There are a maximum of 8 spots in the lineup, and teams will check in to fill those 8 spots.
    - i. When the number of players checked in exceeds 8, their name will be linked to another player.
    - ii. These players are linked for the entire game in this spot in the lineup, and can only substitute (kick and play in the field) for each other.
    - iii. There are no limits to the number of times these linked players can substitute back and forth during the game.
2. The Game
  - a. Play may be stopped at the discretion of the intramural staff at any time.
  - b. All games will be 7 innings unless the "No New Innings" rule takes effect.
    - i. An Intramural Staff member will announce "No New Innings" 45 minutes past the scheduled start time.
    - ii. If already started, the inning will continue until completed if the visitors are ahead or until the home team is ahead in the bottom half of the inning.
  - c. Once 3 innings have been completed (2 ½ if the home team is ahead), it is considered an official game.
    - i. In this case, the game will not be rescheduled if suspended/canceled due to inclement weather.
    - ii. If a game is suspended midway at any point after 3 innings have been completed, the score will be recorded as it was at the end of the last full inning and the game is considered official.
3. Grace Period
  - a. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute grace period is given.
    - i. If a team (or teams) doesn't have the required minimum number of players by the end of the 10-minute grace period, the game is recorded as a forfeit.
    - ii. If one team is present at the start of the grace period (scheduled game time), that team has the option to start up by the mercy rule (10 runs) when their opponent arrives during the grace period. However, the present team may also elect to decline the penalty and start the game with a score of 0-0.
  - b. There are a maximum of 8 spots in the lineup, and teams will check in to fill those 8 spots.
    - i. When the number of players checked in surpasses 8, their name will be added next to one of the initial 8 players of the teams choosing.
    - ii. These players are now linked for the entire game in this spot in the lineup, and can only kick and play in the field for each other.
    - iii. For CoRec, the gender policy must be maintained.
4. The Field
  - a. All games will be played at the SRA Fields.
  - b. The kicking box consists of the space behind the front of home plate. A player is considered within the

kicking box if they have a foot behind the front of home plate.

5. Kicking

- a. Teams will pitch the ball to themselves.
  - i. The kicker has three pitches to kick a fair ball or the kicker will be ruled out.
  - ii. The ball must be kicked while the player is still within the box (behind home plate) or the kicker will be ruled out and baserunners may not advance.
- b. Bunting is **not allowed**. A bunt is a kicked ball not swung at, but intentionally met with the leg or foot and tapped slowly within the playing field. Penalty: Kicker is out and baserunners may not advance.
  - i. A leg swing that leads to the ball unintentionally only going a few feet is not considered a bunt.

6. Fielding

- a. The fielding team can have up to 8 fielders but must have at least 6 fielders.
- b. Outs occur when:
  - i. A force out occurs at any base.
  - ii. A runner is hit by a thrown ball below the neck.
    1. If a runner ducks into the throw, the runner will be ruled out.
    2. If a runner's slide leads to the ball contacting the head or neck, the runner will not be ruled out.
  - iii. An airborne kick is caught by an opponent prior to touching the ground.

7. Base Running

- a. Runners may leave the base as soon as a ball is kicked.
  - i. There is no stealing in kickball.
- b. When a kicked ball hits an offensive player in the field, the ball shall remain in play unless the offensive player prevents an opponent from making a play on the ball. Exception: If the base runner is standing on a base, the runner is not out.
- c. Runners may not interfere with fielders making a play on the ball. Any action deemed to interfere with a fielder will result in the runner being called out.
- d. *Out of Base Path* - if a base runner goes out of the base path to avoid being tagged, they are out. A player is not required to slide into a base, however, a player may not deliberately crash into a fielder who is attempting to make a tag.
  - i. The base path is considered 3 feet on either side of a straight line in-between the base and the runner when a play is being made on the runner.
    1. **Penalty:** the runner is out and the ball is dead.
- e. Players are allowed to slide into bases in an attempt to beat the throw.
- f. The ball becomes dead when it is returned to the pitcher. While the ball is dead, no player may advance bases and no runs can be scored.
  - i. If a runner is between bases when the ball is returned to the pitcher, they can only continue to the next base if they are more than halfway to that base.
- g. Pinch Running:
  - i. Any player is allowed to have a pinch runner.
  - ii. In order to pinch run, the player must kick and make it to first base on their own. Then the pinch runner can sub in a continue running bases.
  - iii. The pinch runner must be the last kicker to get out, regardless of gender.

8. Mercy Rule

- a. The game will be declared over due to mercy rule if either team is winning by:
  - i. 20 or more runs after 4 complete innings of play (3 ½ if home team is ahead)
  - ii. 15 or more runs after 5 complete innings of play (4 ½ if home team is ahead)
  - iii. 10 or more runs after 6 complete innings of play (5 ½ if home team is ahead)

9. Extra Innings (Playoff Only)

- a. Regular season games may end in a tie.
- b. During the playoffs, if there is no winner at the end of regulation (45 minutes OR 7 innings), there will be extra innings.
- c. Beginning with the first inning following the end of regulation, all subsequent innings will implement the international tie breaker rule.
  - i. Each inning will begin with a runner on second base.
  - ii. The player who would be kicking last at the start of the extra inning shall be the runner at second

base.

- d. Each team will have an opportunity to kick.
- e. Play will continue in this fashion until a winner has been determined.

*\*\*\*Rules not outlined in this sheet will be ruled on by Intramural Sports Staff\*\*\**