

## Whitworth Intramurals: Kickball Rules

### Kickball Rules

**Teams:** Players must sign up through Fusion IM, and be registered and paid to be eligible to participate. No exceptions.

**Game Time:** Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time.

**Minimum Roster Requirement:** 6 players

**Maximum Roster Requirement:** 15 players

#### Game Structure:

Games played to 7 innings or 1 hour, whichever comes first.

- Championship games do not have a time limit.
- Mercy rule is +20 points in 3 innings (if players do not want to continue playing)

#### Field Specs:

- Bases are placed approximately 20 paces apart, and the pitcher's mound is approximately 15 paces diagonally from home plate. Second base will be approximately 28 paces diagonally from home plate.
- Umpire positions are behind the plate and down the 1<sup>st</sup> and 3<sup>rd</sup> base line (field umpire will rotate with runners).

#### Equipment:

- Umpires will provide a kickball and throw down bases.
- Closed-toed shoes required. Molded plastic/rubber cleats are legal and recommended. Metal spikes are illegal.

#### Scheduling:

All games will be scheduled on Fusion IM for Omaha field. Please see "Section 7" of the IM policy regarding rescheduling, defaults, forfeits and no-shows. Be sure to update your team time preferences prior to the start of the season.

#### General:

1. Teams will be asked to fill out a lineup card (provided by umpires) prior to game time.
  - a. Lineup cards must be followed for kicking order.
    - i. "Late comers" can be added to the lineup without penalty, but the player must be added to the end of the lineup, and the umpire must be informed.
  - b. Players changing positions does not need to be communicated to the umpires, only substitutions in the lineup.

#### Players and substitutions:

1. Play 10, bat 12 rule:
  - a. Only 10 players max may play defense, however all 12 people on the roster are eligible to kick.
2. A team must have 6 players present to start the game. Teams playing shorthanded will not be assessed outs for empty slots in the lineup. Players arriving late may have their name added to the bottom of the lineup.
3. "Shorthanded Rule"
  - a. If a player must leave the game and there is no substitute available, when it is that player's turn to kick an out is declared. If a runner must leave the game and there is no substitute available, the runner will be declared out.
4. The A.S.A. re-entry rule will apply to all substitutions.
  - a. A starter may be withdrawn from the game and re-entered in the same spot in the lineup once.
  - b. Players may not re-enter a second time, and the starter and the substitute may not be in the game at the same time.

- c. To have an 11<sup>th</sup> kicker, a team must have 11 players available at the start of the game.
- 5. Teams are not required to field a catcher, but are responsible to cover home plate on their own in the case of a play at the base.
  - a. A referee will only act as catcher for normal pitching, they will not catch pop-up foul balls, and will not cover home plate to make a play on a base runner.
- 6. Courtesy runner:
  - a. Courtesy runners may be used in the case of injuries with the permission of the opposing team. The runner must reach base themselves before the courtesy runner can be used. The courtesy runner must be the player who was the last out or a substitute.
    - i. The injured person may not return to the game.

**Pitching:**

- 1. Teams will pitch to their own players.
- 2. Pitchers shall keep one foot in contact with the pitcher's plate until the ball is released.
- 3. Pitchers are required to make ordinary effort to make a play on a ball kicked to their area.
  - a. Pitchers do not have to attempt to hit players out, they are only required to make a throw for the forced base.
    - i. No "Shoot the Goose" required.
  - b. Any refusal to make effort or intentional missed throw will result in the base runner being called out and the pitcher being substituted out of that position for the remainder of the game.
- 4. Teams will be given 5 warm-up pitches at the beginning of the first inning, and then are allowed 3 warm-up pitches every inning after.
  - a. New pitchers are allowed 5 warm-up pitches when they enter the game.
  - b. Warm-up pitches can be reduced in number or denied at the discretion of the umpire.
- 5. Strikes:
  - a. A pitch that is not kicked that rolls through the strike zone.
  - b. An attempted kick missed by the kicker inside or outside of the strike zone.
  - c. A foul kicked ball:
    - i. Only counts as the first and second strike.
    - ii. Cannot be called on a third strike for an out.
- 6. No foul tip outs:
  - a. A foul ball must reach a minimum height of 6 feet in order to be considered playable for an out.
- 7. Balls:
  - a. A ball that is not swung at and is not within the strike zone.
  - b. A pitched ball that does not touch the ground at least twice between the pitcher and plate.
  - c. A pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker.
  - d. NO TEAM WALKS
    - i. Ball counts reset, STRIKE COUNT DOES NOT.
- 8. Hit by pitch:
  - a. NO WALKS
  - b. STRIKE COUNT DOES NOT RESET

**Kicking:**

- 1. The kicker starts with a 0-0 count.
- 2. All kicks must be made by foot or leg, below the knee.
  - a. Any ball touched by the foot or leg below the knee is a kick.
- 3. All kicks must occur:
  - a. At or behind home plate
    - i. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of home plate.
  - b. Within the kicking box

- i. Kicking box is located approximately 3 feet on either side of the plate, and 3 feet behind the plate
- 4. Bunting IS allowed.
- 5. The ball is dead and not in play:
  - a. When no pitch is declared.
  - b. When a foul ball is not caught.
  - c. When a runner is called out for leaving a base too soon.
  - d. When offensive interference occurs.
  - e. When the ball is touched in/over foul territory and hits the ground.
- 6. Balls remain in play until the pitcher has the ball or the umpire calls time at the request of a defensive player.
- 7. Kickers may be called out if the ball is kicked near or around the plate or along the first-base line and the kicker makes contact with the ball.
- 8. The kicking team is responsible for balls kicked out of the playing area.

**Base Running:**

- 1. Base stealing is not allowed.
- 2. Runners are not allowed to lead off.
  - a. All runners must have one foot on the bag until the ball crosses the plate and must return immediately on a ball not kicked by the kicker.
- 3. Sliding IS legal; however, sliding is not allowed at home plate and will result in an automatic out.
- 4. A baserunner will be declared out if he/she interferes with a play that can be made at home plate with an ordinary effort by the catcher.
  - a. The baserunner must attempt to avoid the tag at the plate.
  - b. The baserunner MAY NOT charge the catcher if he/she is blocking the plate
- 5. On a ball kicked in the air, the runner is only required to advance if the ball lands on the ground without being caught.
  - a. A fly ball that is caught requires that the base runner tag up (return to the base they were at during the pitch).
    - i. The runner is then free to advance at their own risk.
- 6. Base runners are entitled to advance but accept the liability to be put out under the following circumstances:
  - a. When the ball is overthrown into fair or foul territory and remains in play.
  - b. When the ball is kicked into fair territory.
  - c. When a runner tags up on a legally caught fly ball. If the runner leaves early, the defense may appeal at the runner's original base for an out.
- 7. Base runners are entitled to advance without liability to be put out under the following circumstances:
  - a. When a fielder obstructs the base runner from making a base, unless the fielder is trying to field the kicked ball or has the ball ready to touch the base runner.
  - b. When the ball is in play and is overthrown and goes out of play, all runners advance 2 bases from where they were when the ball left the thrower's hand.
- 8. The baserunner is out when:
  - a. The runner is tagged off the base while the ball is in play.
  - b. In running to any base, he/she runs more than three feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.
  - c. The base runner passes a preceding baserunner, before that runner has been put out.
  - d. The base runner legally over runs 1<sup>st</sup> base and makes an attempt for second and is then tagged while off base.
  - e. The base runner interferes with a fielder attempting to field a kicked ball or intentionally interferes with a thrown ball. If this interference, in the umpire's judgement, 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.
  - f. The base runner is struck with a fairly kicked ball while off base and before it passes an infielder who could have otherwise made a play.

- g. With a runner on third, the kicker or any offensive player interferes with a play being made at home plate.
  - h. In the umpire's judgement, 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.
  - i. 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. Base runners are NOT out under the following circumstances:
- a. When a base runner 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.
  - b. When a base runner is hit with a ball in the head area.
    - i. This is allowed only for runners who are sliding.
  - c. When a base runner is hit by a fair kicked ball while in contact with a base.

**Shoot the Goose:**

1. Defensive players are allowed to throw the ball in a "shoot the goose" fashion in order to hit a player out.
2. Baserunners who are hit in the head with a ball are not considered out.
3. Baserunners are allowed to dive or dodge throws, but cannot leave the base path to do so.

**Force Outs:**

1. There is always a force at first base because the kicker HAS to advance from home plate.
  - a. The kicker becomes a runner once they put the ball in play.
2. On a ball kicked on the ground, with a runner on first, there is a force out at second base as well as first base.
  - a. The force at second is caused by the fact that since the kicker has become a runner, the runner at first must advance to second base because only one runner can occupy a base at a time.

**Mercy Rule:**

1. 20 runs after 3 innings, 15 after 5 innings.

**Interference:**

1. Interference is the act of an offensive player or team member, umpire, or spectator that impedes, hinders or confuses a defensive player attempting to execute a play. Contact is not necessary for interference to be called.
2. If the defensive player is in possession of the ball, a runner may not run into the defender in any attempt to dislodge the ball.
  - b. This action will result in immediate ejection.
3. If the defender is not in possession of the ball, they must yield the base path to the base runner.
  - a. Failure to yield the base path will result in an obstruction call, and the base runner will advance.

**Obstruction:**

1. When a defensive player hinders or prevents the kickers ability to kick a pitched ball OR when a fielder not in possession of the ball impedes the runner's ability to advance or does not yield the base path to the baserunner.

**Extra Innings:**

1. Games will enter extra innings only in a playoff situation. Innings will continue as before until a winning team is determined.
2. There is no limits on extra inning lengths.

**Appeal Policy:**

1. A dead ball appeal may be made on a non-judgement call.
  - a. No appeals will be considered on an umpire's judgement.
2. An appeal must be made before the next legal pitch, illegal pitcher action, or before all fielders have left fair territory.

3. To appeal a play, a team's pitcher must have the ball during a dead ball period and must stand within an 8-foot radius of the pitcher's plate.
4. An appeal must be made by the team captain, and they must communicate with the home plate umpire.
  - a. The umpires will render a decision.

**Blood Rule:**

Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove the player. If by removing the player who is bleeding the team falls below the minimum number necessary to play, the following will apply: The game clock will stop and five (5) minutes will be allowed for the player to stop the bleeding. Any blood on the court must be removed using proper methods and bloodied clothing must be changed. AN INTRAMURAL STAFF MEMBER MUST APPROVE THE PLAYER TO REENTER AND HAS THE AUTHORITY TO PREVENT REENTRY. Players who refuse to leave the game due to bleeding could potentially face suspension.

**Protest Policy:**

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. When a team requests a protest, they must call a timeout and the game must be stopped and no further game action should continue. The concern must be brought to the attention of the referees, who will check the ruling, have deliberation and then make a decision. If the call is overturned, the team is not charged with a timeout. If the initial official's ruling is upheld, the team is charged with a timeout. Game play will then continue as normal. If the team determines to continue challenging the call, a formal request can be made by filling out the Protest Form and submitting to the IM coordinator *within 24 hours of the game*. See the Participant Manual posted on the Whitworth Intramurals website or by speaking to an IM staff member.



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