

# Kickball Rules

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Any rule and situation not specifically covered are subject to the judgement and discretion of the TTU intramural sports staff.

**All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.**

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## **Rule 1: Player Eligibility & Registration**

### **Player Eligibility**

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural activities.
- ✓ Players can compete for only one team. Once he or she signs in for one team, that player cannot transfer to another team for the duration of the season.
- ✓ The Intramural Coordinator or Assistant Coordinator shall make the final decision on eligibility issues.

### **Registration**

- ✓ Teams should register on the FusionIM site by the posted deadline.

## **Rule 2: Format & Team Composition**

### **League Format**

- ✓ A pool play section shall precede the postseason tournament. The overall number of registered teams will determine the number of pools and number of teams in each pool.
- ✓ Pool standings will determine a team's eligibility for the postseason tournament. The following criteria will determine the pool play standings: (1) number of wins, (2) sportsmanship, (3) Head-to-head record, (4) point differential, and (5) coin toss.

### **Leagues:**

- ✓ Co-Recreational

### **Match Format**

- ✓ Teams will follow an inning format similar to softball and baseball.
- ✓ A coin flip or other means will determine the choice of home and visiting teams.

### **Team Composition**

- ✓ Co-Recreational
  - Each team will have eight players (four males, four females) on the field at one time, and a maximum of ten players (at least five female players) on the roster and kicking order.
  - A minimum of six players (at least three females) is required to start the game.
  - A team must have more females than males if an uneven ratio occurs.

## **Rule 3: Playing Area & Equipment**

### **Playing Area**

- ✓ All games will be played at the Intramural Softball Fields.
- ✓ All field measurements are approximate, and actual measurements may change due to field conditions.

### **Kickball**

- ✓ The Intramural Sports Office shall provide the kickball for competition.

## **Clothing & Equipment**

- ✓ All attire and equipment is subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ Proper athletic attire is required.
- ✓ Footwear
  - Players are required to wear athletic shoes (e.g. basketball shoes, running shoes, tennis shoes).
  - Molded rubber cleats, molded rubber cleats with metal tips, and screw-in cleats with studs are allowed. Spiked cleats and screw-in metal cleats are **PROHIBITED**.
- ✓ Headwear
  - Players may wear knit or stocking caps, baseball caps, headbands, and hair control devices made with soft and non-abrasive material.
- ✓ Pads/Braces
  - Players may wear leg & knee braces covered with soft, pliable material and free of sharp edges.
  - Casts and other equipment made of hard, unyielding materials may not be worn above the waist.
- ✓ Blood
  - Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform must leave the field. The bleeding must be stopped, the open wound must be covered, and/or the bloody uniform must be changed before the player can return to the game.

## **Rule 4: Defaults, Forfeits, Grace Periods, & Protests**

### **Defaults**

- ✓ A default is an unplayed game without penalty
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by 2:00 PM on the day of the contest.
- ✓ In order to verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. Phone calls are not accepted.

### **Forfeits**

- ✓ A forfeit is defined as one of the following:
  - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
    - The final score shall be 4-0.
  - Receiving three or more conduct warnings before, during, or after an Intramural contest.
    - If the forfeiting team is ahead, the final score shall be 4-0 in favor of the opposing team.
    - If the non-forfeiting team has the higher score, the game shall end with the existing score.
  - Defaulting two games during pool play.
- ✓ If a team forfeits its first game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Forfeits automatically withdraws you from Post-Season play.
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
- ✓ A second forfeiture may result in removal from the league.
- ✓

### **Grace Period**

- ✓ If at least one team member is present at game time, the team will be granted a five-minute grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the team must start when directed by IM staff.
- ✓ A team may not wait for additional players once the minimum number of players have arrived.

- ✓ If the team has not reached the minimum number of players required to play at the end of the grace period, a forfeit will be declared.

### **Protests**

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest the misinterpretation or the misapplication of a rule.
- ✓ Protests regarding the judgement of the game officials will not be recognized.
- ✓ When protesting player eligibility:
  - *Regular season:* The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
  - *Postseason Tournament:* Player eligibility must be protested before the start of the contest. Protests made after the start or end of the game will be not recognized.

### **Rule 5: Timing & Scoring**

#### **Game Length**

- ✓ Each game has a time limit of thirty (30:00) minutes and an inning length of five innings.
- ✓ In the case of a tied score at the end of the 5th inning or thirty, extra innings will be played until the score is no longer tied at the end of an extra inning.
- ✓ When the 8<sup>th</sup> inning starts, international baseball rules will be applied. Each team will start the inning with a runner on second base.

#### **Inclement Weather or Other Interruptions**

- ✓ When a game is interrupted due to weather conditions, it is a regulation game in the following situations:
  - Thirty minutes has elapsed on the game clock
  - The fourth inning has been completed
  - When the third or fourth inning is interrupted at any point, the home team has reached one of the specified point differentials listed on the mercy rule table.
- ✓ When faced with unforeseen circumstances, the Intramural Sport Office reserves the right to suspend or terminate games with the existing score.

#### **Mercy Rule**

- ✓ Please refer to the table. When the specified point differential is reached after the number of innings have been completed, the game will end.

<b>Point Differential</b>	<b>Innings Completed</b>
<b>15 Runs</b>	2 Innings
<b>10 Runs</b>	3 Innings

### **Rule 6: Playing Rules**

#### **Determining Home & Visiting Teams**

- ✓ A coin toss or other means shall determine the Home team and the Visiting team.

#### **Kicking Order**

- ✓ All players that have signed in may be added to the kicking order (maximum of ten).
- ✓ The manager or team representative must list the kicking order prior to the start of the game.
- ✓ Co-recreational team batting orders shall alternate by gender.
- ✓ If a co-recreational team has less than eight players, positions must be alternated in the batting order as far down the order as possible.

#### **Substitutions**

- ✓ Substitutions are unlimited. In short, players may exit and reenter game without limit.



- ✓ Substitutions may be made at any time with prior notification to the scorekeeper. If a player leaves the game in favor of a substitute, that player may only reenter the game at the same kicking position after one full rotation.
- ✓ A female may only substitute for a female, and a male may only replace another male.

### Fielding

- ✓ The fielding team must designate a pitcher and a catcher.
- ✓ Males and females do not have to alternate defensively on the bases or in the outfield.
- ✓ A team may have a maximum of six players in the infield before the ball is kicked.
- ✓ Defensive Restriction Line
  - Cones will designate the **ten-foot restriction line**, separating the infield from the outfield.
  - Outfielders must remain behind the line until the ball has been kicked.
  - If an outfielder illegally enters the infield before the ball is kicked, the batting team has the following two options:
    - Take the result of the play.
    - The current batter is awarded first base, and, if applicable, all base runners will advance
- ✓ Infield Fly Rule
  - The home plate umpire shall enforce the Infield Fly Rule when the following conditions are met:
    - There are runners on 1<sup>st</sup> and 2<sup>nd</sup> bases or 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> bases.
    - An infielder can catch a highly kicked ball with ease.
    - There are less than two (2) outs.
  - When the conditions are met, the home umpire shall declare the kicker **OUT** as the ball is in the air, and the runners may advance at their choice.

### Pitching & Kicking

- ✓ Pitching
  - The ball is put into play when the pitcher rolls the ball toward home plate.
  - During his or her motion, the pitcher must have one foot on or over the pitching rubber.
  - Each team will pitch to themselves.
  - Each batter is allowed two attempts to kick the ball.
  - No matter the outcome of the two rolls, the batter will be out if the ball is not put in play on the second roll.
- ✓ Kicking
  - Bunting is **PROHIBITED**. The home umpire shall declare the kicker **OUT**.
  - The kicker must wait for the ball to cross the **four-foot line** before attempting to kick the ball.
  - A legal kick is contacting the ball with the foot or leg below the knee.

### Fair Ball

- ✓ A Fair ball is:
  - A kicked ball landing and remaining in fair territory.
  - A kicked ball landing in fair territory then traveling into foul territory beyond 1<sup>st</sup> or 3<sup>rd</sup> base.
  - A kicked ball that hits the 1<sup>st</sup> or 3<sup>rd</sup> base bag.
  - A kicked ball first touching a player in fair territory.
  - A kicked ball landing in fair territory and then is touched by a participant in fair territory before touching the ground in foul territory.
  - A kicked ball that touches a runner before touching the ground in foul territory.

### OUT

- ✓ When a team reaches a count of three (3) OUTS, the team's half of the inning has concluded.
  - An **OUT** is:
    - **A kicker bunts the ball.**
    - A thrown ball hits a runner below the shoulders.
    - During a play, the ball touches or is touched by a player who is not on base.

- A kicker or runner that interferes with the ball.
- A tag of a base by any part of a fielder's body when in possession of the ball.
- **A runner is off base (i.e. leading off) when the ball is kicked.**
- A runner that passes another runner.
- A runner who fails to properly tag up on a caught ball.
- A runner touched by the ball while on a base they are forced to vacate.
- **A runner attempts to steal a base.**

### Base Running

- ✓ **No stealing is allowed.** Runner(s) must stay on base during the pitch. If a runner is off base before the pitch reaches the plate, a dead ball is called, and the runner(s) is/are declared **OUT**.
- ✓ Base Path
  - The base path for a runner advancing to second base, third base, and home is the direct line between the player and that base or home plate. The base runner may legally move three feet to either side of that direct path to avoid a fielder.
  - Exception: When rounding first base, the runner will take an indirect route to second base (i.e. a buttonhook path).
  - A baserunner who exceeds three feet to either side to avoid a tag will be declared **OUT**.
- ✓ When a defensive player has the ball and is waiting for the runner, and the runner deliberately crashes into the defensive player, the runner is declared **OUT**. The ball will be declared dead, and all runners must return to the last base they legally occupied. If the act is judged flagrant by the umpire, the offending player will be ejected from the game.
- ✓ If the ball goes out of play, the base runner gets the next base they heading to, plus one.
  - I.e., Runner heading to second, gets second and third bases.
- ✓ When rounding the bases, a runner may not advance past a runner in front of him/her. The advancing runner(s) will be declared **OUT**.
- ✓ When attempting to score, a runner may not intentionally charge into or displace a defensive player with the ball or waiting on a throw.
  - **This is an immediate ejection!**
- ✓ Courtesy Runners
  - The last runner declared **OUT** may replace the injured runner on the awarded base.
  - The umpire must be notified of the request during a dead ball.

### Obstruction

- ✓ A defensive player may not obstruct a runner's path unless he/she is making a play on the ball. In the event a defensive player obstructs a runner, the umpire may award all affected runners any number of bases up to and including home plate.
- ✓ Fake Tag
  - It is also obstruction when a fielder fakes a tag without the ball.

### Interference

- ✓ During a double play, the runner must slide into the base or get out of the way of a thrown ball. Base runners who fail to move or slide will be called for interference, and both base runners will be **OUT**.

### Appeals

- ✓ Once the ball has been returned to the infield and **TIME** has been called, any infielder (including pitcher or catcher), with or without possession of the ball, may appeal that a runner missed a specific base. The appealing team must designate the base, and the administering umpire will make a decision.
- ✓ Base runners cannot leave their base once **TIME** is declared until the next ball is hit.
- ✓ Appeals must be made prior to the next pitch or before the defensive team has left the field.

## Ejections

- ✓ Ejected players must leave the Campus Recreation Intramural Fields immediately and cannot return to play until a professional staff member of the Intramural Sports Office has cleared that player for future participation.

