

INTRAMURAL SPORTS CO-REC KICKBALL RULES

The current available *Official World Adult Kickball Association Rules* will govern play with intramural modifications.

Each player must present their [valid UMass UCard](#) to participate in each and every intramural contest.

For the full list of intramural policies and procedures, please read the [Intramural Participants Guide](#)

Team captains are responsible for the conduct and eligibility of their teammates, spectators and adherence to the rules governing play.

I. TEAM

- A. Eight (8) players (4 women, 4 men) shall constitute a team. Men and women must be listed alternately in the kicking order. A game cannot begin without at least six (6) players (3 women, 3 men) per team. If, at any time during the game, a team does not maintain the minimum number of players, that team shall forfeit the game regardless of the score. If a team lists an odd number of players in the lineup, the team can be one up a woman or a man. If a team lists an even number of players in the lineup, the team must have an equal number of men and women.
- B. The fielding team must supply a catcher. Additional players may enter the lineup upon their arrival whenever play is dead. Additional players will automatically be put at the end of the batting order, alternating men and women.
- C. Up to two extra kickers (for a total of **10 players**) may be used, but they must be a woman and a man
- D. Only 8 players are permitted in the field and there must be equal number of women and men in the field or one up in the case of 7 players.

II. EQUIPMENT

- A. A kickball will be supplied by the intramural program and must be used.
- B. Metal spiked, tipped or metal-cleated shoes are **ILLEGAL**.
- C. Casts/splints are not permitted under any circumstances.
- D. Jewelry is not permitted, other than a medical alert bracelet that must be completely covered and taped.
- E. The game monitor or field supervisor will not permit any equipment that they consider dangerous.

III. PLAY

- A. Substitutions/Player Re-Entry
 1. Any of the starting players and substitutes may be substituted and re-entered as many times as a team wishes, provided players occupy the same kicking position whenever in the lineup. The starting player and the substitute(s) may not be in the lineup at the same time.
- B. Base Stealing
 1. Under no circumstance is a baserunner permitted to steal a base. They may leave their base when a pitched ball has reached or passes homeplate.
 2. When a baserunner fails to maintain contact with the base to which they are entitled until a legally pitched ball has reached homeplate, the ball is dead, no pitch is declared, and the baserunner is **OUT**.
- C. Baserunning
 1. When a defensive player has the ball and is waiting for the runner and the runner remains on their feet and deliberately crashes into the defensive player, the runner is to be declared out.
NOTE: If the act is deemed flagrant, the offender shall be ejected.
 2. Dislodged Base - If a runner dislodges a base from its proper position, neither they nor the succeeding runners in the same series of plays are required to follow a base unreasonably out of position.
 3. Overslide/Overrun - A kicker-runner may overrun or overslide first base and return directly to the base without liability to be tagged out. The runner may be tagged out when there is an attempt or movement towards second base. Simply turning, either to the left or to the right, is not an attempt to go to second. Whether a runner simply turns or attempts to advance to second is an umpire's judgement.
 4. No kicker is automatically safe on a hit or an error. They must run it out and make it to the base safely.

5. Overthrows - On thrown balls that go out of play (dead ball territory), all runners will be awarded one base governed by the positions of the runners when the ball left the fielder's hand. Runners may return to touch a missed base.
6. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners may not advance if, in the judgment of the umpire, the runners are not more than halfway to the next base at the time play is stopped.

IV. THE GAME

- A. The 'home' and 'visiting' team will be determined by a coin toss prior to the beginning of the game.
- B. A game will consist of ten (10) complete innings. During league play, five (5) complete innings (4 ½ innings if the home team is ahead) constitute a game, and the official will declare the team leading the winner when:
 1. Inclement weather conditions during league and championship play - If weather conditions necessitate calling the game in the middle of an inning, the score of the last completed inning will stand and the game will be considered **OFFICIAL**.
 2. Games halted with less than five (5) innings having been played will be recorded as a tie game.
- C. Tie Games
 1. League Play - If the score is tied at the end of ten (10) innings, the game will be recorded as a tie.
 2. **Run Ahead Rule** – 20 after 5 innings or 4 ½ innings if the home team is ahead. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.
 3. Campus Championship playoff games shall be ten (10) innings and must be completed unless halted by the run ahead rule. (Tie games will continue into extra innings until the tie is broken.)
 4. Timeouts may be called **ONLY** by the team in the field, and only after a first pitch is made. Only one timeout per team per inning is allowed; any other timeouts must be field monitors' timeouts

V. PITCHING/KICKING MODIFICATIONS

- A. There is no bunting. A kicker is not permitted to stop, trap, or tap the ball with their foot. Bunting will result in an out.
- B. There are three ways to strikeout in kickball:
 1. To miss the ball completely while attempting to kick
 2. A pitched ball crosses any part of the plate (with or without an attempted kick that fails to connect.)
 3. A kicker hits **two** foul balls
- C. No base-on-balls is allowed.
- D. No "bounces" -- a pitched ball must be rolled on the ground without bouncing more than one (1) foot high. If a pitched ball exceeds one (1) foot high, it is deemed an illegal pitch. Pitched balls must be "hittable" for the kicking team. Disagreements will be settled by the field monitor.
- E. The kicker can be forced out, tagged out, or have a fly ball caught as an out. The defense may also throw the ball at a runner while the ball is live and the runner is not occupying a base. Only a ball that is thrown and hits the runner in the air will cause him/her to be out. If the throw bounces and then hits the runner, they will not be called out.
- F. *Head shots will not result in outs, and if deemed intentional, head shots could result in player ejection. Two players ejected from the same team will result in that team's forfeiture of the entire game.* However, if a player ducks to avoid a ball or bends over and is hit in the head unintentionally, an out will be recorded. The field monitor's judgment is final.
- G. Once 10 runs are recorded in the same inning for the kicking team, the inning is over and the defensive team shall come to kick.

VI. GENERAL

- A. Teams must submit a lineup and be ready to play at least five (5) minutes before the scheduled time of game.
- B. Each team must keep its own score.
- C. Choice of first kick or field shall be decided by the field monitor's coin toss.
- D. Ground Rules
 1. *Light poles* – If contacted by a fly ball, the ball remains live and all players are liable to be put out. The kicker-runner can continue to advance at their own risk.
 2. *Overthrows* - On thrown balls that go out of play (dead ball), all runners will be awarded one base based on their position when the ball left the fielder's hand. Runners may return to touch a missed base.

VII. SPORTSMANSHIP

- A. In order to promote a fun and safe playing environment, participants and spectators are expected to be civil towards one another and staff.

- B. Any conduct judged by an intramural staff member to be detrimental to the participants, program, or any particular intramural activity may result in removal from a contest and/or further sanctions.
- C. A detailed outline of the Intramural Sports Sportsmanship Policy can be found [here](#)

GOOD LUCK AND ENJOY THE KICKBALL TOURNAMENT

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