

Kickball Rules

*BASKETBALL MAY INVOLVE CONTACT AND INJURIES ARE A POSSIBILITY.
JAMES MADISON UNIVERSITY RECREATION ASSUMES NO RESPONSIBILITIES FOR INJURIES.
BASIC FIRST-AID AND CPR WILL BE AVAILABLE WHEN NECESSARY.*

GAMES WILL BE PLAYED ACCORDING TO THE WAKA KICKBALL RULES BOOK UNLESS OTHERWISE NOTED IN THE FOLLOWING RULES.

RULE 1 – PLAYING FIELD AND EQUIPMENT

SECTION 1 – THE PLAYING FIELD

Article 1. All Intramural Kickball contests will be played either on the East Campus Lower Fields or on the turf at University Park. The location of each game will be indicated on the game schedule on IMLeagues.com.

Article 2. The kickball diamond shall be a square with equal sides of 65 feet and a base at each corner.

Article 3. The distance from the front of home plate to the front of the pitcher's plate shall be 50 feet.

Article 4. The kicking line shall be a straight line which connects points 5 feet down the 1st and 3rd-base lines from home plate.

Article 5. The bunt line shall be a straight line which connects points 30 feet down the 1st and 3rd-base lines from home plate.

Article 6. The fielder's restricting line shall be a straight line which connects points 40 feet down the 1st and 3rd-base lines from home plate.

Article 7. There shall be one foul line on each side of home plate – one extending through first base and one extending through third base. The foul lines are considered fair territory, and anything outside the foul lines is considered foul territory.

Article 8. There shall be an orange or white base placed on the foul-territory side of first base for the batter-runner. When using the double base at first, the following rules apply:

- a. A kicked ball that hits or travels over first base is fair. A kicked ball that hits or travels over the double base (orange or white base in foul territory) is foul.
- b. The double base is for the batter-runner only, and no play by any fielder may be made on that base.

Article 9. Any ball that travels over a fence outside the foul lines shall be declared a dead ball.

SECTION 2 – GAME EQUIPMENT

Article 1. The Intramural Sports staff will provide the ball for each game. The use of any other ball as the official game ball will not be permitted.

SECTION 3 – PLAYER EQUIPMENT

Article 1. The Intramural Sports Staff shall not permit any team member to wear equipment or apparel which, in his/her judgment, is dangerous or confusing to other players or is not appropriate.

Article 2. Participants must wear closed-toed shoes while participating in Intramural Kickball. Participants may wear cleats, but metal cleats are prohibited.

Article 3. Equipment designed to enhance a player's performance or gain an unfair competitive advantage shall not be permitted.

Article 5. Jewelry is prohibited. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.

RULE 2 – OFFICIALS

SECTION 1 – OFFICIALS' DUTIES

Article 1. Each game shall be officiated by at least one official. The official governs all game play, issues all final rulings, and has final authority on equipment issues.

Article 2. Prior to each game, the plate official shall conduct a coin toss with the captains/coaches of each team. The visiting team will call the toss and the winner of the coin toss will have the choice between starting the game in the field or at bat.

Article 3. The official has jurisdiction over the game and may:

- a. Call a time-out.
- b. Terminate a game due to inclement weather, poor sportsmanship, or any other reason at the official's discretion.
- c. Remove from the game any participant who is displaying unsportsmanlike behavior or making a travesty of the game. Unsportsmanlike actions include, but are not limited to physically or verbally abusing another participant, official, or Intramural Sports staff member, fighting, and delaying the game.

Article 4. The official may make rulings on any points not specifically covered in the rules (at the time of occurrence).

RULE 3 – TEAMS

SECTION 1 – TEAM COMPOSITION

Article 1. Each team consists of up to 8 players in the lineup, one of whom is the captain. The captain is the representative of his/her team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner.

Article 2. All participants must be listed on the official team roster prior to their participation in any Intramural Sports activity. Roster provisions are outlined in the Intramural Sports Manual, which can be found on the UREC – Intramural Sports website.

Article 3. A game shall not begin without at least 5 eligible players on each team.

Co-Rec Rule: A team consisting of 8 players in the batting lineup must be made up of 4 females and 4 males. A team consisting of less than 8 players in the batting lineup must be made up of at least 2 females and at least 2 males at all times.

Co-Rec Rule: Batting lineups for a co-rec team must alternate order between males and females.

Article 4. If, at game time, one team has not met the minimum player requirement and their opponents have, the Captain's Choice rule will go into effect. Captain's Choice provisions are outlined in the Intramural Sports Manual, which can be found on the UREC – Intramural Sports website.

SECTION 2 – SUBSTITUTIONS

Article 1. All substitutions must be run through the Intramural Sports staff member who is keeping the scorebook.

Article 2. The amount of substitutions in a game and the amount of times a player can be replaced by a substitute and re-enter the game are unlimited. Any player who starts the game or enters as a substitute must remain in the game for at least one full inning (the team's offensive and defensive halves of an inning).

NOTE: In the event of an injury, a substitute may enter the game prior to the end of the injured player's full-inning period.

Article 3. A participant who is bleeding or has blood on his/her uniform cannot participate until the bleeding is stopped or the uniform is changed. If the participant fixes the problem within a reasonable time (to be determined by the umpire), the player may remain in the game. If the participant does not fix the problem in a reasonable amount of time, he/she must leave the game and be replaced by a substitute. If no substitutes are available, the game will continue without that participant.

Article 4. Any participant who is ejected from the game may not be replaced in the lineup.

Ex: A team that starts the game with 8 players and has one of those players ejected from the game will finish the remaining innings with 7 players in both the batting lineup and the field.

Article 5. Courtesy runners will not be permitted. If a player is injured while running the bases, he/she may be substituted under Rule 3, Article 2, Note.

SECTION 3 – BASE COACHES

Article 1. Two members of the team at kick may coach first and third base. Those base coaches may switch as needed with other team members in order to remain in the proper written kicking order.

RULE 4 – GAME TIME AND LENGTH

SECTION 1 – LENGTH OF THE GAME

Article 1. Each game has a 5-inning or 50-minute limit.

Article 2. Any inning started before the 50-minute time limit shall be completed. Once the game has reached the 50-minute time limit, no new innings shall be started.

NOTE: An inning is complete when the final kicker in the lineup completes his/her turn at bat.

SECTION 2 – WINNING TEAM

Article 1. If the team that bats in the bottom half of every inning is already leading when the bottom half of the final inning is reached, that team wins the game and will not need to bat.

Article 2. If the team that bats in the bottom half of every inning takes the lead during the bottom half of the final inning, that team wins and the game is ended immediately.

SECTION 3 – MERCY RULE

Article 1. If one team is ahead by 1 more run than the number of outs remaining for the opponent in the final inning (as per Rule 4, Section 1), the game shall end.

SECTION 4 – OVERTIME

Article 1. During the regular season, if the score is tied at the end of the final inning, the game shall be recorded as a tie.

Article 2. During the playoffs, if the score is tied at the end of the final inning, the game will continue into extra inning(s).

- a. Each team will have the opportunity to bat for one additional inning. If a winner is determined in that inning as in Rule 4, Section 2, Articles 1 and 2, the game is over.
- b. If a winner is not determined in one extra inning, the game will continue with full extra innings until a winner is determined.

SECTION 5 – GAME CANCELLATIONS, POSTPONEMENTS, AND CANCELLATION OF ACTIVITIES IN PROGRESS

Article 1. Intramural Kickball contests are subject to cancellation due to unsafe facility conditions. This may include inclement weather or unforeseen circumstances which may occur that create unsafe playing conditions. The Intramural Sports staff and officials will make all decisions regarding playability and safety of facilities.

NOTE: In the event of cancellations, the Intramural Sports staff will send an email to all participants via IMLeagues.com. There will also be updates on UREC social media accounts regarding the status of games scheduled for that day.

Article 2. In cases when inclement weather or unforeseen circumstances force the halt of a game in progress, the game will be considered official and the score final if the halt occurs beyond the halfway point of the game. The halfway point of an Intramural Kickball game is dictated by the following:

- a. 25 minutes or more have passed since the beginning of the game and the beginning of the 50-minute time limit; OR
- b. The bottom half of the third inning or any inning thereafter has begun.

Article 3. The Intramural Sports staff will not reschedule postponements or cancellations of regular-season games. If a regular-season game is halted and cancelled due to inclement weather or any other unforeseen circumstance, the game will be recorded as “Not Played.”

Article 4. The Intramural Sports staff will reschedule postponements of playoff games. Participants will receive an email via IMLeagues.com notifying them of an update to the schedule, and teams will be responsible for checking the time of their rescheduled game.

RULE 5 – PITCHING

SECTION 1 – PITCHERS

Article 1. Teams will pitch to their own kickers. If the defensive team chooses to position a player near the pitcher, he/she may be positioned no closer than 3 feet to the pitcher.

Article 2. The pitcher must be a member of the team at bat, but it does not have to be one of the kickers in the lineup. All-time pitchers are permitted (must be on the team roster and signed in as a player in the game). If the pitcher is a kicker in the lineup, when it is his/her turn in the lineup, another player will be required to replace the pitcher.

Article 3. Pitchers are not subject to substitution rules. Any team member who is on the roster and has signed in as a player in the game is eligible to pitch at any time.

Article 4. Pitchers (of the kicking team) will not be responsible for playing defense. Pitchers must avoid contact with the ball after it is kicked as well as contact with any fielder.

- a. When a pitcher is struck by a kicked ball before a member of the defensive team has an opportunity to make a play on it, the kicker will be called out and all runners must return to the base they occupied at the time of the pitch.
- b. If, in the umpire's opinion, a pitcher interferes with any part of a play by a fielder (fielding/catching or throwing the ball), the umpire may call out the kicker or the runner(s) immediately involved in the play the fielder was trying to make.

SECTION 2 – PITCHING

Article 1. In the act of delivering the ball to the kicker, the pitcher shall stand with both feet behind the fielding line. A legal delivery shall be a ball that is delivered underhand and rolled on the ground.

Article 2. Each kicker will receive a maximum of 3 pitches. Pitchers will deliver up to 3 pitches until the kicker puts the ball in play. If a kicker allows 3 pitches to pass and has not kicked the ball, he/she will be declared out.

NOTE: If the kicker kicks the third pitch and it results in a foul ball, the kicker is declared out.

Article 3. The pitcher has 10 seconds between pitches. If he/she exceeds this time, the kicker will lose the right to a pitch (from 3 down to 2, down to 1, then out).

Article 4. The pitcher may take a maximum of 3 warm-up pitches prior to the first inning. Warm-up pitches and infield practice are prohibited at all other times.

RULE 6 – KICKING

SECTION 1 – KICKING ORDER

Article 1. All players in the kicking order will kick each inning. Therefore, up to 8 outs and up to 8 runs may be recorded during a team's time at bat.

Article 2. The kicking order may change each inning as long as every player in the kicking order gets an opportunity to kick.

Article 3. The offensive team (pitcher, kicker, and/or runners) is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without the offense notifying the defense that it is their last kicker, that kicker will be ruled out and the inning will be over.

Article 4. When the last kicker of an inning kicks, the inning will end when any out is recorded or when the last kicker scores a run. For this situation only, a fielder being in possession of the ball and touching home plate before the last kicker reaches it shall be considered a force out.

SECTION 2 – KICKING THE BALL

Article 1. All kicks must be made by the foot or the leg and below hip level. Any ball touched by the foot or leg below hip level is considered a kick.

Article 2. The kicker must contact the ball behind the kicking line which is approximately 3 feet in front of home plate. If, according to the umpire's judgment, a kicker contacts the ball beyond the kicking line, he/she will be called out and all runners must return to the bases they occupied at the time of the pitch.

Article 3. A kicker may kick the first two pitches foul without penalty, but if the third pitch is missed or kicked foul, that player's at-bat is over and he/she is out.

Article 4. A kicked ball must travel beyond the 30-foot bunt line in front of home plate in order to be considered “in play.” Any ball that comes to rest or is touched by a fielder inside this area shall be considered a foul ball.

RULE 7 – BASERUNNING

SECTION 1 – RUNNERS ON BASE

Article 1. Baserunners may not leave the base until the pitch is kicked. If a runner is off base before the pitch is kicked, the runner is called out and “no pitch” is declared.

Article 2. The base path for a runner is the direct line between the player and the base to which he/she is advancing and three feet to either side of that direct path. For plays between home plate and 1st base, the runner shall run in the 3-foot lane of the side of the foul line that is in foul territory.

Article 3. A player who runs outside his/her base path (including the 3-foot lanes on either side) in an attempt to avoid a tag shall be declared out. In this situation, the ball shall remain live unless something else causes it to become dead.

Article 4. Baserunners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, or catching). If a collision occurs and the baserunner is responsible, the following shall occur:

- a. The ball will become dead immediately.
- b. The responsible runner shall be declared out.
- c. The batter-runner is awarded 1st base (unless he/she is involved in the collision).
- d. All runners return to the bases they occupied at the time of the pitch unless they were forced to the next base by the batter-runner reaching 1st base.

Article 5. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making an attempt to field the ball. Each fielder has absolute right to any position on the field to field a ball and all runners must avoid a fielder in these cases. In the event that the defense obstructs a runner, the umpire shall award bases to the runner and all other runners affected by the obstruction based on where they would have reached without the obstruction.

Article 6. Any runner in fair territory and not in contact with a base that is struck by a fair kicked ball is out except when:

- a. The ball has passed an infielder and, in the judgment of the umpire, no other fielder had a chance to make an out.
- b. A runner is hit with a fair kicked ball over foul territory and no other fielder had a chance to make an out.
- c. A runner is touched with a fair kicked ball after it is touched by any fielder, including the pitcher.

In the event of one of these exceptions occurring, all runners must return to the base they occupied at the time of the pitch and the batter-runner is awarded first base. If that award creates another force, runners will move to the proper bases accordingly.

Article 7. During a possible double play, the baserunner must slide into 2nd base or get out of the way of the thrown ball. Baserunners who fail to get out of the way may be charged with interference resulting in both the baserunner and the batter-runner being called out on the play.

Article 8. When a defensive player has the ball and is waiting for the runner, if the runner remains on his/her feet and deliberately crashes into the defensive player, the runner is declared out. The ball will be

declared dead immediately and all runners must return to the last base they legally occupied. If the act is judged by the umpire as flagrant, the offending player will be ejected from the game.

Article 9. There are no courtesy runners in Intramural Kickball.

SECTION 2 – BASE AWARDS

Article 1. The only out-of-play areas are over the fences that border the turn at East Campus Lower Fields and University Park. If a thrown ball travels over a fence and out of play, each runner on base is awarded two bases from their location when the ball was thrown.

Ex: A runner who is between 1st and 2nd bases when the ball is released for a throw that travels out of play will be awarded 2nd base and 3rd base.

NOTE: All base awards are based on the position for the lead runner. If there are two runners between 1st and 2nd bases at the time of an overthrow that travels out of play, the lead runner will be awarded 2nd base and 3rd base while the trail runner will only be awarded 2nd base.

RULE 8 – FIELDING

SECTION 1 – POSITIONING

Article 1. Defensive positioning is restricted by the following:

- a. No more than 6 players (including a “fielding pitcher” and catcher) may position themselves within the infield area prior to a pitch being kicked.
- b. If a team is fielding 8 players, at least 2 players must be outside of the infield area prior to the kick (this means no outfielder can be positioned adjacent to or in front of an infielder).
- c. Each team must provide a catcher. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.
- d. If a team provides a “fielding pitcher,” he/she may align himself/herself on either side of the offense’s pitcher within no closer than a 3-foot radius. The “fielding pitcher” may not position himself/herself between the pitcher and home plate until after the ball is kicked.
- e. All fielders must position themselves behind the fielding line until the ball is kicked.

Article 2. Co-Rec Rule: In a co-rec game, a maximum of 3 males and 3 females may play in the infield (this maximum includes the catcher and “fielding pitcher”). The remaining players will be positioned in the outfield (outside the diamond of the base lines and/or behind all infielders).

SECTION 2 – OUTS

Article 1. Any fielder can put out a kicker-runner in the following ways:

- a. Catch a kicked ball before it hits the ground (fair or foul)
- b. Hit the kicker-runner below the shoulders with a thrown ball before he/she reaches 1st base
- c. Step on 1st base while in possession of the ball before the kicker-runner reaches it
- d. While in possession of the ball, tag the kicker-runner with the ball before he/she reaches 1st base

Article 2. Any fielder can put out a runner in the following ways:

- a. Hit the runner below the shoulders with a thrown ball before he/she reaches a base
- b. While in possession of the ball, step on a base to which a runner is forced (this includes tag-ups)
- c. While in possession of the ball, tag the runner with the ball before he/she reaches a base

Article 3. In order to make a successful out, the ball must be thrown by the fielder with the hands/arms. Any ball that is kicked or contacted by the defense in such a way that it hits a runner will not result in an out. A thrown ball that bounces prior to legally contacting a runner still puts out that runner.

Article 4. Any runner hit with a ball above the shoulders shall not be put out. If a thrown ball hits a runner above the shoulders, he/she is entitled to the next base and may not be put out until after he/she has reached that base safely. The ball remains live; and if the runner chooses to make an attempt at another base after reaching the next base safely, he/she will be at the risk of being put out.

NOTE: If the runner intentionally uses his/her head to block the ball or ducks into a thrown ball, he/she will be called out (the ball is immediately dead and runners must return to the last base they touched). If a fielder intentionally throws a ball toward and contacts a runner's head, the ball will be immediately dead, the fielder will be ejected, and that runner and all runners he/she trails will be awarded home plate.