



KICKBALL RULES

Intramural Kickball shall be governed by the official WKA Kickball rules with the following exceptions:

All players must show their UGA ID before every game and wear a mask at all times in order to participate. NO EXCEPTIONS!

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Rule 1. The Game

Section 1. Scoring

The Competitive Sports Supervisors will keep the official score of the game.

Section 2. Timing and Its Limits

ART. 1...

A complete game shall consist of:

- a. Seven (7) innings and not ending in a tie, or:
- b. Six and one-half (6 ½) innings with the Home Team ahead on runs scored, or
- c. The fifty (50) minute time limit expires.

ART. 2...

Timing

- a. The official start time will be recorded on the scoresheet by the scorekeeper.
 - i. A new inning will begin as soon as the last out is made in the bottom half of the preceding inning.
 - ii. If the score is tied after the 50-minute time limit is reached, a tie game will be recorded during the regular season.
 - iii. In case of a game suspension, the time at the end of the game will be recorded.

Section 3. Maximum Run Rule

ART. 1...

There will be a maximum 7-run per inning rule effective through the fourth inning. After 4 full innings, a team may score as many runs as possible.

- a. A half-inning will terminate when three (3) outs or seven (7) runs (before 5th inning) are recorded.

Section 4. Tournament Play

ART. 1...

During Tournament Play, the 50-minute time limit will be waived in case of a tie to determine a tiebreaker.

- a. If the game is tied at the end of seven (7) innings, the game will continue until a winner is determined.
- b. In the event of a tie after the 50-minute time limit has been reached, the next new inning will start with the following format or the eighth (8th) inning if the game is tied after seven (7) full innings.:
 - i. Each team will be allowed to have the last kicker start the next inning on second base.
 - ii. All previous runners on base will not be permitted to stay on base.
- c. Championship games will not have a time limit.

Section 5. Inclement Weather

ART. 1...

Games stopped because of inclement weather before four (4) full innings have been completed will continue from the point the game was suspended if time and fields are available.

ART. 2...

The Competitive Sports Staff will record the game details.

Section 6. Default

ART. 1...

Failure for a team to field at least six players at or within five minutes of the scheduled starting time will result in a default.

ART. 2...

If a team does not have enough players present to start the game, the following penalties will be enforced:

- a. 1 MINUTE LATE = 1-0
- b. 2 MINUTES LATE = 2-0
- c. 3 MINUTES LATE = 3-0
- d. 4 MINUTES LATE = 4-0

End of game after 5 minutes, the score will be recorded as 4-0.

EXCEPTION: If a previous game ends more than 5 minutes beyond the next game's scheduled starting time, a minimum of six (6) players must be ready to play when the previous game ends. There will *not* be a five-minute time extension in this circumstance.

Section 7.

Forfeit

ART. 1...

The game will be declared a forfeit in the following circumstances:

- a. There are no players present at game time.

Rule 2. The Players

Section 1.

Minimum Numbering Requirements

ART. 1...

A game is required to be started and completed with a minimum of six (6) players.

- a. Each team may have up to ten (10) players and as few as six (6) players to start a game.
- b. If a team only has 6 players and a player is ejected or injured and unable to continue, then the team must take a default.
- c. If a team starts a game with 6 players, they may add up to ten (10) players anytime during the game.
 - i. Each additional player must be added to the bottom of the line-up. The extra kicker number 11 will not be allowed to be added.

Section 2.

Extra Kicker Rule

ART. 1...

An Extra Kicker (EK) may be used with the following provisions:

- a. He/She will be the eleventh or twelfth kicker in the lineup.
- b. This person cannot be added to the lineup once the game has started.
- c. If an EK is used, the position cannot be terminated during the game.
- d. An EK may substitute in the field; however, He/She must maintain the same position in the kicking order.

Section 3.

Substitutions

ART. 1...

A free substitution is not allowed.

- a. A substitute will be considered any player not in the original kicking lineup.
- b. A substitute must inform the umpire that he/she is replacing a starter in either the lineup or in the field.
 - i. The substitute must kick in the same slot in the kicking lineup.
- c. Starters are the only players permitted to re-enter the game. They must re-enter to their original spot in the lineup and may only re-enter the game once.
 - i. A substitute player cannot re-enter the game once they are replaced.

ART. 2...

An automatic out will be awarded if a player who is listed in the kicking order is unable to kick if there is no substitute available.

- d. An automatic out will also be awarded at the time of the player's turn in the lineup if that person has been ejected from the game.

Rule 3. Base Runners and Sliding

Section 1.

Base Runners

ART.1...

Stealing or leading off the bases is not allowed.

- a. Runners may leave the base when the pitch is kicked. If the runner is off the base before the pitch reaches the plate:
 - i. The runner will be declared out, and
 - ii. A "no pitch" will be declared by the umpire.

ART. 3...

Runner Called Out

- a. A runner will be called out in the following scenarios:
 - i. The runner is hit by the ball from the shoulders below before reaching the base,

- a. **EXCEPTION:** A player who is not in a regular standing/running position and is hit in the face/head will be ruled out (Example: bending down to avoid getting hit or if the runner is falling down).

- ii. A pop-fly is caught, OR
- iii. The base runner is off the base before the ball is put into play by the kicker.

ART. 2...

Overthrown balls or balls thrown into a non-playable area:

- a. All runners will be awarded two (2) bases, which will be ruled on the runner's position when the ball leaves the fielder's hands.
- b. If there are two runners between the same bases, the award will be based on the position of the lead runner.
 - i. The base to which the runner is running has no effect on the award.

ART. 3...

Running into The Fielder

- a. Any runner who deliberately runs into a fielder who is waiting to make a tag or a force out will be called out immediately.
 - i. Each runner will return to the last base occupied at the time of the collision.
 - ii. Note: If the runner's act is deemed flagrant by the calling umpire, the runner will be ejected.
 - iii. Other runners involved in the play may be called out at the umpire's discretion.

ART. 4...

Runner Leaving the Base Path

- a. A runner may not leave their base path to avoid being touched by the ball in the hand(s) of a fielder.
- b. The base path shall be defined as three (3) feet to either side of the runner's path between a base.

ART. 5...

Obstructing the Runner

- a. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball.
 - i. **Penalty:** The obstructed runner and each other runner affected by the obstruction is awarded the bases he/she would have reached had there been no obstruction.
- b. The base runner must use the first orange bag unless he/she is avoiding contact.
- c. Fielders must use the white bag.

Section 2.

Sliding

ART. 1...

Sliding is permitted; however, it is ***strongly discouraged*** by the Recreational Sports Department.

- a. Runners may choose to slide into the base or avoid contact altogether.
- b. Contact by the base runner that is deemed intentionally rough or malicious in nature at any time against a fielder will be penalized by being called out and ejected from the game.
- c. If malicious contact occurs by the base runner on a scoring play, the run will count if the base runner responsible has legally scored, and the penalty will be an ejection.

Rule 4. The Kicker

Section 1.

Kicking

ART. 1...

The kicker will start with a 1-ball and 1-strike count.

- a. The kicker is allowed to hit one foul ball after two strikes have been reached. If a second foul ball is hit (with a 2-strike count) the kicker is out.

ART. 2...

Chopping and bunting are not allowed.

- a. The kicker must take a full swing.

Penalty: Kicker will be called out and base runners will return to their original bases.

Rule 5. Pitching and Fielding

Section 1. Pitching

ART. 1...

Prior to the pitch:

- a. The pitcher shall come to a full and complete stop with both feet firmly on the ground.
- b. One or both feet must maintain contact with the pitching rubber throughout the pitch.
- c. The ball must be held in the pitching hand or in both hands in front of the body.
 - i. This position must be maintained at least one second but no more than 20 seconds prior to the delivery of the pitch.

ART. 2...

In the act of delivery:

- a. The pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand.

ART. 3...

The delivery:

- a. A legal delivery shall be:
 - i. A ball that is delivered to the kicker underhand.
 - ii. A pitch not to exceed three (3) inches off the ground at the time it crosses the plate.
Penalty: The penalty for any of these occurring shall be an Illegal Pitch. The kicker has the option to kick an illegal pitch or take the pitch for a ball.
 - iii. The ball must touch any part of the designated strike zone to be ruled a strike.

Section 2. Fielding

ART. 1...

All fielders other than the catcher must be behind the 1st- 3rd base diagonal line until the ball is kicked.

- a. The pitcher must remain in contact with the pitching rubber until the ball is kicked.

Penalty:

First Offense: Fielder Encroachment Warning. "No Pitch" will be declared, count will remain the same, and kicker will return to Home Plate to kick again.

Second and subsequent offenses: Kicker automatically awarded first base.

ART. 2...

Infield Fly Rule

- a. An infield fly is a fair fly (not including a line drive) which can be caught by an infielder with ordinary effort. The following apply to the Infield Fly Rule:
 - i. There is a runner on first and second base or bases loaded, and
 - ii. There are less than two (2) outs in the inning.
- b. The umpire will declare the Infield Fly Rule and the kicker will be immediately ruled out.
 - i. Base runners cannot be forced out and may advance at their own risk.
- c. An infielder may not intentionally drop a fly ball to turn a double play.

Rule 6. Player Ejection

Section 1. Player Misconduct and Ejection

- a. Each player and team are required to abide by the rules of the Intramural Sports Participant Guide and are subject to disciplinary action for failure to comply, including ejection from a game.
- b. Ejected participants must make an appointment to meet with the Competitive Sports Staff.
- c. Ejected participants shall leave the premises immediately (out of sight and sound within 60 seconds).
 - i. Failure of the team to assist in removal of the ejected person will result in loss of the game by forfeit. The team may also be forced to default its next game if the situation occurs and they are losing the game.

Rule 7. Equipment

Section 1. COVID-19 Equipment Updates

ART. 1...

Each team will be given their own equipment to be shared with their team. Teams cannot bring their own equipment to use for these games. The following will be provided:

- a. Two (2) kickballs per field, one for each team.

Section 2. Jewelry Policy

ART. 1...

Wearing jewelry is prohibited during all Intramural Sports activities, as outlined in our Intramural Sports Participation Guide:

- a. Participants reserve the right to choose not to play if they do not want to remove all jewelry.
- b. Participants wearing medical tags must tape them down if they wish to play.

Rule 8. Club Players

Section 1. Club Players

There shall be no restrictions for Club Players for Kickball in the Open League.