

## KICKBALL RULES

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

*Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!*

### A. PLAYER SAFETY

- a) The following items are not permitted to be worn at any time while participating in IM sports:
  - i. Earrings with hoops, casts, combat boots, five-fingered shoes, open toed shoes, and metal cleats. Ridged or pointed jewelry which, in the opinion of the staff, may cause harm to any participant
  - ii. Hats and objects with knots may not be worn.
  - iii. Jewelry (rings, necklaces, ankle bracelets, watches, fitness trackers, non-hoop earrings, rubber bands, etc.) which is not prohibited by the above rules may be worn.
  - iv. Refer to Intramural Sports Participant Guide page 13.

### B. PLAYERS

- a) Minimum Numbering Requirements
  - i. A game is required to be started and completed with a minimum of six (6) players.
  - ii. Each team may have up to ten (10) players and as few as six (6) players to start a game.
  - iii. 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.
  - iv. If a team starts a game with 6 players, they may add up to ten (10) players anytime during the game.
    - a. 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.

### C. EXTRA KICKER RULE

- a) An Extra Kicker (EK) may be used with the following provisions:
  - i. They will be the eleventh or twelfth kicker in the lineup.
  - ii. This person cannot be added to the lineup once the game has started.
  - iii. If an EK is used, the position cannot be terminated during the game.
  - iv. An EK may substitute in the field; however, they must maintain the same position in the kicking order.

### D. SUBSTITUTIONS

- a) A free substitution is not allowed.
  - i. A substitute will be considered any player not in the original kicking lineup.
  - ii. A substitute must inform the umpire that they are replacing a starter in either the lineup or in the field.
    - a. The substitute must kick in the same slot in the kicking lineup.
  - iii. 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.
    - a. A substitute player cannot re-enter the game once they are replaced.
  - iv. An automatic out will be awarded if a player who is listed in the kicking order is unable to kick if there is

- i. no substitute available.
- v. 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.

## E. THE GAME

### a) Scoring

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

### b) Timing and Its Limits

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

### c) Maximum Run Rule

- i. 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 5<sup>th</sup> inning) are recorded.

### d) Play

- ii. During Postseason 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 (8<sup>th</sup>) 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.

### e) Inclement Weather

- i. 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.
- ii. The Competitive Sports Staff will record the game details.

### f) Default

- i. 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.
- ii. 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.

g) Forfeit

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

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

**F. BASE RUNNER AND SLIDING**

a. Base Runners

i. 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.

ii. 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.

iii. 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.

iv. 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.

v. 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.

vi. Obstructing the Runner

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

b. Sliding

- i. Sliding is permitted; however, it is *strongly discouraged* by the Recreational Sports Department.
- ii. Runners may choose to slide into the base or avoid contact altogether.
- iii. 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.
- iv. 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.

**G. THE KICKER**

a. Kicking

- i. 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.
- ii. Chopping and bunting are not allowed.
- iii. The kicker must take a full swing.
 

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

**H. PITCHING AND FIELD**

a. Pitching

- i. 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.
- ii. In the act of delivery:
  - a. The pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand.
- iii. 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.

b. Fielding

- i. All fielders other than the catcher must be behind the 1<sup>st</sup>- 3<sup>rd</sup> 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.

- ii. 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.

I. Co-Rec Rules

- a. Each team shall have ten players- no more than five of any gender, with the following positioning requirements:
  - i. 2 individuals with the same gender and 2 individuals of a different gender are required to be in the infield and outfield, AND
  - ii. Two individuals of different genders as pitcher and/or catcher.
- b. Teams will be permitted to begin and play games with six (6) players: no more than three of any gender
  - i. When a team is fielding seven or nine (7 or 9) fielders, the pitcher and catcher may be the same gender.
  - ii. If multiple club players are on the roster, the genders of these individuals should be different.
- c. Teams can also play games with eight or nine (8 or 9) players: no more than four of any gender.
- d. Teams must alternate genders in the batting order.
  - i. At no point can two batters of the same gender bat back-to-back in order without an out being recorded.
  - ii. Genders can be flipped
  - iii. All of the following batting order examples are valid whether you start any gender batting in the leadoff position:

Legal with 2/Extra Players	Legal with 10 Players	Legal with 6 Players	Legal with 9 Players
1. Gender A 2. Gender B 3. Gender A 4. Gender B 5. Gender A 6. Gender B 7. Gender A 8. Gender B 9. Gender A 10. Gender B 11. Gender A 12. Gender B	1. Gender A 2. Gender B 3. Gender A 4. Gender B 5. Gender A 6. Gender B 7. Gender A 8. Gender B 9. Gender A 10. Gender B	1. Gender A 2. Gender B 3. Gender A 4. Gender B 5. Gender A 6. Gender B	1. Gender A 2. Gender B 3. Gender A 4. Gender B 5. Gender A 6. Gender B 7. Gender A 8. Gender B 9. Gender A  The #1 and #9 batters will rotate at bats each time the other player’s spot comes up to bat. All 9 players may play defense.

All 12 players may freely rotate defensively.	All 10 players may freely rotate defensively.	All 6 players may freely rotate defensively.**
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