

KICKBALL RULES

Intramural Kickball shall be governed by ASA Softball 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 eight (8) 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 eight (8) 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. SUBSTITUTIONS

a) Free substitution is 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.

D. THE GAME

a) Scoring

- i. The Competitive Sports Staff 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 our staff.
 - 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 tied 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) Play

- i. 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 (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.

d) 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.

e) 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. Teams can utilize the Nomad rule to avoid a default or forfeit.
- 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.

f) Forfeit

- i. The game will be declared a forfeit in the following circumstances:
 - a. There are no players present at game time.

E. 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).
 - 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.

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.

F. THE KICKER

a. Kicking

- i. Each kicker has two pitches to reach base.
- ii. All players in the line-up will kick in each inning. Therefore, up to 8 outs may be recorded during a team's at-bat.
- iii. The kicking order may change each inning.
- iv. When the last kicker of an inning kicks, play reverts to regular "2-out softball play". Therefore, the inning will end when ANY out is recorded (when the kicker is put out or any baserunner is put out). The inning will also end when the defense is in possession of the ball while touching home plate. No tag is necessary at home plate during the last kicker's at-bat. No runs will score when a force out is recorded during the last kicker's at-bat.
- v. The offensive team (pitcher or kicker) 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, and no runs scored on the kick will count.
- vi. The kicker must contact the ball behind the kicking line, which is approximately 3 feet in front of home plate. If, in the umpire's opinion, a kicker contacts the ball beyond the

three-foot kicking line, they will be called out and all runners must return to their original base.

- vii. There are no walks.
- viii. A kicked ball must clear the 30-foot bunt line in front of home plate to be in play. Kicked balls that come to rest inside this area will be an out. All balls fielded in this area are considered dead and an out when touched by a fielder and all runners must return to their original bases. Fly balls caught in this area are also dead and out; runners do not have a chance to tag up.

G. PITCHING AND FIELD

a. Pitching

- i. Pitch to your own team
 - a. Only two pitches per kicker
 - b. The pitch should be delivered to the kicker underhanded
- ii. After the pitch:
 - a. Pitchers (of the kicking team) will not be responsible for playing defense. If the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and runners must return to the base occupied at the time of the pitch.
 - b. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw. If, in the umpire's opinion, the pitcher interferes with any part of a defense's play, the umpire may call out a runner or the kicker as appropriate. The ruling will follow guidelines like "interference" and "obstruction" in the ASA softball manual.

b. Fielding

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

H. CO-REC RULES

- a. Each team shall have eight players- no more than 4 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.