**Kickball Rules**

**Villanova Intramurals**

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| Sport Type: | Tournament |  |
| Cost: | $20 per team |  |
| Location(s): | Stadium, Austin |  |

**GAME TIME IS FORFEIT TIME!**

**All decisions on forfeit times are at the sole discretion of the on-site Intramural supervisor.**

**Rules**

**Overview**

* Kickball is a game consisting of two teams, bases, and a ball. Played like baseball/softball, the object is to score more runs than the opposing team.
* Pegging is an additional opportunity to obtain an out (no head shots, including neck).

**Attire/Equipment**

* Athletic footwear must be worn when kicking and playing the field.
* METAL CLEATS MAY *NOT* BE WORN!

**Teams**

* Please come prepared with your team batting order on a sheet of paper.
* Teams can field an unlimited number of batters (provided they are on the roster), and six (6) players in fielding positions. A game will be forfeited if a team cannot field 6 players.
* There is a maximum of six (6) players on the field. There is no designated hitter. All teams may play with as few as 5 players.
  + When fielding 6 players, you must supply a fielding pitcher OR catcher.
* When playing in the All-Gender league, teams can have a maximum of three (3) men on the field.
* No pinch hitters, the batting order must be followed. If a player leaves during the middle of competition or is unable to bat, they will be skipped.
* Offensive team (batting) supplies the pitcher.

**The Game**

* Games will be seven innings or 45 minutes in length, whichever comes first.
* Three (3) innings must be played to have a complete game.
* New innings may not begin after ten (10) minutes before the next start time. A game will be allotted their 45 minutes in the event an earlier game goes long.
* **TIME WILL BEGIN COUNTING ONCE THE PREVIOUS GAME IS CLEARED.** Teams that are slow to submit their roster/get set up will lose game time because of this, **BE PREPARED AHEAD OF TIME**.

**Mercy Rule**

* There will be a ten (10) run mercy rule after four complete innings or a fifteen (15) run mercy rule after three innings.

**Tied Games**

* In the event of a tie after seven (7) full innings, an extra inning can be played if time allows (see “the game” above).

**Pitching**

* Teams will pitch to themselves. Teams must check to see that the defense is set at the start of a half inning.
* Balls must be pitched by hand.
* **Batters will receive two (2) pitches to hit/kick the ball into play.** 
  + **If a batter hits a foul ball, misses, or does not swing on the second pitch, he will be called out.**
* Pitchers must pitch to at least 2 batters consecutively. No warm-up pitches for new pitchers who enter during an inning.
* Pitchers are treated as foul territory, if hit by batted ball, it is called a strike. If it’s the second pitch, then the batter is out, and runners must return to original base (dead ball).
* Pitchers must begin the pitch from a designated spot (rubber) or marker. Any pitches thrown from in front of the rubber marker will be called a strike.
* All pitches must be rolled underhand.
* The defense can intentionally walk a batter by informing the umpire.

**Batting/Kicking**

* All kicks must be made by foot or leg, below hip level. Any ball touched by the foot or leg below hip level is a kick.
* No bunting (called strike).
* No pinch hitters.
* All kicks must occur at or behind the designated kicking cone (3 yards out in front of home plate). The kicker may step on home plate to kick.
  + No part of the planted foot may be in front of or cross the kick cone.
* Each team will have a batting order and teams must use the same batting order all game. Everyone on the team that is signed in must bat whenever his or her name comes up in the batting order, whether they were playing the field or not the previous inning.

**Intentional Walks**

* If the defensive team wishes to walk a batter, the team shall inform umpires and the batter takes first base.
* All-Gender: if a team intentionally walks a batter, the next batter has OPTION of first base or batting as well.

**Base Running**

* All ties will go to the runner. Runners may overrun first base after kicking and may only be tagged out if actively attempting to advance to second base (crossing into fair territory).
* Runners must stay within the baseline. Any runner outside the baseline is out. Runners are free to change course to avoid interference with a fielder making a play.
  + When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
* Obstruction: Fielders may be within the baseline when doing so is necessary to make an active play on the ball but must otherwise stay out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.
* Hitting a runner’s neck or head with the ball is not allowed. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
* **No steals. No leading. No sliding. NO DIVING OR SLIDING BACK INTO THE BASE!** All of these will result in automatic outs.
  + This may include tripping, falling, etc. if it is determined that it gives the runner an unfair advantage similar to sliding/diving (umpire’s discretion). Base runners will be called out if they leave a base before the batter makes contact with the ball (see “plays at home”).
* Runners may tag on a fly ball by returning to the same base after a catch and can run at their own discretion.
  + The defense can appeal to the umpire if they believe the base runner tagged up too early or missed a base by inquiring with an umpire before the next pitch is thrown.
* Infield fly rule will be in effect. With one or no outs and runners on first and second bases, if there is a fly ball hit inside the infield, the batter is automatically out, and runners cannot advance.
* On an overthrow, the runner may advance freely at his/her own discretion. When a ball goes out of play, the runner gets the base he or she was going to plus one base, the umpire will make a call whether or not a ball is out of play. This is determined from the release of the ball when thrown.
* The ball is dead whenever the defensive pitcher has the ball and runners cannot advance.

**Outs**

* A count of three (3) outs by a team completes the team's half of the inning.
* All the following are outs:
  + Two (2) pitches with no balls legally kicked into play.
    - Includes misses, fouls, bunts.
  + Any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled out if the fielder first displays control of the ball and maintains control after touching the ground.
  + A force out where a runner must advance to the next base.
  + A runner touched/tagged by the ball or who touches the ball at any time while not on base while the ball is in play.
    - Pegging is allowed but no head shots (including neck).
  + A kicker or runner that interferes with the ball/fielder currently fielding a play.
  + A tag of a base as a result of a caught ball before the runner tags up.
  + Any kicker that does not kick in the proper kicking line up.
  + A runner that passes another runner.
  + A runner outside of the baseline.
  + A runner who misses a base.
  + A runner who fails to properly tag up on a caught ball, called by a referee upon the conclusion of the play.
    - Will automatically apply once the fielding pitcher gains possession of the ball.

**Plays at Home**

* All plays at home are forced plays (no tag required) for safety reasons.
* Once the runner has gone halfway down third base line (marked by pylon/cone), he/she is committed to home and cannot return to third. The play at home is a force out and no tag is required.
* The catcher cannot block the plate.
* Catcher interference may be called at the umpire’s discretion, and the run would score.

**All-Gender Kickball Rules**

**Players**

* When playing in the All-Gender league, teams can have a maximum of three (3) men on the field.
* Teams can have additional players on the batting order but MUST field the minimum five (5) players in the field to play a game.
  + Example: A team with 6 men and 2 women are only allowed to field 5 players (3 men and 2 women) on the field, but all 6 men will bat, and can sub in between innings.
* Any gender can play any position.

**Batting**

* The batting line-up must not have 2 batters of the same gender consecutively.
* In All-Gender games, if a batter is intentionally walked, then the next batter (who is of a different gender) has the option of taking an intentional walk or batting.
* Each team will have a male batting order and a non-male batting order and teams must use the same batting order all game. Everyone on the team that is signed in must bat whenever his or her name comes up in the batting order, whether they were playing the field or not the previous inning.