UVM Intramural Sports • Kickball Rules

The rules governing this intramural sport activity derived from rules used by the National Intramural-Recreational Sports Association (NIRSA), National Federation of State High School Associations (NFHS) Softball Rules, and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. Important policy information can be found in the Intramural Sports Handbook. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility

See the Intramural Sports Handbook for complete listing of eligibility.

Intramural Team Participation: Individuals may only play on one team in the kickball league.

Identification: All players MUST present a UVM Cat Card to the IMS Supervisor prior to each game. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

Team Rosters: The official team roster consists only of those individuals who are eligible and who have signed the official online IMLeagues roster/waiver. Individuals must be listed on the official online IMLeagues roster by the end of regular season play in order to be eligible to participate in playoffs. Confirming that all players are listed on the official online IMLeagues roster is the responsibility of the Team Captain.

Communication with IMS Staff: Team captains are the only individuals permitted to speak with officials regarding substitutions, calls or questions. If another player attempts to dispute, a warning may be issued. Subsequently, an un-sportsmanlike conduct penalty may be called followed by a possible ejection.

Players and Substitutions

Players: All Open teams' line-ups include up to eight (8) players with a minimum number of six (6) individuals required to start a game.

- The kicking order does not have to alternate male and female kickers. The kicking order will remain the same for each inning. The use of an extra kicker (EK) is not permitted.

Each team is responsible for keeping track of and managing their line-up. There will be one clipboard where the scorekeeper will be tracking the score of the game and managing the lineup.

Substitution: Limited substitution is available to all players in the line-up. Once a substitute has entered the line-up, the player must play for a full inning (team's offensive and defensive halves of an inning). This rule allows for re-entry of both the starter and any subsequent substitutes. In the event of an injury, a substitute may enter the game prior to the full inning period. If players have to leave, with no available substitute, play will continue as long as six (6) legal players are available to play. Ejected players may not be replaced in the line-up or in the field. An out will be recorded when an ejected player’s turn occurs in the line-up.

Equipment

Jerseys: IMS Staff may provide a limited number of jerseys.
Footwear: Sneakers or other non-marking athletic shoes are permitted. Cleats that do not have metal studs may also be worn on the athletic turf. **METAL CLEATS, SANDALS, & OPEN TOED SHOES ARE STRICTLY PROHIBITED.** Shoes must be worn. If there are any questions concerning footwear, contact the supervisor.

Jewelry: All jewelry must be removed. This includes, but is not limited to necklaces, earrings, newly pierced earrings, facial piercings, rings, bracelets, and watches. **Individuals will not be allowed to tape over any jewelry item.** If you cannot remove the item then you CANNOT play.

Other Equipment: Kickballs will be provided.

The Game and Game Duration

**Duration** Each game has a 40 minute time limit. Any inning that is started before the 40th minute time limit will be completed. No inning will begin after 40 minutes.

**Game Time is Forfeit Time!** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play **at least fifteen (15) minutes** before your scheduled game time. If one team is late/is not present, the team's captain that is present and has the minimum number of participants required ready to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show
  - If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

**Mercy Rule:** After five (5) complete innings (or 4 ½ if the home team leads), if a team is ahead by 15 or more runs, the game will be called. After six (6) complete innings (or 5 ½ if the home team leads), if a team is ahead by 10 or more runs, the game will be called.

**Innings/Runs:** An ‘at bat’ will end when three (3) outs have been recorded or the maximum amount of runs allowed per inning is reached (8 run max per half inning). As soon as the 8th run crosses the plate that half inning will be over (e.g., if a team has scored six (6) runs in an inning, the bases are loaded, and the next kicker kicks a home run, only the first two runs across the plate will count and the ‘at-bat’ will end).

**Pitching**

Teams will pitch to their own kickers. Pitchers (of the kicking team) will not be responsible for playing defense. When 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 kick. In all other situations, the pitcher must move clearly out of the way of the 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 the guidelines similar to “interference” and “obstruction” in the ASA softball manual.

The pitcher must be a member of the offensive team, but does not have to be one of the kickers in the lineup. All-time pitchers are permitted (must be signed in as a team member). If the pitcher is a kicker in the lineup, when it is the pitcher’s turn in the lineup, another player will be required to enter the game to pitch. There is no limit on pitching changes in any half-inning.

In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitcher’s line until the ball leaves the pitcher’s hand. A legal delivery shall be a ball that is delivered underhand and at a slow to moderate speed. Bounces are permitted.

Updated 6.25.12
Each kicker will receive a maximum of one (1) pitch unless the first pitch is fouled off, in which case the pitcher will throw one more pitch. If the kicker allows the first pitch to go by and it is deemed legal by the umpire that batter will be out.

**Kicking**

- **Kicking order:** A team must keep the same kicking order for the duration of the game. Kicking order does not have to alternate gender.
- The kicker must wait for the ball to be within three (3) feet of home plate (designated by a line in front of home plate) before contacting the ball. If, in the umpire’s opinion, a kicker contacts the ball in front of the three foot area in front of home plate, the player will be called out and the play is dead. Runners will return to their previous bases and cannot advance.
- Players may run through first base but once they have made an attempt to advance to second base the player is live and can be tagged out. Umpire’s discretion as to whether a player made attempt to advance.
- Bunting results in an out. It is at the umpire’s discretion to call and runners will return to their previous bases and cannot advance. The play is dead once the ball has been bunted.
- A home run will be any ball that is kicked and directly hits the outfield divider above the green (i.e., has not hit the ground, ceiling, or lights before hitting the divider).
- There will be one pitch unless it is fouled off and then the kicker will receive another pitch. If the 2nd pitch is fouled off then the kicker will be out.
- Any ball that is kicked and hits the ceiling, the lights or “up” divider will result in an automatic out.
- Sliding is illegal and will result in an immediate out.
- There is no leading-off or stealing. Base runners must wait for the ball to be kicked before leaving the base.

**Fielding**

**Defensive positioning is restricted by the following:**

- A total of eight (8) fielders is permitted. Two (2) players must begin each play in the outfield area.
- If a team provides a “fielding pitcher”, the “fielding pitcher” may be positioned on either side of the offense’s pitcher no closer than three (3) feet from the pitcher. The “fielding pitcher” may not move in front of the pitcher’s line (closer to the plate) until the ball is kicked.
- Only one (1) additional infielder, other than the “fielder pitcher,” may be positioned inside the diamond (inside the 1st/2nd/3rd base diagonals) until the ball is kicked. The additional infielder may not move in front of the pitcher’s line until the ball is kicked.
- Each team must provide a catcher. The catcher must field from behind the kicker and may not cross home plate until the ball is kicked. The catcher must be the opposite gender of the fielding pitcher.
- No Fielder may attempt to block/obstruct any part of the plate/base by being in front of or on the base, which obstructs the runner from legally getting to the base. At the discretion of the umpire the runner will be awarded the obstructed base.

**Getting players out:**

- The kicker is out in situations similar to softball (force outs, fly outs, etc.). In addition, a runner is out when hit by a thrown ball **below the shoulders**. In these cases, the ball must be thrown with the hands or arms and may bounce before hitting the runner to record an out. The ball cannot be kicked. If the ball is kicked and hits a runner, the runner is not out. Fielding players may not kick the ball as a fielding strategy. All fielding must be done with the hands.
- A **FORCE PLAY/FORCE OUT** is a play in which a runner legally loses his/her right to occupy a base by reason of the batter becoming a runner. If the defense arrives with possession of the ball at the base the runner must make it to, then the runner will be out.
- A **Retouch/Tagging up** is the act of a runner returning to a base as legally required before being allowed to advance to the next base. This means that a player must remain in contact with base until the ball has been
caught by a defensive player before they can advance to the next base. A runner is not permitted to take a flying start from a position in back of the base.

- The runner cannot be tagged out after overrunning first base as long as the player immediately returns to the base. There is an exception to this rule, in that the runner can make no attempt to go to second base or he/she can be tagged out. This is as the discretion of the umpire.
- Any runner hit above the shoulders is safe. In this case, the play continues, but the runner who was hit above the shoulder is NOT liable to be put out until after the player touches the next base; however, if the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners return to the last base they legally touched).
- In the event a fielder intentionally throws a ball towards and contacts a runner’s head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.
- If the ball is kicked and hits the walls/side nets, the ball may be caught directly off this obstacle, but the player is not out.
- There is no out of play area. Overthrows must be retrieved by the defensive team unless obstructed by immovable objects. In the event of an obstructed ball, regular softball out of play rules will apply. Any ball deemed to be obstructed; the defender will signal this by raising their arms or the umpire may use their discretion in deciding whether or not the ball has gone into an obstructed area. In this situation, once it has been ruled that the ball has in fact gone into an “obstructed” area then each runner will be granted the base made plus one.

Extra Innings:

- Extra innings will not be played in the regular season. They will only be played in playoffs.
- If a game is tied in playoffs after the 40 minute time limit has expired, extra innings will occur.
- The game will continue to be played until after a team in a full inning is up by one (1) or more runs. If the home team is up after the first half of an inning in extra innings play, the home team has won. If the away team is up at the end of an inning in extra innings play, the away team has won.