

INTRAMURAL KICKBALL RULES

Current A.S.A. Softball Rules will govern kickball with the following emphases and modifications:

A. POINTS OF INTEREST

1. Kickballs will be provided by the Office of Campus Recreation on site.
2. A team consists of eight players. A minimum of six is needed to start and continue a game.
3. Games are 7 innings or 55 minutes. Kickball is played on a regulation softball field.
4. **Everyone bats each inning.** When the last batter of an inning puts the ball in play, the inning will end either when the batter has been put out, or when the defense is in possession of the ball while touching home plate. No tag is necessary at home plate.
5. The batter is out in situations similar to softball (forceouts, popouts, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the waist.
6. The ball is put in play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. **If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out.**
7. A runner who leaves the base before the pitch reaches home plate or is kicked, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
8. In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected.
9. A designated batter or extra batter is allowed. If an extra batter is used in co-rec, two extra batters must be used, with one being of each gender. Any eight players may play defense (In Co-Rec, no more than (4) players and no less than (3) players of one gender may play defense at one time).
10. Bunting will not be permitted and is a dead ball and an automatic out.

B. GENERAL

1. Shoes must be worn by all players. No metal spikes are allowed.
2. Forfeit time has been established as game time; teams should report to the Intramural Staff Assistant a minimum of 15 minutes before the scheduled starting time of the game to fill out the score sheet and disclaimer, and for the coin flip. Teams must report to the Intramural Staff Assistant prior to going to their diamonds.

3. The manager or team representative must list the batting order prior to the start of the game. Score sheets are available from the Intramural Staff Assistant at the fields.
4. A current FAU photo I.D. card must be presented to the umpire before each game.
5. A coin flip will determine the choice of home and visiting teams. Be ready to bat/kick in proper order. Teams should hustle in and out between innings as there is a time limit in effect.
6. In case of inclement weather, please call Campus Rec at 297-1162 for updated information.
7. First and last names must be legibly printed on the scorecard.
8. Teams must furnish a scorekeeper. In the event of a protest, consult the Intramural Staff Assistant. Protests that will be accepted and considered concern matters of the following types: a) misinterpretation of a playing rule, b) failure of an umpire to apply the correct rule to a given situation, and c) failure to impose the correct penalty for a given violation. The notifications of intent to protest must be made to the umpire(s) or Staff Assistant immediately before the next pitch (legal or illegal). Player eligibility may be protested in writing until 1:00 p.m. on the day following the game being protested.
9. A game will consist of 7 innings, however, no new inning may begin after 55 minutes has elapsed from the time the game began, unless the score is tied. In the event of rain, darkness or 10 run rule, 5 innings (4 1/2 if the home team is ahead) will constitute a game (or at least 45 minutes have been played).
10. Injured Runner: If an accident to a batter-runner or baserunner prevents him/her from proceeding in the game, a substitute runner of the same sex will be permitted. If no substitutes are available, the player who made the last out will run.
11. No infield practice is allowed after the first inning.
12. Any player can play any position defensively.

C. CO-REC MODIFICATIONS

1. A female may only substitute for a female, a male for a male.
2. Teams must alternate positions in the batting order by sex. If a team has less than 10 players, positions must be alternated in the batting order as far down the order as possible. If a team is playing with more than 50 percent of one sex, a player of the majority sex must bat first.
3. Males and females do not have to alternate defensively on the bases or in the outfield. The catcher and pitcher do not have to be of opposite sexes and are considered infielders. Teams are not regulated as far as the number of infielders or outfielders or gender of each.
4. An arc will be placed at 180 feet from home plate. The arc will extend from the left field foul line to the right field foul line. ALL outfielders will be required to remain behind this line when a female is batting until the ball reaches the plate or is swung at by the batter. If the pitch is not swung at and the outfielder is in front of the line, there is no penalty. If the ball is caught by an outfielder who was illegally across the line, the ball is dead. The batter is awarded first base and all runners are awarded one base whether they are forced to advance or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue to be in play with runners being liable to be put out.
5. A team consists of 8 players, 4 of each gender. In addition, a team may play legally with 7 or 6 players provided they do not have less than 3 of one gender and no more than 4 of one gender.

If a team plays with 7 or 6 players they will not be assessed automatic outs when the missing player(s) turn comes up in the batting order.

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