



KICKBALL

Any rules or play interpretations not discussed below will be covered by the National Intramural and Recreational Sports Softball Rules Book and Umpires Manual.

I. GENERAL

A. Rosters

- i. Players may play for only **one** men's or women's team and **one** co-rec team.
- ii. A team consists of 8 players. A minimum of 6 players is needed to start the game.
 1. Acceptable combinations of males and females for co-rec included: 4M & 4F; 3M & 5F 5M & 3F; 4M & 4F, 4M & 3F; 3M & 4F.

B. Game balls are provided by Intramural Sports.

C. All participants must wear proper athletic attire. This includes:

- i. Closed-toed athletic shoes. Metal spikes and screw in cleats are not allowed.
- ii. Shorts or warm-ups (wind pants). NO JEANS allowed.
- iii. Metal Cleats are not allowed.

D. Team members are recommended to wear like colored shirts/jerseys with numbers.

E. Prohibited Equipment

- i. Participants **may not wear jewelry**.
 1. Participants **may not** cover up jewelry with tape, band-aids or other such items.
- ii. Cast or splints (hard or soft) **are not permitted**.
- iii. Players **may not wear** metal cleats

II. Timing

A. Each game has a 55 minute or 7 inning limit

- i. Any inning started before the 45 minute time period will be completed
- ii. No inning shall begin after 45 minutes

B. Regular season games can end in a tie. Extra innings will be played only if they start before the 55-minute time limit. All tournament games will continue into extra innings until a winner is determined.

III. Regulations

The Game

i. Pitchers

1. Teams will pitch to their own kickers.

2. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder.
3. 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 at bat
 - a. 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.
4. The pitcher must be a member of the offensive team, but does not have to be one of the kickers in the line-up. All-time pitchers are permitted (must be signed-in as a team member). If the pitcher is a kicker in the line-up, when it is the pitcher's turn in the line-up, another player will be required to enter the game to pitch. Only 2 pitching changes are permitted in any half-inning. Examples include:
 - a. The first pitcher may pitch to the first 3 batters. Another pitcher enters to pitch to the next 2 batters. Finally, the original pitcher returns to pitch to the final 3 hitters.
 - b. The first pitcher pitches to batters 1 thru 4. Another pitcher enters to pitch to numbers 5 thru 7. A third pitcher rolls to the number 8 hitter in the order.

ii. **Pitching**

1. 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 a slow to moderate speed.
 - a. Bounces are permitted.
2. Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball, he/she will be out.
3. The pitcher has 10 seconds between pitches. If he/she exceeds this time, the kicker will lose the right to a pitch (from 3 down to 2, down to 1, then out).
4. Pitchers must wait for the defensive team to be ready prior to delivering the ball to home plate (No quick pitch)

iii. **Kicking**

1. 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. Team fielding less than 8 players will NOT be able to have individuals kick multiple times per inning.

- a. (EX: A team with only seven players will kick seven times an inning.)
2. The kicking order must stay the same the entire game.
 - a. The batting order will alternate between male and female
3. 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.
4. 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 (automatic force out).
5. The kicker must contact the ball behind the kicking line, which is approximately 5 feet in front of home plate. If, in the umpire's opinion, a kicker contacts the ball beyond the five-foot kicking line, he/she will be called out and all runners must return to their original base.
6. If the kicker kicks the ball foul on the 3rd pitch, he/she will be called out.
7. There are no walks.
8. A kicked ball must clear the 35-foot bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded (touched by a defensive player with any part of the body above the waist) in this area are considered foul. All balls fielded in this area are considered dead when touched by a fielder and all runners must return to their original bases. A fly ball caught in this area will count as an out and the ball immediately becomes dead; no baserunners can advance.

iv. Running

1. No stealing is allowed. Baserunners may leave the base when the pitch is kicked. If a runner is off base before the pitch reaches the plate, the runner is called out and a "no pitch" is declared.
2. Batter-runners are expected to touch the half of the safety base that is in foul territory at any play at first. Runners that touch the base in fair territory are automatically out.
 - a. The batter runner may exceed first base, but cannot enter fair territory in an attempt to advance to second base. Once a batter-runner enters fair territory in an attempt to advance, he or she automatically removes the force play, and is eligible to be tagged out
3. The base path for a runner is the direct line between the player and the base to which he is advancing at the time a play is being made on that

specific base runner and the three feet to either side of that direct path.

Note: this path may be different from the straight line connecting two bases. For example, a player who has run past 1st base a distance of about 10 feet decides to run for second. His/her base path for any tag plays is the direct line from where he/she made his turn towards 2nd base (10 feet down the line from 1st) and 2nd base. This is different from the direct line from 1st to 2nd base. For plays between home plate and 1st base, the runner shall run in the 3-foot lane of the foul side of the foul line.

4. A player who runs outside his base path (including the 3-foot lanes on either side) in an attempt to avoid a tag shall be declared out.
5. Baserunners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, catching). If the baserunner does not avoid the collision, play will be ruled dead, the baserunner is called out, the batter is awarded first (unless involved in the collision), and all runners return to their original base unless forced to the next base.
6. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. A fielder has absolute right to any position on the field to field a ball and all runners must avoid a fielder in these cases. In the event the defense obstructs a runner, the umpire shall award the runner and each other runner affected by the obstruction the bases they would have, in the umpire's opinion, reached had there been no obstruction. It is also obstruction when a fielder without the ball fakes a tag. In this case, bases are awarded as a normal obstruction AND the fielder will be ejected from the game.
7. Any runner in fair territory and not in contact with a base that is struck by a fair kicked ball is out.
8. When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner is declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.
9. There are no out-of-play areas in kickball. If a ball is overthrown down either foul line, the defensive team is responsible for retrieving the ball and runners may advance at their own risk.
 - a. Exception: any ball thrown or kicked over a fence shall be declared DEAD immediately. Runners will be awarded two bases based on

their location when the ball was KICKED/THROWN out of bounds.

10. There are no courtesy runners in kickball unless identified prior to first pitch of the game

- a. The runner that will be running for the selected player will be the last out that occurred for the offensive team

v. **Fielding**

1. Defensive positioning is restricted by the following:

- a. No more than 6 players (including a "fielding pitcher" and catcher) may position themselves within the infield area prior to a pitch being kicked. In a game with 8 fielders, 2 must begin each play in the outfield area.
- b. Each team must provide a catcher. The catcher must field from behind the kicker. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.
- c. If a team provides a "fielding pitcher", the "fielding pitcher" may align themselves on either side of the offense's pitcher no closer than 3 feet from the pitching rubber. The "fielding pitcher" may not position themselves in front of pitcher's rubber (closer to the plate) until a ball is kicked.
- d. Only one other infielder, other than the "fielding pitcher", may position themselves inside the diamond (inside the 1st/2nd/3rd base diagonals) until the ball is kicked.

2. In co-rec play, a minimum of 3 males or females must play in the infield. This minimum includes the pitcher and catcher. The remaining players will play the outfield.

3. The kicker is out in situations similar to softball (force outs, fly outs, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. Any runner hit above the shoulders is awarded home, and all runners in advance of the runner will also score. 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 must return to the base they last touched).

4. 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.

5. There is no infield fly rule.

vi. **Mercy Rule**

1. After five complete innings (or 4½ if the home team leads), if a team is ahead by 15 or more runs, the game will be called.
2. After six complete innings (or 5½ if the home team leads), if a team is ahead by 10 or more runs, the game will be called.
3. (Insurmountable Leads) Due to the maximum of 8 runs per inning, if one team is ahead by 1 more run than the number of outs remaining for the opponent in a traditional seven inning game (or the current inning if the 40-minute time limit has already been reached), the game will be called.
 - a. For example, if the defending team leads by 7 runs, and the first 2 kickers get out in the final inning, the game will be called as only 6 outs / 6 possible runs remain for the kicking team.

vii. **Forfeit**

1. A *default* occurs when a team cannot make a scheduled game and they notify the office a minimum of 24 hours before the game time to inform the Sports and Competition Staff. One default is the maximum per team sport per season. In the event of a Sunday or Monday game, they must notify Campus Recreation by 5:00 pm on the previous Friday. The Sports and Competition Staff will then notify the opposing team & staff. The default does not constitute a forfeit.
2. A *forfeit* is not showing up for a scheduled game. Game time is forfeit time. If both teams and/or contestants fail to arrive at the designated time and place, a double forfeit will be recorded and the contest will not be rescheduled. Refer to sport-specific rules for minimum number of players required. Following their first forfeit, teams will be charged a \$30 forfeit deposit, two forfeits will eliminate the team from the league.

IV. **SPORTSMANSHIP**

A. **Ratings**

- i. FAU Campus Recreation's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.
 1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
 2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "5".
 3. Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.

4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
5. Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramural Sports before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Assistant Director. ***All ejections will warrant a minimum 1 game suspension!***

B. Rating Criteria

i. “5” - Good Conduct and Sportsmanship

1. Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.

ii. “4” - Average Conduct and Sportsmanship

1. Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

iii. “3” - Below Average Conduct and Sportsmanship

1. Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

iv. “2” - Poor Conduct and Sportsmanship

1. Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

v. “1” - Unacceptable Conduct and Sportsmanship

1. Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F”.

C. Positive Contributions to Sportsmanship Rating:

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
 1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.

2. The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
4. Respect is shown for FAU Campus Recreation facilities and equipment.

D. Negative Contributions to Sportsmanship Rating:

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:
 1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
 2. Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
 3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
 4. Taunting an opponent or opposing team spectator (trash talk)
 5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
 6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
 7. Any threatening behavior (verbal and/or nonverbal) to any FAU Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
 8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
 9. Damage to or destruction of any FAU or FAU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.