

2009 Kickball RULES

All participants must have & show their valid KENT STATE UNIVERSITY ID before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.

THE GAME

- A regulation game is seven (7) innings. There will be a time limit for no new innings at the 55 minute mark. The umpire will indicate no new innings at that point.
- Four full innings needs to be completed for a game to be called final. This may be the case for inclement weather. Only the top of the 4th inning needs completed if the home team is winning.
- In cases of inclement weather, the Intramural office will decide on the field conditions 1/2 hour before the scheduled start of play. Once play begins for the day, the Coordinator or Assistant Director of Intramural Sports will decide when games are to be canceled. Teams should not immediately leave the area, but should remain close by in case the games can be continued.
- Every effort will be made to reschedule all games cancelled due to inclement weather; however, if games cannot be made up then a teams' record for qualification for post season play will only reflect completed games. Refunds will not be given for shortened seasons due to inclement weather.
- Games that end in a tie at the end of regulation will remain a tie during the regular season.
- A Fifteen (15) Run Rule will be in effect during all games. A game will be called by the 15-Run Rule after four complete innings. If the home team is winning by 15 runs after the top of the 4th inning is completed, the game will be ended at that point.

PLAYERS

- Teams must have at least 8 players (Co-Rec: 4 men and 4 women) present and ready to play at the scheduled game time.
- Each team will have a maximum of 10 players (Co-Rec: 5 men and 5 women) in the field on defense.
- All players listed on the lineup before the game begins may kick when on offense. Teams may have up to 17 players on the roster. Co-Rec Rules may be found below regarding roster size and kicking order.

GRACE PERIOD

- Teams will be allowed a maximum five (5) minute grace period. The team that is on time (on the field and signed in on the score sheet by the starting time) will be awarded the decision of home or away, and they will receive 2 runs.
- If both teams are late, but within the grace period, the game will be played as normal.
 - **NOTE:** Both teams must still be signed in and on the field no later than five (5) minutes after the original starting time.
- If both teams are not signed in with the minimum number of players required to start the game after the five-minute grace period, the game will be called and scored a double-forfeit.
- Forfeited games will be scored 7-0.

Pitching and Catching

- No Bouncies. A bouncy called as such results in a ball and is:
 - A pitched ball that does not touch the ground at least **twice** before reaching the kicking box;

- A pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box;
 - A pitched ball, prior to reaching the kicker, that exceeds one foot in the height from the bottom of the ball immediately after passing through the strike zone.
- The pitcher must start the act of pitching within the mound. The pitcher must stay behind the pitching strip until ball is kicked. No part of the pitcher's front foot may be in front of or across front edge of the pitching strip. Pitching must be done by hand. A team's first infraction will result in a warning. The second and each subsequent infraction by a team during a game will result in an automatic base for the kicker regardless of the outcome of the kick.
 - No player in the field may be in front of the pitcher other than the catcher until the ball is kicked, and no player may advance forward the 1st-3rd base diagonal until the ball is kicked. A team's first infraction will result in a warning. The second and each subsequent infraction by a team during a game will result in an automatic base for the kicker regardless of the outcome of the kick.
 - The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.
 - The strike zone extends to 1 foot on either side of home plate to the side of the kickball, and 1 foot high to the bottom of the kickball. A pitch outside the strike is a ball.
 - Balls must be pitched by hand. There are no restrictions on pitching style.

Kicking

- All kicks must be made by foot or leg, below the knee.
- All Kicks must occur:
 - At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or across the front edge of home plate.
 - Within in the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside the kicking box.
- Bunting is allowed.

Running and Scoring

- Neither leading off or stealing is allowed. A runner may advance once the ball is kicked. A runner who is off the base when the ball is kicked is out.
- Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the head or neck is safe, and advances to the base they were running toward when the ball hit the runner. If the runner intentionally uses head or neck to block the ball, and is called by the referee, the runner is out.
- Base Running on Overthrows;
 - a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.
 - one base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance;
 - Once an overthrown ball is back on the field of play, and the defense attempts a play other than returning the ball to the pitcher, runners may commence base running.
 - Running past another runner is not allowed. The passing runner is out.
 - A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base

Pitch Count

- All kickers will start with a 1-1-1 count (1 ball, 1 strike, 1 foul)

Strikes

- A count of three (3) strikes is an out.
- A strike is:
 - a pitch within the strike zone that is not kicked;
 - an attempted kick missed by the kicker inside or outside of the strike zone
 - Foul balls never count as strikes.

Balls

- A count of 4 balls advances the kicker to first base.
- A ball is :
 - A pitch landing outside of the strike zone where a kick is not attempted.
 - An illegal bouncy
 - Any catcher crossing home plate or positioned forward of the kicker before the ball is kicked.

Fairs and Fouls

- 4 fouls is an out
- A foul is:
 - A kicked ball landing in foul territory
 - A kicked ball landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base.
 - A ball kicked outside of the kicking box.
 - A kicked ball touched more than once in foul territory or stopped by the kicker in foul territory.
 - A kick made on or above the knee.
 - A kicked ball touched more than once in the kicking box or stopped by the kicker in the kicking box.
- A fair is:
 - A ball kicked that lands and remains in fair territory
 - A ball kicked that lands in fair territory then travels into foul territory beyond the 1st-3rd baseline.

Injuries and Substitutions

- In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same written scorebook kicking order position previously held.
- If a player is ejected, injured, or becomes ill and cannot continue, the written scorebook kicking order will continue in the same formation, less the removed player.

CO-REC RULES

- A team may play no more than five men and no more than five women in the field.
- Kicking orders must alternate men and women for the first 10 kickers listed in the order. In the case where there is unequal men and women players in the lineup under 10 kickers, an automatic out will be taken where members of the same gender kick back to back. The kickers in spots 11 through 17 may kick in any order.
- Unlimited substitutions will be allowed. All players on the lineup to kick must play in the field during one of the first 3 innings.
- All other rules apply.

MISCELLANEOUS RULES

- Teams at bat must remain in their team areas. One team area will be along the first base side and the other team along the third base side.
- Teams are responsible for retrieving all balls that are hit over the outfield fence.
- Alcohol & tobacco products are not permitted during Intramural events.
- The ALLERTON SPORTS COMPLEX is a "SMOKE-FREE" Facility, no smoking except in the parking lot.

EJECTION

- In the case of an ejection, the player not only must leave the premises but also needs to meet with the Coordinator or Assistant Director of Intramural Sports, before she/he may participate in the next activity.

The Intramural Staff has the right to end the game if they deem it necessary.