INTRAMURAL KICKBALL RULES

1. The Game
   a. All participants are subject to the Eligibility Rules, listed in the ASI Intramural Sports Participant Handbook
   b. The Players
      i. Each team shall consist of ten team members. A minimum of seven players must be present to start at game time.
   c. Manager Meeting
      i. Prior to the start of the match, a meeting between the two captains and the official will take place. They will discuss rules and regulations, which the captain must relay back to the team. Captains will play rock-paper-scissors to determine who gets to kick first.
   d. Team Spokesperson
      i. The team manager is the only person who may address the official and is the spokesperson for the team
   e. The Field
      i. Kickball will take place at the Sports Complex on the lower softball fields

2. Equipment/Dress Code
   a. Dress Code
      i. Closed-toed shoes must be worn at all times during play
      ii. Athletic attire must be worn at all times during play
   b. Jewelry
      i. No jewelry is allowed. If a player has jewelry on during the game it is a point for the other team.

3. Foul and Penalties
   a. Spectators
      i. Spectators and members of both teams must stay off the field at all times
      ii. Teams are responsible for their spectators. Poor spectator behavior may cause a team to receive a “minus” behavior rating.
   b. Zero Tolerance Policy
      i. There is no alcohol or drugs allowed at ASI Intramural Sports games. If a player or a fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an Intramural Supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.
      ii. Referees and Field Supervisors are instructed to review the sidelines and field for any alcoholic beverages, and if found, they are instructed to delay the start of the game until all alcoholic beverages are removed from the premises. The delayed time does count against the game time, and the game will be shortened and played once all alcohol has been removed. If a player or team does not remove alcoholic beverages when requested, then the respective player will be
ejected from the game and the team may be forced to forfeit their game at the discretion of the referee and Field Supervisor.

4. Kickball Rules
   a. Game Length
      i. Each game will be three innings or 30 minutes in length, whichever comes first. For shortened games due to rain or other externalities, three full innings constitutes an official game.
      ii. Rock-paper-scissors will be played at the beginning of the game to determine the home and away team. The home team is in the field first and has the last at-bat in the game.
      iii. If after three innings or 30 minutes the game is still tied, the team will start their at-bat with the next kicker in the lineup on second base and one out for the team, and each kicker will start with two balls on the count.
   b. Scoring
      i. Runs are scored by a runner crossing home plate
   c. Substitutions
      i. Players may substitute freely on defense
      ii. If a player arrives late, they will be placed in the batting order following the batter who made the last out. (New players must wait one full rotation through the batting order before batting.)
   d. Out-of-Bounds
      i. Any ball that crosses the foul territory line before it passes third base and stays in foul territory will be ruled a foul ball
   e. Game Eligibility Requirements
      i. No more than ten players may take the field at one time
      ii. All team members must kick.
      iii. The kicking order is written down and may not change during the course of a game unless agreed by the other team
      iv. Umpires and Field Supervisors are trained and responsible for conducting games in a professional manner and are empowered at their discretion to give a warning and/or eject any player that instigates arguments, foul language and/or flagrant abuse towards the opposing team, referee, field or park
   f. The Roller
      i. Each team’s roller rolls the ball to the opposing team’s kicker
      ii. The roller must release the ball behind the roller’s mound and within two feet on either side of the roller’s mound (mirroring the two feet on each side of the home plate strike zone)
      iii. The roller may not sidearm or overhand roll the ball when delivering the ball to the kicker
      iv. The roller must roll or bounce the ball multiple times in route to home plate. If the roller one-hops (only one bounce) the ball across home plate or throws the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a “ball” regardless if it is less than six inches or not.
      v. The roller must roll the ball within a five-foot wide “roller’s path” that starts from the roller’s mound and extends to home plate with the path being five feet wide and in-line with the strike zone cones on each side of home plate. If a ball starts rolling or bouncing outside that path and then spins inward across home plate, the roll is still a “ball” (NOTE: This rule is not enforced for the Competitive Leagues).
   g. Balls and Strikes
i. Cones are used to designate the strike zone. The strike zone is two feet on each side of home plate, designated by cones.

ii. Any roll which results in the ball being outside of the strike zone is considered a “ball.” Rolls that hit one of the strike zone cones are considered a “ball.”

iii. Any roll that is more than six inches off the ground when it crosses the plate is considered a “ball.”

iv. Each kicker is allowed three strikes. A foul ball on the third strike does count as a strikeout.

v. A “double-kick” or the ball bouncing up and hitting the kicker after a kick is considered a foul (and therefore a strike).

vi. The kicker is awarded first base in the event of a fourth ball being rolled.

vii. Walking Rule: If a player (man or woman) is walked at any time and a woman is next at-bat in the lineup, the player automatically walks to second base. If there are two outs, the woman next at-bat has the option of also walking to first base or kicking.

h. The Kicker

i. The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker’s “planting foot” (non-kicking foot) is in front of home plate when they kick the ball, then the kick is considered a foul ball. Therefore, if the kicker kicks the ball in the air and it is caught, then the kicker is out similar to a foul ball, else the call is a strike against the kicker.

ii. The kicker may kick the ball behind home plate and if the ball travels into fair territory before passing first or third base, then it is a fair ball (even if it hits or is outside of the strike zone).

i. Runners and Fielders

i. Runners are not allowed to lead-off from a base or steal a base. Runners may not leave their base until the ball is kicked. If the runner leads-off or runs prior to the kick, the runner is automatically out.

ii. In-Field Fly Rule:

1. Kickball does not use the In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catchable ball in an attempt to complete a double-play.

2. If a player intentionally drops a ball as determined by the umpire, then all players are safe at their next base including the kicker running to first base.

3. If the umpire determines that the player accidentally dropped the ball, then play continues via normal rules of play.

iii. Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.

iv. Pinch Runners

1. Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opposing team selects a player on the requesting team to sub as the pinch runner.

2. The pinch runner must be a man replacing a man or a woman replacing a woman.

v. If the ball is thrown or kicked by the defense out of the field of play, each base runner is granted one additional base. The referee determines when the ball is considered out of play.

vi. If any player on the offensive side knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases.
vii. If a player fouls out, the play is considered dead as soon as the foul out occurs, and no runners may advance. Therefore, if someone catches a foul ball in the air, which was the fourth strike, the runner(s) may not advance.

j. Policies
   i. Referees are responsible for making calls on balls, strikes, outs and runs scored for their respective fields. The referee’s call is the final decision in all matters.