

Kickball Rules

Mission Statement:

Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students, and U of A Faculty/Staff and Affiliates that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. **If your team forfeits, \$5 will be charged to the Bursar's accounts of any absent team members.**

Rule 2: The Game, Players and Equipment

1. Games shall be played between two teams of 9 players each, including a catcher. Teams must start and end with a minimum of 6 players. There is a maximum of 20 players per roster.
2. A game will consist of 9 innings or 55 minutes, whichever comes first. Kickball is played with bases 55 feet apart.
 - a. There will be a 12-run limit per inning.
3. Players of opposing teams must wear contrasting colored jerseys/shirts.
4. In an effort to maintain the safest environment possible please abide by the following:
 - a. All rings, necklaces, studs, watches, bracelets etc. must be removed prior to playing.
 - b. All braces with metal/hard plastic must be wrapped or removed
 - c. Individuals wearing casts are not allowed to play.
 - d. All body piercings must be removed or covered prior to playing.
5. The Supervisor reserves the right to prohibit any apparel that is deemed unsafe or not within the spirit of the game.
6. Each team shall designate to the Supervisor a captain. The captain shall address the Supervisor on matters of interpretation or to obtain essential information.
7. Game balls will be provided.
8. Teams get 3 outs per inning.
9. Each batter is allowed one foul ball. If a second foul ball occurs, the batter will be out.
10. The batter is out in situations similar to softball (force outs, pop outs, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders (it does not matter if the ball bounces or not). If a runner is hit in the head with the ball, the runner will be considered safe, the ball will be dead, and all runners will advance to the next base. If a player ducks their head and is hit in the head because of this action, the runner will still be considered out.
11. The ball is put in play when the pitcher (from 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 reach 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.
12. Runners are not allowed to leave a base until the ball is kicked.

13. 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.
14. No defensive players may be in front of the imaginary line that goes from 1st to 3rd base before the ball is kicked. If a player is in front of this line when the ball is kicked, the batter will be given 1st base and all base runners will advance one base.
15. Bunting will not be permitted. It will be a dead ball and an automatic out. A bunt will be declared if the ball does not reach the bunt-line by the time the ball comes to a complete stop. The bunt-line will be any point that measures five feet from the edge of the home plate.

Rule 3: General

1. Shoes must be worn by all players. No metal, hard plastic or polyurethane spikes or shoes with detachable cleats are allowed.
2. Teams should report to the Supervisor a minimum of 15 minutes before the scheduled starting time of the game to check in.
3. A coin flip will determine the choice of home and visiting teams. Teams should hustle in and out between innings as there is a time limit in effect.
4. A game will consist of 9 innings; however, no new inning may begin after 50 minutes has elapsed from the time the game began, unless the score is tied. In the event of rain, 5 innings (or at least 35 minutes have been played) will constitute a game.
5. Injured runner: If an injury to a player prevents him/her from proceeding in the game, a substitute runner of the same gender will be permitted (the last out).
6. No infield practice is allowed.
7. Any player can play any position defensively.

CoRec Modifications

1. A CoRec team will consist of 9 players on the field (4 males, and 4 females, with the 9th person being of either gender). A minimum of 6 players is required at all times (a catcher is always required).
2. A team may never have 2 more males than females on the field at one time.
 - a. Ex.) If a team has 3 females, then the maximum number of males that can play on the field is 4.
3. A team must always alternate males and females when kicking.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**