

Truman State University

Intramural Recreational Sports Kickball Rules



Truman State University Intramural Kickball will follow Amateur Softball Association Rules. The following is a listing of the more common rules applying to Intramural play along with Intramural Recreational Sports Modifications

SECTION 1: THE GAME, PLAYERS & EQUIPMENT

GENERAL GAMEPLAY

1. The game must be played between 2 teams of 8 players. Acceptable teams consist of 8 males, 8 females. Teams need a minimum of 6 players to start and finish a game. The maximum number of players allowed on a roster is 12.
2. There are no umpires. Each batting team will provide a first and third-base coach. These first and third-base coaches will be responsible for calling runners safe or out when a close play on the bases occurs; they will use an honor system to call plays fairly. The team in the field will not call close plays on the bases and must abide by the decisions of the first and third-base coaches.
3. The captain is the only player who may address the Supervisor during the game, but only on matters of rule interpretations.
4. Abusive or insulting language, acts of unfair play, and coaches, captains, or substitutes on the field of play without permission will result in suspension or forfeit.
5. A half inning consists of 3 outs. A game consists of four (4) innings or a 30 minute time limit. No new inning will begin after 25 minutes of play, unless the score is tied. *An inning ends when the final out is recorded.
6. If a game is tied at the end of four innings OR when the time limit has expired, the International Tie Breaker will be used.
 - a. The last person to bat the previous inning will be placed on second base and the game will continue. This is done for both teams.
7. The game will be called if a team is ahead by 10 or more runs after the 3rd inning.

CO-REC MODIFICATIONS

1. Co-rec teams consist of 8 players. When on the field, the makeup must be 4 males and 4 females.
2. When playing with 7 players, the gender difference can only be one (4 males-3 females or 3 males-4 females).
3. When kicking at the plate, Co-Rec teams must alternate male and female kickers. An out will be assessed when 2 people of the same gender kick back to back.

EQUIPMENT & FACILITIES

1. Intramural program will provide kickballs, bases, and stopwatches for all games. Students are responsible for providing closed toe athletic shoes and proper athletic attire that aligns with the policies outlined in the Intramural Participant Handbook.
2. The HOME TEAM will be the OFFICIAL SCOREKEEPER. Score sheets will be provided for the home team to keep score. Scorekeepers must report the line-up to the Supervisor 10 minutes before the scheduled game time. The official scorekeeper will report the score to the Supervisor between each inning.

SECTION 2: PLAYING THE GAME

STARTING THE GAME

1. The pre-game conference: each captain, home team scorekeeper and Supervisor will meet at home plate before the game to review line-ups, review rules, and answer questions.
2. Rosters must be submitted on score sheets before the game will begin.
3. A coin flip (odd/even) will determine who will be the home team.
4. Game time is forfeit time, therefore, teams should report to the field a minimum of 15 minutes before the scheduled starting time of the game.

PITCHING AND DEFENSE

1. The defensive team may set in any order the team wishes. There is no set rule for placing defending players, except that they must be behind the pitcher.
2. The ball is put into play when the pitcher 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, she/he should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. Batter gets a maximum of two (2) tries. A missed attempt or foul counts as a try. After two tries, the batter is out.
3. Each team is required to have a catcher.

KICKING AND RUNNING

1. Kicking Order: A team may have all members of their team batting. A team must keep same kicking order in game's entirety. Kicking order must alternate by gender for Co-Rec.
2. The kicker may not run past home plate before kicking the ball.
3. The batter must wait for the ball to reach home plate before kicking the ball. If the batter does not like the pitch, she/he should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. Batter gets a maximum of two (2) tries. A missed attempt or foul counts as a try. After two tries, the batter is out.
4. Bunting is illegal and the kicker will be called out.
5. A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead. Leading off and stealing bases between pitches is NOT allowed.
6. Teams may bat as many players as they want, but the batting order should never change once the game has begun, unless someone has to leave the game permanently. Players that arrive after the game has begun may be added to the end of the batting order.
7. 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 she/he remains on her/his 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.
8. There is no infield fly rule for kickball.

WHEN A PLAYER IS OUT

1. A player will be ruled out if he/she kicks two fouls.
2. Gets hit by a thrown ball below the waist before reaching the base.
 - a. EXCEPTION: a player who is not in a regular standing/running position and is hit above the waist will be ruled out (Example: bending down to avoid getting hit or the runner falling down/ sliding).
3. A pop fly is caught.
4. The Runner is forced out when other runners are on base
5. The base runner is off the base before the ball is put into play by the kicker.
6. 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 is not allowed.
7. They bunt the ball.
8. When 2 kickers of the same gender kick back to back, an out will be assessed in the spot not occupied by the opposite gender.

SUBSTITUTIONS

1. A substitute may take the place of a player whose name appears in the kicking order.
2. The team captain making the substitution shall immediately notify the scorekeeper.
3. Substitutions must be made based on gender.
4. Any player may be removed from the game during a dead ball.
5. Once removed from the game, cannot re-enter contest.

SECTION 3: MISCELLANEOUS INFORMATION

PROTESTS

1. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of a judgment call. Only rule interpretations may be protested.
2. A protest must be made with the Supervisor immediately following the call in question or before the next pitch.
3. Protests involving ineligible players may be made any time before the game or upon the participant entering the game. All eligibility protests will be marked by Supervisor as being played under protest, but will complete the game. A written protest must be submitted to the Director by noon the following day in order for the protest to be heard. Protests that do not follow these guidelines will not be heard.

PLAYER/PARTICIPANT CONDUCT

1. We will hold all participants and spectators to a high degree of sportsmanship. This includes respect to authority, other participants and other spectators. Intramural officials may cite any participant or spectator with acts of non-sportsman-like conduct, and we may link spectators to participants for the purposes of assessing penalties.
2. Intramural staff may eject participants and spectators from any contest and/or event facility for acts of non-sportsman-like conduct. Those ejected for any reason may not participate in any further intramural activities until arranging a meeting with the Director of Intramurals to discuss reinstatement.
3. The Intramural Department, in coordination with the Office of Citizenship and Community Standards, will potentially suspend any person ejected from competition two times during the academic year (in any sport or combination thereof) for the remainder of the academic year. If the ejection occurs in the last game of a school year, the penalty will carry over to the next school year, if warranted. These cases are reviewed before a suspension is assessed and handed down.
4. Fighting and malicious contact are strictly prohibited at intramural contests. Those who threaten or physically abuse intramural officials or other applicable authority will potentially be removed from Intramural participation permanently. These cases are reviewed on a situational basis in cooperation with the Office of Citizenship and Community Standards.
5. Participants are responsible for intentional or negligent damage to personal and public property, and the Intramural Department may penalize those involved in such acts as well.

ALL Intramural rules posted in the handbook are applicable with this sport. Each participant is responsible for reviewing Student Recreation Center guidelines and Intramural guidelines available on the website before participating in any event.

<http://www.truman.edu/recreation/intramural-sports/>