



KICKBALL RULES

All participants are required to follow normal guidelines set forth in the Intramural Handbook
General rules adapted for Intramural Play: in other cases, current W.A.K.A. rules will be in effect

1. **NO ID=NO PLAY. NO EXCEPTIONS**
2. All eligibility rules apply. Please see the Intramural Sports Handbook.
3. Kickball is a simple game consisting of two teams, 10 fielders, 6 innings, 2 base coaches (if desired)
 - a. A Co-Rec team will consist with either a 5:5, 5:4, or 4:4 ratio between sexes
4. There are 3 outs each inning, and 6 innings played or a maximum of 50 minutes. No inning will be started after 50 minutes from starting time.
5. A maximum of 10 runs is allowed per inning.
6. **PITCHING:**
 - a. Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as the fielder.
 - b. 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. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of the throw. If, in the umpire's opinion, the pitcher interferes with any part of a defense's play, the umpire may call a runner or kicker out.
 - c. In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitching rubber until the ball leaves the pitcher's hand. Bounces are permitted.
7. **KICKING/BATTING:**
 - a. **Bunting is not allowed.** A full kick attempt must be made at the ball. Bunting will be called an out. A full kick attempt will be left to the discretion of the umpire.
 - b. Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball legally in play, the kicker will be out. A foul on the third pitch is an out.
 - c. The batter may not step in front of the plate to kick the ball. They are allowed to step on or next to home plate.
 - d. There are no walks.
 - e. If a ball that is legally kicked lands in bounds but then goes foul before the third and first base, it is a foul ball. If a legally kicked ball lands in bounds after first/third base, then goes foul, it is considered a fair ball.
8. **BASERUNNING/FIELDING:**
 - a. **Pegging is allowed but ONLY if it is from the waist or below.**
 - i. If a runner lowers their body to be hit above the waist, this will be called interference and the runner will be out. (Same rules apply when sliding into a base)
 - ii. Jumping to avoid a throw is allowed.
 - iii. If a runner is incidentally pegged above the waist they will be awarded the base they are advancing to and the ball remains live.
 - iv. A peg is a live throw, and not a kick from the defensive team.



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- v. In the event a fielder intentionally throws and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded two bases and all runners will advance accordingly to force.
 - b. **There is no stealing allowed.** Runners must wait for the ball to be kicked before leaving the base
 - c. If a kicked ball strikes a base runner that is in fair territory and not in contact with a base, they will be called out. The ball will be dead, and the kicker will receive first base. All other runners will only move if forced.
 - d. Overthrows out of play
 - i. All runners will be awarded one base from the last base legally touched if the ball is overthrown out of play and the ball will be dead.
 - e. Players cannot knock a ball loose from a fielder's hands for them to "drop the tag". Player will be called out.
 - f. There is no infield fly rule.
 - g. A player is out when:
 - i. A legally kicked ball is caught
 - ii. Batter steps over the plate on a kick (Stepping on the plate is allowed)
 - iii. Batter strikes out
 - iv. Batter/Runner is forced out at a base
 - v. Batter/Runner is tagged
 - vi. Batter/Runner is pegged out below the waist
 - vii. Intentionally kicks a thrown ball from a fielder that has hit the ground
 - h. A player is **not** out when:
 - i. Pegged above the waist
 - ii. A thrown ball touches the ground before pegging a player
9. **Protests:** All game protests must be made by the protesting team's captain in the presence of the officials and the opposing team's captain at the time and place of the incident. The officials shall call the supervisor and the supervisor makes the decision on the court. Any player eligibility protests should be submitted in writing to the Intramural Sports Office on the next working day.
10. **Jewelry:** NO JEWELRY WILL BE ALLOWED ON THE FIELD. This includes, but is not limited to, earrings, wedding rings or bands, other rights, necklaces, bracelets, rubber bands, and metal barrettes. The exception to this rule is a medic alert bracelet or necklace. In that case it must be taped down.