

Kickball

All standard Intramural Rules apply

Current USSSA Softball rules will govern kickball with the following emphasis and modifications. Also, standard Intramural softball rules apply when applicable.

1. A team consists of five players. A minimum of four players is required to start and continue a game. For CoRec, a minimum of 2 females is required, and the maximum males you can have is 3.
2. All games will be limited to five innings or thirty minutes – no innings start after 30 minutes.
3. There will be a 12-run mercy rule after three innings; 10-run mercy rule after four complete innings.
4. There will be no sliding allowed. Anyone who slides is automatically out and could be removed from the game.
5. The batter/runner is out in situations similar to softball (force-outs, pop-outs, etc). In addition, he/she is out when hit by a thrown ball below the shoulders. As well, a batter is out when they kick a ball off a wall/track and it is caught before contacting the ground. Tag-ups are allowed at this point.
6. All bases that slide away from the spot are still considered to be on the spot. If a runner was safe and the base slides away, the runner cannot be tagged out. If a runner approaches a base that has been moved due to a previous play, that runner does not need to go out of his/her way to find the base. Runners only need to go into the area where the base would have been. This is a judgment call and cannot be appealed.
7. The ball is put in play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick it. The batter must wait for the ball to be within three feet of home plate before kicking it. If the batter does not like the pitch, he/she should not attempt to kick it; another pitch will be thrown.
8. There are no walks or strikeouts. A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out.
9. A runner who leaves the base before the pitch is kicked is out and the ball is declared dead. There is no leading off or stealing allowed.
10. In order to prevent injury and protect the defensive player, runners are prohibited from crashing into the defensive player in an attempt to jar the ball free. Anyone attempting this will be ejected from the game.
11. Tennis shoes must be worn by all players.
12. Defensive teams may align themselves anyway they would like.

13. Automatic Homeruns: Any fair ball kicked and hitting above the Home Run line and then hitting the floor will be home runs. If the ball is caught off the wall it is an out. For games played in the Main Gym, a ball that lands on the track is considered a home run. A team is allowed 3 of these per game. Any homeruns after the 3 are considered an out.

14. Automatic Outs: any ball kicked that strikes the scoreboard, ceiling, under the track, basketball goal, or hanging lights. Base-runners may not advance on these kicks.

15. No "bunting" is allowed. The ball must travel past designated line, or the ball will be declared foul.

16. Any ball that comes to rest in the bleachers of Court 4 in the Main Gym is considered a dead ball and all runners will get 2 bases from the time of the KICK. Any ball that comes to the rest in the window bench is considered live, as if it is on the ground.

17. Any ball is goes past the dropped curtain is considered dead and all runners all runners will get 2 bases from the time of the KICK/THROW.