

Shenandoah University
Intramural Sports
Kickball Rules

Rule 1: Eligibility

1. All participants must be current SU students, faculty and/or staff.
2. Participants may only play on **one** team.

Rule 2: Team Composition

1. A team can participate with a minimum of six participants; five players or less will result in a forfeit.
2. One player per team will be designated as the captain. The captain is the representative of their team that may address an official on matters of interpretation or to obtain essential information.
3. The maximum number of participants on the field is ten.
4. Each team is required to have at least two females in the batting order and in two of the defensive positions on the field at all times. One female must occupy one of the top 5 positions in the batting order.
5. A team will be permitted to play with less than the required two female players. If two female players are not present, a team may play with 8-males on defense. A team that does not have any females will be required to take an out in the batting order in the #5 spot as well as the #10 spot. If a team has only one female, they will be permitted to field 9-players, and will be required to take an out in the #10 spot in the batting order.

Rule 3: The Playing Field

1. All games will be played in the Wilkins Athletic and Event Center.
2. Alcohol and tobacco are not permitted inside the facility.

Rule 4: Equipment

1. The Intramural Sports staff will provide the ball for each game.
2. All players must wear closed toed athletic shoes, no spikes/cleats permitted.
3. Players may not wear jewelry of any kind (exception: religious or medical alert bracelets).
 - a. A religious medal must be taped and worn under the uniform. A medical-alert medal must be tape and should be visible.
4. Players may not wear any equipment deemed to be dangerous or made of unyielding material.

Rule 5: Game Time and Length

1. All matches will start at their designated times. Prior to the start of the game, the plate official shall conduct a coin toss with the captains of each team. The visiting team will call the toss and the winner of the coin toss will choose between starting the game on defense or offense.
2. The game will consist of seven innings or a 30-minute time limit, whichever occurs first.
 - a. Any inning started before the 30-minute time limit shall be completed.
3. The game will end if a team is ahead by 15 runs after the fourth inning.
4. If the team batting in the bottom half of the inning is already leading when the bottom half of the final inning is reached, that team will win and the game will end (team will not bat).
5. If the team batting in the bottom half of the final inning is at bat and takes the lead, the game may end immediately.
6. A game that is tied at the end of seven innings or 30 minutes will end as a tie.
7. During the playoffs, if the score is tied at the end of the final inning, the game will go into extra inning(s). Extra innings will continue until a winner is determined.

Rule 6: Ground Rules / Game Rules

1. Team will be allowed to kick with fewer players than what it started with without taking an out if an injury occurs to an active player during the game.
2. Any ten players from the line-up can play on the field in each inning.
 - a. Each team must provide a catcher, who is considered one of the ten defensive players. The catcher must remain at least three feet behind the kicker and may not cross home plate until the ball is kicked.
 - b. The “fielding” pitcher and all field players must remain behind the pitching rubber until the ball is kicked.
 - c. Kickers/runners will be judged safe or out according to normal softball/baseball rules (force outs, flyouts, etc).
 - d. A runner who is hit with the ball below the shoulders while not on base will be out. A throw that makes contact with the runner above the shoulders (neck/head) will NOT result in an out. If the runner intentionally uses their head to block the ball or ducks, the runner will be called out (ball is dead and runners must return to last base they touched).
 - i. Fielder will be **ejected** if it is deemed they intentionally threw the ball above the level of the shoulders. All offensive players on base will advance one base.
3. Teams will pitch to their own kickers. When pitching, the pitcher must maintain contact with the “pitching rubber” with at least one foot.
 - a. When the pitcher’s turn in the kicking line-up comes, another player will be required to enter the game to pitch.
4. A kicker will have a maximum of two pitches to kick the ball.
 - a. There are no strikes or walks.

- b. If a kicker allows both pitches to pass and has not kicked the ball, she/he will be out.
 - c. The kicker must wait until the ball is within 3 feet of home plate before kicking the ball. The kicker will be called out if she/he kicks the ball in front of this designated distance.
 - d. Two foul balls by the kicker will equate to an out.
5. A member of the defensive team acting as a fielder can be no closer than within three feet of the pitcher.
 6. The kicker gets a maximum of two pitches to kick a fair ball.
 7. Bunts and taps of the ball are illegal. The kicker will be called out if she/he does not attempt to kick the ball with a reasonable amount of force (umpire's judgement). No runners will be allowed to advance.

Rule 7: Outs

A fielder can put out a kicker-runner in the following ways:

1. Catch a ball that is kicked before it hits the ground, whether fair or foul.
2. Hit the runner below the level of the shoulders with a thrown ball before the runner reaches first base.
3. Step on first base while in possession of the ball before the runner reaches the base.
4. Tag the runner with the ball before they reach first base.

Any fielder can put out a runner in the following ways:

1. Hit the runner below the level of the shoulders with a thrown ball before the runner reaches the base.
2. While in possession of the ball, step on a base to which a runner is forced (including tag-ups).
3. While in possession of the ball, tag the runner with the ball before he/she reaches a base.

Rule 8: Baserunning

1. All runners must have at least one foot touching the base until the ball is contacted. Leading off/stealing bases are not permitted; the runners will automatically be called out and a re-pitch is awarded.
2. Runners are not permitted to run off of the base path to avoid being tagged. If a runner does, they will be called out.
3. Sliding is not permitted. A runner will receive a warning on their first slide attempt, and will be ejected if they make a second attempt.

Rule 9: Substitutes

1. Substitutes will follow ASA softball rules, this means a sub can enter the game for a starter, and that starter can re-enter only in that same spot in the batting order.

2. All substitutes must report to the Scorekeeper before substituting.

Rule 10: Player Conduct

Any participant that commits one of the following acts is subject to ejection from the field of play/site, at the discretion of the umpire/site manager. Some of the following prohibited acts will always result in immediate ejection, and are noted as flagrant acts. Prohibited acts include but are not limited to:

1. Use of profanity, taunting, unsulking, or vulgar language/gestures.
2. Refusal to comply or abide by the request or decision of an umpire or site manager, including continuous objections to decisions made.
3. Addressing an umpire, scorekeeper or site manager in a disrespectful manner.
4. Initiating malicious contact with a defender as a base runner. (Flagrant)
5. Intentionally throwing the ball above the level of the shoulders of a baserunner. (Flagrant)
6. Attempting to strike or engage in combative manner with either an opponent or staff member, whether or not there is contact involved (i.e. spitting, throwing a punch). (Flagrant)
7. Leaving the team bench and entering the field of play during a fight. (Flagrant)
8. Any act of fighting will result in an immediate termination of the game and the offending team suffering a forfeit. If this occurs, DPS will be notified.
9. If a player is ejected from the game, the team is not permitted to replace that individual in the line up, and instead will play with one less player than they started with.