

East Carolina University  
Intramural Sports  
Kickball

I. **Governing Rules**

Current ASA softball rules shall apply with modifications or exceptions as indicated below.

II. **Equipment**

- A. Ball - Kickballs will be provided at the site by Intramural Sports.
- B. Shoes – Athletic shoes must be worn by **all** participants. Soccer style shoes are recommended. **Shoes with metal cleats or hard nylon cleats will not be permitted.**

III. **Starting the Game**

- A. A team shall consist of 8 players. However, to avoid forfeiting when a full team is not present at the scheduled time, a team may begin and continue play with a minimum of 6 players. However, the defensive positions of pitcher and catcher must be filled.
- B. Game time is forfeit time. At game time, the clock will start. At this time, the offended team is given the option to take the victory or to wait up to 10 minutes for the other team and play the game. If neither team has enough players to play at game time the 10 minute time period will automatically be provided. Any time consumed by waiting for a late team shall be taken off the time allotted for the game.
- C. A coin flip will determine the choice of home and visiting teams. Each team must submit a lineup with the kicking order prior to the team captain's meeting.
- D. Be ready to bat/kick in proper order. Teams should hustle in and out between innings, as there is a time limit in effect.

IV. **Length of Game**

- A. An official game will consist of 7 full innings or 30 minutes, whichever occurs first. All games will be played on a regulation softball field.
- B. After 4 complete innings of play, a team ahead by 10 or more runs shall be declared the winner provided each team has had an equal number of at bats.
- C. If an inning has begun and the time limit expires, the inning shall be completed (unless the home team is ahead in which case only ½ of the inning needs to be played).
- D. In the event of a tie score at the end of 7 innings or at the end of the last completed inning, one extra inning will be played in an attempt to break the tie if the time limit hasn't expired. Playoff games ending in a tie will have extra innings until the tie is broken.
- E. The Site Manager has sole authority for calling a game at any time due to inclement weather, darkness or other conditions felt justifiable. The score will revert back to the last completed inning or last ½ inning if the home team is ahead.

V. **Batting**

- A. Choice of first (visitor) or last (home) at bat in an inning for the game shall be decided by a coin flip at the start of the game.
- B. There is no bunting; umpire's judgment will determine whether or not the kick is considered to be a bunt.
- C. There will be two hash marks in front of home plate that will be set three feet apart. The kicker must wait for the ball to be within three feet of home plate before kicking the ball. If the kicker does not like the pitch, he/she should not attempt to kick it, and another pitch will be rolled. A maximum of three pitches that pass within the hash marks will be allowed. If a kicker allows three pitches to pass within the hash marks and has not kicked the ball, he/she will be out. **There are no walks.**
- D. A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out.
- E. The ASA extra player rule may be used.

- F. The batter is out in situations similar to softball (forceouts, popouts, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. Any runner hit above the shoulders is safe and advances one base unless the runner intentionally uses the head to block the ball or ducks, in which case the runner is out.

#### VI. **Fielding**

- A. The pitcher must stay on the mound until the ball is kicked.
- B. There will be no bouncing of the ball by the pitcher (i.e. no bouncing the ball to the kicker higher than one foot.)
- C. The catcher must field from behind the kicker and may not cross home plate before the ball is kicked.
- D. No player may field in front of the pitcher other than the catcher, and no player may advance forward beyond the 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> base diagonal until the ball is kicked.
- E. Defensive teams may align themselves in any manner desired; however there must be a catcher and a pitcher.
- F. A count of three outs by a team completes the team's half of the inning. An out is: a runner touched by the ball at any time while not on base; any kicked ball that is caught; a ball tag on a base to which a runner is forced to run; a runner leading off base when a ball is kicked.

#### VII. **Base Running**

- A. There is no stealing of bases under any condition.
- B. 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 between pitches is not allowed.
- C. If an overthrow goes out of play or is interfered with by a spectator, coach, opposing team player or equipment, the base runners are awarded two bases from the release of the throw or the interference contact based on the runner's location.
- D. Malicious contact by a base runner with a fielder will result in an out and an automatic ejection.

#### VIII. **Players/ Substitutions** – Substitutions may be done in one of two methods but not a combination of both.

- A. The first method is the traditional method outlined in the ASA rulebook and is as follows:
  - 1. Substitutions may be made at any time with prior notification to the umpire.
  - 2. If a "starter" leaves the game in favor of a substitute, that player may re-enter the game once, but only in the same batting position.
  - 3. If a "substitute" leaves the game, that player may not re-enter the game.
  - 4. When a team starts with less than 8 players, any late players may be added to the end of the batting order at the time of their arrival (NO PENALTY ASSESSED).
- B. The second method allows teams to bat additional players:
  - 1. The batting order can contain as many players as desired, up to fifteen (15) players.
  - 2. Any 8 players within the order may play the field in a given inning similar to the extra player rule.
  - 3. Late players may be added on to the end of the batting order.

#### IX. **Co-Rec Modifications**

- A. Teams shall consist of four (4) men and four (4) women. A team shall be considered legal as long as the number of either gender on the field does not exceed the maximum number allowed to play the sport.
- B. Co-Rec teams must alternate women and men in the batting order. An automatic out is recorded BEFORE each time players of the same gender bat consecutively in the batting order. A female may only substitute for a female, a male for a male.
- C. No more than 4 males and 4 females may play in the field at any one time. No specific ratio will be required for the placement of males and females in the field.