



## **UW-WHITewater INTRAMURAL SPORTS KICKBALL RULES**

**Last update: August, 2021**

KICKBALL IS A NON-CONTACT SPORT BUT INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

### ENTRY FEE

The entry fee of \$15/team must be paid at time of registration.

### LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports app.

### QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities or the Intramural Coordinator, Matt Schneider, with any questions or concerns at 262.472.1145 or email [imsports@uww.edu](mailto:imsports@uww.edu).

## **GENERAL PROCEDURES**

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

### STARTING THE GAME

1. Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. IDENTIFICATION: All participants must bring their current valid UW - Whitewater identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. SCORING: The umpire will keep the official score for each game.
4. Ten (10) players constitute a kickball team(at least 4 of each sex) . A team may play with eight (8) players without forfeiting. A team must start play with 8 players present. (Players arriving late may be added to the bottom of the batting order at any time.) Rosters should try to have a 1:1 male to female ratio. 2 males and 2 females are required on the playing surface at all times while defending.
5. EXTRA HITTERS: A team is allowed to bat up to 10 players (8 fielders and 2 extra hitters).
6. GAME TIME: Games will be played to 7 innings. No new inning may be started after the field supervisor has made the announcement that the 50 minute time limit has expired. According to National Federation rules, a new inning has started immediately when the third out of the previous inning has been called. Exception: All-Campus Championship games will be played through the 7th inning, unless the mercy rule can be applied.

7. GAME EQUIPMENT: Team's must use the ball(s) provided by the UW - Whitewater Intramural Sports Department.

### PLAYING THE GAME

8. Each game starts with one (1) kicker awaiting a pitch in the batter's box.
9. The rest of the team shall stand 3 feet to the right of the batter/kicker, in their respective batting order. Batting order must alternate male-female.
10. The pitching/defensive team will consist of 8 players in the field. They must have a pitcher and a catcher, and there are no other defined positions.
11. Pitchers must reasonably roll the ball towards home plate and must have at least one foot on the pitching rubber. A pitch must not include bounces larger than 6 inches high and must be within a reasonable distance from home plate. If two consecutive pitches do not meet this standard, the pitcher will be warned by the sport supervisor. After this warning, if the following pitch does not meet the previous standards then that batter/kicker will be awarded first base.
12. If the kicker kicks a fair ball the pitching team can get the kicker out in three ways:
  - Touching the kicker with the ball
  - The pitching team tries to throw the ball at a kicker for an out. The areas that occur as an out are anywhere between the shoulders and knees. Any ball that makes contact outside of this area can be reviewed by the umpire and or supervisor to determine if it deems an out or not.
  - Touching the base with the ball or in possession of the ball for a force out
  - Catching the kicked ball before it hits the ground.
    - Defensive players are not allowed to purposely drop a ball, so they have the opportunity to get a baserunner out. This will be ruled as the "Infield Fly Rule" and the batter/kicker will be out and all baserunners will be safe. This rule will be used to the umpire and supervisor's discretion.
13. The kicker is out if the ball is caught after deflecting off a player on the pitching team before the ball hits the ground.
  - However, if the kicking team has base runners and one of them is hit with the ball during a kick that base runner is out and the pitching team still has an opportunity to get the kicker out.
14. MERCY RULE: Games shall end if one team is ahead by twenty (20) runs after the third inning, fifteen (15) runs after the fourth inning, or ten (10) runs after the fifth inning, after the team behind has had its turn to bat that inning. There is no mercy rule for all-campus championship games.
15. HOME/AWAY TEAM: During the regular season, the home/away team will be determined by the schedule that is posted online. During the playoffs, home/away will be determined by a game of Rock, Paper, Scissors between the team's captains.

## KICKING RULES

16. Batters/kickers must not kick the ball in front of home plate.
17. NO BUNTING IS ALLOWED; it's up to the supervisor/umpire's discretion whether it is a bunt or not.
18. Batters/kickers can only pick up one pitch per at bat. If following pitches seem unkickable, then SEE RULE 11.
19. Batters/kickers are allowed only 2 strikes per at bat. If a batter/kicker gets two strikes then they're out.
20. A strike includes any pitch crossing/touching home plate or any foul ball.
21. Foul balls include any kick going out of bounds or hitting the ceiling, batting cages, basketball hoops, etc.
22. Any ball that gets stuck in the ceiling or in the curtains will count as an out for that batter/kicker.
23. Any ball that is fair and travels outside of the curtains/playing field will be ruled as a "Ground Rule Double" and the batter/kicker will be awarded second base.
24. Any ball that clears the far curtain(s) without making any contact with the curtain or ceiling will be declared a HOME RUN.
25. Any ball that makes it into a basketball hoop without hitting the structure of the basketball hoop will result in a GRAND SLAM (4 runs). The batter/kicker on deck will then be up to bat/kick.

## BASERUNNING RULES

26. STEALING IS NOT ALLOWED.
27. A base runner shall be declared out if he/she leaves their base while the pitcher has the ball in legal pitching position or before a legal pitch is kicked. NO LEADING OFF.
28. NO SLIDING WILL BE ALLOWED.
29. Once a base runner has advanced more than halfway to the next base, they're not allowed to return to the base they were at. NO GAMES OF PICKLE.
30. Pitcher's Hand: There is a square that will surround the pitching rubber and once the pitcher has possession of the ball within this square all base runners must stay at their current base. If a base runner is in between two bases, they must either advance or return to the nearest base.
31. Pinch Running: not allowed, unless an injury occurs. So, if a pinch runner is needed then the player who received the team's last out will act as a pinch runner for that injured player. The umpire will have the final ruling on determining if a player is physically unable to run the bases. Further, if a player is removed from the game because they cannot run the bases, they will NOT be permitted to play the field and they will be out of the game. This can only happen ONCE during a game! The Supervisor will have the final ruling!

## SPORTSMANSHIP

- . UNSPORTSMANLIKE CONDUCT: Players and nonplayers shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with officials by any coach, manager, or spectator (the captain is the only player permitted to talk with the officials), flagrant fouling, fighting, etc.
  
- . DISQUALIFIED PLAYER: Any player or nonplayer disqualified from the game for unsportsmanlike conduct must leave the field IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Coordinator. Failure to leave may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.
  
- . CAPTAINS: You are responsible for the actions of your team. Be sure that your team is familiar with and follows the regulations of the intramural sports program. It is your responsibility to know both these regulations and the Kickball rules. Failure to do so may result in undesirable consequences for your team. Copies of the rules are available in the Intramural Sports office and on the Intramural webpage at <http://www.uww.edu/staffair/recsport/intramurals>