

Kickball Rules and Regulations

All games will be governed by the 2007 Official ASA Slow Pitch Rule Book with the following Berry College Intramural Sports modifications:

Players and Equipment

1. Eligibility- see Intramural Handbook
2. Teams are Coed. Each team must have a minimum of 8 players to play (4 female and 4 male) and a maximum of 10 players to play the field (5 female and 5 male). The roster is unlimited in number.
3. The ball used will be a regulation size and provided by the intramural staff.
4. **Jerseys:** Jerseys are not required but can be worn if a team ever so desires. Number jerseys will be provided by intramural staff upon request.
5. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes that may mark the floor are permitted (if kickball is played in the gym). Sandals, street shoes, combat boots, or hiking boots are not allowed. No player will be allowed to participate in bare feet.
6. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
7. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
8. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
9. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

Game Format

1. Games will last one hour or seven innings, whichever comes first. If an inning is not completed by the end of time the inning must end with the home team kicking last.
2. The away team will always kick first.
3. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there is an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and the game clock will begin at the scheduled game time. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a maximum of 20 minutes. Play will start as soon as the opposing team has the minimum number of players present. The minimum number of players to start a game is four.
4. An inning consists of three outs for each kicking team. An out is:
 - A. 3 kicking strikes (foul balls included)

- B. Being directly struck by the ball in fair territory
 - C. Being forced into a base that a fielding player maintains possession of
 - D. Catching a ball in the air
 - E. If in the **gym**, then kicking the ball onto the above track
 - F. If on the **field**, then kicking the ball over the fence.
5. There is a 10 run mercy rule enforced at the end of the fifth inning or the middle if the home team is leading. The mercy rule also extends to the following innings after five.
 6. Ties are allowed in regular season play. During one day tournaments, or any other tournament time, ties are resolved in extra innings until there is no longer a tie.
 7. The kicking order may not be rearranged once the game has begun. Kicking order must be alternating male female. Late arrivals will be added to the end of the kicking order.

Rules of Play

1. **Pitching:** A pitcher must remain the pitcher until the end of the inning. Other responsibilities of the pitcher include:
 - A. All underhanded pitches
 - B. One foot must stay on designated pitching mound
2. A **ball** is defined by the ball bounces 6 inches above home plate, and/or the ball does not cross over any part of the plate. However, a player may kick a kickball deemed a ball and must face whatever outcome that decision brings.
3. A **strike** is defined by the kickball passing over home plate and not being too bouncy. A foul ball on the third strike is an out.
4. **Fielding:** There are 6 infielders (must always have a catcher) and 4 outfielders.
 - A. Fielders may not block the base
 - B. There is **NO** infield fly rule.
5. **Kicking:** A kicker may not stop and kick the ball pitched to them. The ball must be kicked with the foot or shin- anything above is a strike. The kicker may not double kick the ball meaning the ball may not touch the kicker twice before touching a player of the opposing team.
6. **Running:** Runners must:
 - A. Run within the baseline
 - B. Not pass another runner
 - C. Avoid collision
 - D. Not lead off or steal bases (stealing and leading off is prohibited)
 - E. Tag up when a ball is caught before advancing to another base
 - F. (May) advance one base if the ball is overthrown out of play
 - G. (Will) be safe if a ball hits them above the shoulder in attempts to be tagged out