

BIRMINGHAM-SOUTHERN COLLEGE
PHYSICAL FITNESS & RECREATION

INTRAMURAL KICKBALL RULES

The Game

1. All games will be limited to seven (7) innings or fifty (50) minutes and no new inning will start after the 50-minute time. Game time is forfeit time.
2. Prior to the start of each game, each team captain must enter her team's official lineup into the scorebook. Each team will keep the scorebook during its offensive half of the inning.
3. A legal team consists of a minimum of 7 and a maximum of 9 players playing defense. Up to 10 players are allowed to be placed in the batting order. A team may begin a game with 7 players. If more players arrive after the game begins, these players must be placed at the end of the batting order.
4. Player Substitutions and Re-entry: Any player, regardless of if they are a starter or substitute, may re-enter the game only once. Once a player is substituted for, the player entering the game and the player that is substituted for must re-enter the game in the same batting spot for the same person.
5. Each team shall have three (3) outs per offensive half inning.
6. Each team's pitcher shall pitch to her own teammates. After a ball is kicked, the pitcher is not allowed to field a ball or distract the defensive players in any way. If a pitcher is hit with a kicked ball, the play will be declared dead and play will resume from the point prior to the previous pitch.
7. Pitching:
 1. The pitcher shall take a position with the pitcher's pivot foot in contact with the pitcher's plate. The pivot foot must remain in contact with the pitcher's plate until the rolled ball leaves the hand. If a step is taken, it can be forward, backward or to the side, provided the pivot foot is in contact with the pitchers plate and the step is simultaneous with the release of the ball.
 2. A legal delivery shall be a ball delivered with an underhand motion. It shall be released at a moderate speed.
8. There is a two (2) pitch limit to each kicker. The kicker may not kick the ball until it reaches the plate. If a kicker kicks a foul ball on the first pitch, then it is a strike. If a foul ball is kicked on the second pitch, it is an out. If a kicker does not kick the ball on either of the two pitches, then the kicker will be called out.
9. A kicker/runner is out when:
 - a. a fair or foul ball is caught in the air
 - b. a ground ball is fielded by a defensive player and hits a runner with the kickball at the shoulder level or below or tags a base while in possession of the ball that forces a runner out
10. When a thrown ball goes out of play, a runner will be given the base made plus one. A base is not considered made until it has been touched.
11. Any base that is knocked away from its position is still considered to be "in position." If a runner was safe and the base is out of position, 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 to the area where the base was originally (painted box). This is a judgment call and cannot be appealed.
12. "Bunting" the ball is illegal. The application of this rule is a judgment decision by the umpire. By definition, a bunt is a tapped ball not kicked very hard and tapped slowly within the infield. A bunt will result in an out.
13. Infield-Fly Rule - a fair ball which can be caught by an infielder with ordinary effort when first and second bases or first, second and third bases are occupied with less than two outs. The umpire shall rule the infield fly when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play.

14. Other than first and third base coaches supplied by the batting team, all other team members should be out-of-play foul by their respected benches. If ignored, the bench will be warned once; a second time warning could lead to possible player ejection from the game.
15. Sliding is legal, and it is the responsibility of the base runner to avoid contact with a fielder who has possession of the ball. There is no running into or "barreling over" the catcher or fielders on a play at any base. The base runner should try and avoid contact with the fielder and the fielder should help to avoid contact by standing to left or right of the baseline. If, in the judgment of the umpire, the base runner does not make an attempt to avoid contact, the base runner will be ruled out. If the umpire judges the contact to be intentional, the player will be ejected from the game.
16. Mercy Rule - There will be a 15-run mercy rule in effect at the end of four complete innings and a 10-run mercy rule after five complete innings.
17. Jerseys & Shorts – Members of each team shall wear similarly-colored shirts or jerseys. Numbers are helpful, but are not mandatory.
18. Shoes – All participants must wear shoes at all times. Shoes must be either molded cleats or tennis-type shoes. No metal cleats or shoes with removable cleats will be allowed.
19. Safety, Safety, Safety
 - a. No jewelry will be worn at any time. This includes, but is not limited to rings, earrings, watches, necklaces, and any form of body piercing.
 - b. No hard casts will be allowed at anytime. All hard braces (knee, elbow, etc.) will be evaluated prior to the start of the game.
 - c. No alcohol or tobacco products may be used by the participants prior to or during the game.