INTRAMURAL KICKBALL RULES

Current A.S.A. Softball Rules will govern kickball with the following emphases and modifications:

POINTS OF INTEREST:

1. Kickballs will be provided by the Office of Campus Recreation on site.

2. A team consists of eight players. A minimum of six is needed to start and continue a game.

3. Games are 7 innings or 50 minutes. Kickball is played in HPER N 101.

4. Each half inning will consist of three outs.

5. The batter is out in situations similar to softball (force-outs, pop outs, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the shoulder.

6. The ball is put in play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. If it is a foul ball on first pitch you get one more chance, otherwise you only get one pitch.

7. A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.

8. In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected.

9. Each team is allowed to have 8 maximum in the field and 2 designated hitters at bat. Substitutions are allowed but you must check with the intramural supervisor.

10. Bunting will not be permitted and is a dead ball and an automatic out.

11. If ball hits the side wall and it is caught, you are out. If ball hits somewhere on the ceiling and it is caught, you are out. If the ball hits the back wall, it is a home run.
GENERAL:

1. Shoes must be worn by all players. No metal, five toed, hard plastic or polyurethane spikes or shoes with detachable cleats are allowed.

2. Forfeit time has been established as game time; teams should report to the Intramural Supervisor a minimum of 15 minutes before the scheduled starting time of the game to fill out the score sheet and disclaimer, and for the coin flip.

3. The captain or team representative must list the batting order prior to the start of the game. Score sheets are available from the Intramural Supervisor at the fields.

4. A current Utah ID must be presented to the table before each game.

5. A coin flip will determine the choice of home and visiting teams. Be ready to bat/kick in proper order. Teams should hustle in and out between innings as there is a time limit in effect (except semifinal and final games).

6. First and last names must be legibly printed on the scorecard (no nicknames please).

7. In the event of a protest, consult the Intramural Supervisor. Protests that will be accepted and considered concern matters of the following types:
   - Misinterpretation of a playing rule
   - Failure of an umpire to apply the correct rule to a given situation
   - Failure to impose the correct penalty for a given violation.

   The notifications of intent to protest must be made to the umpire(s) or Intramural Supervisor immediately before the next pitch (legal or illegal). Player eligibility may be protested in writing until the next day following the game being protested.

8. A game will consist of 7 innings; however, no new inning may begin after 40 minutes has elapsed from the time the game began, unless the score is tied.

9. Injured Runner: If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner of the same sex will be permitted. If no substitutes are available, the player of the same sex who made the last out will run.

10. Any player can play any position defensively.