

-Texas A&M University-
 Department of Recreational Sports
 INTRAMURAL SPORTS

KICKBALL

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications.

1. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. Roster: Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members **MUST** wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the **SAME/SIMILAR** color.
- o. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.

- p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
- r. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- s. Pants – Participants are encouraged to wear athletic style shorts or pants.
- t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. EQUIPMENT

- a. Game Ball: The game ball will be provided for all kickball matches.
- b. Footwear: Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear.
 - i. Sandals, street shoes, hiking boots, combat boots, or metal spikes are not allowed. No player will be allowed to participate in bare feet. **Any player seen wearing metal spikes after the first pitch of the game will be ejected.**

3. THE GAME

- a. Each team shall consist of eight (8) players. Each team must have a minimum of six (6) players in order to begin and continue a game. Any team that begins a game with six (6) or seven (7) players may add players to the bottom of its line-up (to a limit of 8 batters).
- b. Game Length: A game will consist of six (6) innings or forty (40) minutes, whichever comes first. No new inning will begin once the 40-minute time limit has expired. Any inning which has been started prior to the time limit expiring will be completed. Championship games will not have a time limit.
- c. Forfeit: A team must have the minimum number of players to start a game. Teams not ready to play at the scheduled starting time shall be penalized one run for every minute the game is delayed. Teams not ready to play at ten (10) minutes after the scheduled starting time shall forfeit. “Ready to play” includes having the scorecard filled out and IDs checked. The game clock begins at the captain’s meeting.
- d. Extra Innings: In the event that the score remains tied after six (6) complete innings or forty (40) minutes, extra innings will be played until the tie is broken. The team at bat will begin with a runner on second base.
- e. Run Rule: If a team is ahead by fifteen (15) runs after four (4) complete innings (3 ½ if the home team is ahead), or 10 runs after five (5) innings (4 ½ if the home team is ahead), then the game will be considered complete. The run rule will apply to all games including championship games.
- f. Called Games: In the event of inclement weather or power failure of more than 15 minutes, the following will constitute a complete game:
 - i. Four (4) innings have been completed 3 ½ if the home team is leading.
 - ii. The game has reached at least 25 minutes in elapsed time.
 - iii. If the game is called due to weather before the time limit (25 minutes) or inning limit (4 innings) has elapsed, then the game will be replayed from the exact point where play was stopped. If play stops due to inclement weather, the final decision will be made by the supervisor on site.

4. PITCHERS

- a. Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than three (3) feet from the pitcher to act as a fielder.
- b. Pitchers (of the kicking team) will not be responsible for playing defense. When the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw. If, in the umpire's opinion, the pitcher interferes with any part of a defense's play, the umpire may call out a runner or the kicker as appropriate. The ruling will follow guidelines similar to interference and obstruction in the NIRSA softball manual.
- c. The pitcher must be a member of the offensive team, but does not have to be one of the kickers in the line-up. All-time pitchers are permitted (must be signed in as a team member). If the pitcher is a kicker in the line-up, when it is the pitcher's turn in the line-up, another player will be required to enter the game to pitch.
- d. In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitching rubber until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand and a slow to moderate speed. Bounces are permitted.
- e. Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball into fair play, he/she will be out.

5. KICKING

- a. All players in the line-up will kick in each inning. Therefore, up to 8 outs may be recorded during a team's at-bat. Their half of the inning will end once all kickers have kicked once, regardless of the number of outs recorded.
- b. The kicking order may change each inning.
- c. The offensive team (pitcher and kicker) is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without the offense notifying the defense that it is their last kicker, that kicker will be ruled out, no runs will be allowed, and the inning will be over.
- d. The kicker must contact the ball within the boundaries of the box around home plate. If a kicker contacts a ball outside the box, he/she will be called out and all runners must return to their original base.
- e. Foul balls on the 1st or 2nd pitch will be ruled foul. If a foul is kicked on the 3rd pitch, the batter will be out.
- f. There are no walks.
- g. A kicked ball must clear the bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded in this area are considered foul and if on the 3rd pitch, the kicker will be out. All balls fielded in this area are considered dead and all runners must return to their original bases.

6. FIELDING

- e. Defensive positioning is restricted by the following:
 - i. No more than six (6) players (including a "fielding pitcher" and catcher) may position themselves within the infield area prior to a pitch being kicked. In a game with 8 fielders, 2 must begin each play in the outfield area and cannot enter the infield until the ball has been kicked.
- b. Each team must provide a catcher. The catcher must field from behind the kicker. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.
- c. If a team provides a "fielding pitcher", the "fielding pitcher" may align themselves on either side of the offense's pitcher no closer than 3 feet from the pitching rubber. The "fielding pitcher" may not position themselves in front of pitcher's rubber (closer to the plate) until a ball is kicked.
- d. Only one other infielder, other than the "fielding pitcher", may position themselves inside the diamond (inside the 1st/2nd/3rd base diagonals) until the ball is kicked.
- e. The kicker is out in situations similar to softball (forceouts, flyouts, 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. In this case, the play continues but the runner who was hit above the shoulders is NOT liable to be put out until after he/she touches the next base. However, if the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners must return to the base they last touched).
- f. In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.
- g. There is no infield fly rule.

7. COED MODIFICATIONS

- i. Teams shall consist of eight (8) players – four (4) males and four (4) females.
- ii. The minimum is three (3) males and three (3) females in order to begin and continue a game.
- iii. A maximum of three (3) males and three (3) females may play in the infield. This maximum includes the pitcher and catcher. The remaining players will play the outfield.