

# Hardin Simmons University University Recreation Department

## Kickball Rules

### The Game

1. 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).
2. 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.
3. 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.
4. 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.
5. Run Rule: If a team is ahead by fifteen (15) runs after four (4) complete innings or 10 runs after five (5) innings, then the game will be considered complete. The run rule will apply to all games including championship games.

## **PITCHERS**

1. 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.
2. 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.
3. 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.
4. 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.
5. 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.

## **KICKING**

1. 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.

2. 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.
3. There are no walks.
4. 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.

### **Fielding**

1. 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.
2. 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.
3. 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.
4. 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.
5. 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).
6. 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.
  7. There is no infield fly rule.

### **Equipment**

1. Game Ball: The game ball will be provided for all kickball matches.
2. Footwear: Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear.
3. 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.

### **Co-Rec. Regulations**

1. Teams shall consist of eight (8) players – four (4) males and four (4) females. ii.
2. The minimum is three (3) males and three (3) females in order to begin and continue a game. iii.
3. 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.