



Kickball Rules

Season League

Games are played at the Alpine Turf Field

Number of Players: 9 vs. 9

MAXIMUM OF 10 PLAYERS ON A ROSTER

1. GOVERNING RULES

- a. Situations not specifically covered or implied by these rules shall be governed by the University of Colorado Colorado Springs Intramural Sports rule applies.

2. ELIGIBILITY

- a. All Participants must be either students registered at the University of Colorado Colorado Springs or Faculty/Staff/Affiliate with a Recreational Sports Membership.

3. PREGAME

- a. All participants will need to bring their ID card to sign in for their game.
- b. Team managers must fill out jersey numbers of players participating in that night's game. If a player is not currently printed on the score sheet, the player must see a supervisor to gain approval before playing. Players will need their ID to be added.
- c. Team captains will take part in meeting with the officials prior to game time.
- d. Teams must have jerseys with numbers (each player must have their own number). Team jerseys may be checked out at Equipment Issue.

4. GENERAL

- a. All participants **must** bring their current UCCS ID to each game. Participants without proper identification will **not** be allowed to play. No other forms of identification (driver's license, class schedule, etc.) will be accepted. **Every player must sign in at least one time in order to be eligible for the playoffs.**
- b. **Intramural regulations and policies concerning eligibility are in effect.**
- c. **All** injuries must be reported to the supervisor on duty. IM supervisors are trained in first aid and CPR.
- d. Regulations published in the Intramural Sports Captain's Manual will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications. They alone may appeal to the official

SPECIFIC GAME RULES AND SITUATIONS

1) THE GAME:

- a) All games will be played through 7 innings or 50 minutes - whichever comes first. Should time expire, an inning that has started will be completed.
- b) An inning officially starts when the third out of the previous inning is recorded. If the game is tied after regulation, only one extra inning will be played. **NOTE:** The game shall be declared official if 3 innings or 30 minutes have expired when the game is stopped.

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- c) A new inning will not begin within 5 minutes of the official end time.
- d) Five minutes after game time is forfeit time.
- e) **Weather**
 - i) If for any reason the game must be called before completion, it will be called official if four innings have been completed or if 20 minutes are left on the clock.

2) NUMBER OF PLAYERS:

- a) A minimum of six players constitute a kickball team.
- b) Players arriving late may be added to the bottom of the batting order at any time.
- c) If a team drops below six players for any reason, it may continue playing at the supervisor's discretion.
- d) A team is allowed to bat up to ten players. A maximum of nine players in the field.

3) NO OFFICIALS:

- a) All games will be played without intramural sports officials. Any disagreements on calls (out/safe, foul/fair ball) will be handled through a game of rock, paper, scissors between captains. The supervisor on site will assist with rule interpretation and final decisions; they will not make a play call determination.

4) MERCY RULE:

- a) A mercy rule will be enforced after one team is ahead by 15 runs after 5 innings. NOTE: Unless already winning by this spread, the home team always gets to complete their half of the inning, even if the visitors get ahead by more than 15 runs. A maximum of ten runs can be scored in each inning.

5) POSITION RULES:

- a) There are no restrictions as to where to position your players. Maximum of nine (9) players in the field.

6) PLAYING THE GAME:

- a) Each game starts with one kicker awaiting a pitch in batter's box.
- b) The kicking team starts with zero strikes and gets three strikes until he/she is out.
- c) If the kicker kicks a fair ball, the opposing team can get the kicker out in four ways:
 - i) Touching the kicker with the ball
 - ii) Throwing the ball at the kicker before he/she reaches base (no head shots!)
 - iii) Touching the base with the ball or in possession of the ball for a force out
 - iv) Catching the kicked ball before it hits the ground
- d) The ball is deemed out of play if it crosses the out of play line. In such an event the call is a foul ball and a strike is awarded.
- e) The pitcher will roll the ball to their opponent for a legal pitch. No "bouncies", a pitched ball must be rolled on the ground without bouncing more than 6 inches high. If a pitched ball exceeds 6 inches high it is deemed an illegal pitch.
- f) No bunts! The ball must go further than the pitcher to be a fair ball. A full swing kick that does not reach the pitcher will still be a foul ball strike.

7) BASE RUNNING RULES:

- a) Under no circumstances are runners permitted to steal. The runner may leave their base once the ball is put into play on a fair kick.
 - i) A base runner shall be declared out if he/she leaves their base while the pitcher has the ball in legal pitching position or before a legal pitch is kicked.
- b) NO SLIDING WILL BE ALLOWED.

8) OVERTHROW RULE:

- a) When the ball is overthrown into foul territory, every base runner may advance at their own risk. The ball remains in play and such runners are liable to be thrown out while

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advancing. There is no limit on the number of bases a runner may take.