Vanderbilt University Intramural Sports
Kickball Rules

I. GENERAL RULES
   A. Registration fee is free for this tournament.
   B. Each participant must present a valid Commodore card and be on the IMleagues.com roster in order to participate.
   C. Intramural sports with varsity or club sports counterparts are limited to either one former varsity athlete or two club sport members. Teams will forfeit all games in which they are found to be in violation of this rule.
   D. Teams should arrive 15 minutes before the scheduled start time of their game. Teams will be given a 10 minute grace period after their posted start time to have the minimum number of players required to begin. Once the grace period expires, the game will be declared a forfeit. Game clocks will be adjusted to account for late starts.
   E. Attire
      1. Uniforms – Teams are required to wear matching colored shirts. Teams will wear their respective color selected during registration.
      2. Shoes – all players must wear shoes (except those participating in sand volleyball). Tennis and running shoes are acceptable for all sports, and plastic cleats are acceptable for outdoor soccer, flag football, and softball. No player is allowed to wear metal cleats, play in sandals or play barefoot (exception: sand volleyball).
      3. Pads and Braces – No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges must be lined with appropriate slow-recovery padding.
      4. Jewelry - No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (e.g. body piercings) will not be permitted to play unless the exposed jewelry is completely covered.
   F. Forfeit Policy
      1. Teams have a 10 minute grace period before games are declared a forfeit
         1. First offense = warning
         2. Second offense = ejection from the league without refund
      2. Captains must notify the Competitive Sports staff (Wade) via email of a forfeit no later than 2pm on game day to avoid penalty. Emails should be sent to wade.e.evans@vanderbilt.edu
      3. An attempt to reschedule the game will made by pro staff if ample notice is given and the opposing team is available

II. TEAM COMPOSITION
   A. An official team consists of 10 players on the field, with a maximum of six (6) males and a minimum of four (4) females.
   B. Eight (8) players are required to start the game and rosters are limited to 15 players.
   A. Teams beginning a game with less than 10 players must have a minimum of three (3) females present.
C. A team's roster is unlimited (unlimited number of substitutes). Limited free substitution is permitted in order to encourage maximum participation. Limited substitution is available to all players in the line-up. Once a substitute has entered the line-up, he/she must play for a full inning (team's offensive and defensive halves of an inning). This rule allows for re-entry of both the starter and any subsequent substitutes. In the event of an injury, a substitute may enter the game prior to the full inning period. Ejected players may not be replaced in the line-up or in the field. An out will be recorded when an ejected player’s turn occurs in the line-up.

D. The use of the EH / EK (extra hitter / extra kicker) is not permitted in any league.

III. EQUIPMENT
A. Kickballs will be provided by the Intramural Sports staff at the game site.
B. The distance between bases shall be 50 feet. The pitching line shall be a dashed line which connects 1st and 3rd bases and shall be approximately 35 feet from home plate. Solid white lines shall indicate the foul lines. The kicking line shall be a straight line, which connects points 5 feet down the 1st and 3rd base lines from home plate.
C. There is no out-of-play area in IM kickball. Balls that are obstructed (over a fence, behind an immovable object) shall be declared dead with bases awarded to runners based on ASA obstruction guidelines.
D. Team shall remain clear of field while all games are in process.

IV. LENGTH OF PLAY
A. Each game has a 50-minute or 7-inning limit. Any inning started before the end of the 50-minute time period will be completed. No inning shall begin after 50 minutes.
B. Regular season games can end in a tie. Extra innings will be played only if they start before the 50-minute time limit. All tournament games will continue into extra innings until a winner is determined.
C. Mercy Rule:
   1. If a team is ahead by 10 or more runs, after five complete innings, the game will be called.
   2. If a team is ahead by 15 or more runs after four complete innings, the game will be called.
D. If inclement weather occurs while games are in progress, the decision to continue or stop will be made by the Intramural Sports Supervisor.
   i. If play lasts less than 3 innings, the entire game will be rescheduled.
   ii. If play last at least 5 innings before interruption, then the game will count as a full game played and all game detailed will be recorded as a full game.
V. RULES OF PLAY

A. Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder.

B. Pitchers (of the kicking team) will not be responsible for playing defense. When a kicked ball strikes the pitcher 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 ASA softball manual. 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.

C. In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitcher’s line 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.

D. Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball, he/she will be out.

E. The lineup for each team will be set at the beginning of the game. Each ½ inning occurs until the defensive team records 3 outs, thus ending that ½ inning.

F. The kicker must contact the ball behind the kicking line, which is approximately 3 feet in front of home plate. If, in the umpire's opinion, a kicker contacts the ball beyond the three-foot kicking line, he/she will be given a strike and all runners must return to their original base.

G. There are no walks.

H. No stealing is allowed. Baserunners may leave the base when the pitch is kicked. If a runner is off base before the pitch reaches the plate, the runner is called out and a "no pitch" is declared.

I. The base path for a runner is the direct line between the player and the base to which he is advancing at the time a play is being made on that specific base runner and the three feet to either side of that direct path. Note: this path may be different from the straight-line connecting two bases. For example, a player who has run past 1st base a distance of about 10 feet decides to run for second. His/her base path for any tag plays is the direct line from where he/she made his turn towards 2nd base (10 feet down the line from 1st) and 2nd base. This is different from the direct line from 1st to 2nd base. For plays between home plate and 1st base, the runner shall run in the 3-foot lane of the foul side of the foul line.

J. A player who runs outside his bath path (including the 3-foot lanes on either side) in an attempt to avoid a tag shall be declared out.

K. Baserunners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, catching). If the baserunner does not avoid the collision, play will be ruled dead, the baserunner is called out, the batter is awarded first (unless involved in the collision), and all runners return to their original base unless forced to the next base.
L. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. A fielder has absolute right to any position on the field to field a ball and all runners must avoid a fielder in these cases. In the event the defense obstructs a runner, the umpire shall award the runner and each other runner affected by the obstruction the bases they would have, in the umpire’s opinion, reached had there been no obstruction.

M. Any runner in fair territory and not in contact with a base that is struck by a fair kicked ball is out except when (a) the ball has passed an infielder and in the judgement of the umpire, no other fielder had a chance to make an out, (b) when a runner is hit with a fair batted ball over foul territory and no other fielder had a chance to make an out, or (c) when a runner is touched with a fair batted ball after it is touched by any fielder, including the pitcher. In the event of one of these 3 exceptions, all runners must return to their previously occupied base and the kicker-runner is awarded first base. If the award of first to the kicker-runner causes another runner to be forced, that runner will advance to the next base.

N. When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner is declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.

O. There is no out-of-play area. The defensive team must retrieve overthrow unless obstructed by immovable objects (over a fence, etc.). In the event of an obstructed ball, regular softball out-of-play rules will apply:

1. On an initial overthrow by an infielder that lands in an obstructed area, the award is two bases from the time of the throw; i.e., batter gets second base, any baserunners are awarded two bases from where they were at the time of the throw.

2. On an overthrow by the outfielder that lands in an obstructed area, the award is 2 bases from the time the fielder releases the ball, not when it goes out of play; i.e., if a man is one step away from second when the outfielder released the ball, the runner is awarded second and third.

P. All base awards are based on the position of the lead runner. For example, if two players are between 1st and 2nd at the time of an overthrow, which lands out of play, the first runner will be awarded 2nd and 3rd (two bases) and the second runner will receive 2nd base only.

Q. Defensive positioning is restricted by the following:

1. No more than 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, at least 2 must begin each play in the outfield area.

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.
R. In co-rec play, a maximum of 3 males and 3 females may play in the infield. This maximum includes the pitcher and catcher. The remaining players will play the outfield.

S. The kicker is out in situations similar to softball (force-outs, fly-outs, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. The ball must be thrown with the hands/arms in order to record an out in such cases. Balls kicked or contacted by the defense in such a way that they hit a runner will not result in an out. A thrown ball that bounces prior to legally contacting a runner still puts out the runner.

T. 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). 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.

U. There will be a coin-toss prior to each game to determine the home team.

V. A player who is bleeding or has blood on his/her uniform cannot participate until the bleeding is stopped or the uniform is changed. If the player accomplishes this task within a reasonable time (to be determined by the umpire), the player may remain in the game. If the situation is not handled in a reasonable amount of time, the player must leave the game and be replaced. The player is then subject to the re-entry rule. If no substitutes are available, play will continue without the player. The player, then, may re-enter the game when he/she is deemed legal for participation.

W. Pitcher receives a maximum of 3 warm-up pitches before first inning. Pitches are prohibited at all other times. Infield practice is permitted prior to any inning.