


INTRAMURALS

Kickball Rules

Spring 2023

Section 1: PLAYERS AND EQUIPMENT

1. Each participant must present a current, valid UTC student or faculty/staff ID card and be a member of the Aquatics and Recreation Center in order to be eligible to participate.
2. Each team will consist of nine players. Each team must have a minimum of seven players present at game time to begin a game.

Section 2: GAME FORMAT

1. Each game will consist of either seven innings or 50 minutes (whichever occurs first). No new inning will begin once the 50-minute time limit has expired; however, any inning which has started prior to the time limit expiring will be completed.
2. Bases will be 60 feet apart. The pitching rubber will be 50 feet from home plate. There will be no fence or any other designated area for homeruns.
3. 3 outs make up half an inning.
4. Mercy rule: If a team is ahead by 20 runs after three complete innings (two and a half if the home team is ahead), 15 runs after four complete innings (three and a half if the home team is ahead), or ten runs after five innings (four and a half if the home team is ahead), then the game will be considered complete. This rule will apply to all championship games.
5. Extra Innings: If the score remains tied at the end of regulation play, the game will result in a tie. **PLAYOFFS ONLY:** Extra innings will be played until a winner is determined.
6. Substitutions: A substitute may enter the game in place of a starter. This substitute will bat in the same spot in the lineup as did the starter he or she is replacing. All starters are eligible to return once in their same spot in the lineup. Once a substitute comes out of the game, he or she is no longer eligible to return. There will be no courtesy pinch runners at any time.

Section 3: RULES OF PLAY

1. Pitching: Each team will provide a pitcher to pitch to their own team. Each batter will be allowed a maximum of three pitches. This includes foul balls.
2. Stealing and leading off bases are not permitted.
3. Force outs: Any play may become a force out by hitting the runner with the ball below the head and shoulders. Base runners may not deliberately attempt to deflect a thrown ball in order to allow another base runner to advance further. Time will be called in this instance and all runners will return to the base occupied at the time of interruption.
4. A runner will be declared out when
 - a. Running more than three feet out of the base path to avoid being tagged;
 - b. Touched by a fielder who has possession of the ball while not on a base;
 - c. In a force-out situation, the fielder contacts the base before the runner reaches it;
 - d. Passing another runner that has not already been called out;
 - e. Leaving a base before a fly ball has been touched by a fielder or dropped to the ground, provided the play is properly appealed by the defense;
 - f. Interfering with a defensive player's effort to field a ball or attain proper position;
 - g. Struck by a fair, untouched, batted ball if not on a base;
 - h. Intentionally crashing into a fielder or intentionally failing to avoid being hit with a thrown ball;
 - i. Leaving a base before a pitch is hit; or
 - j. Sliding head first or cleats-up into a base.
5. A runner will not be declared out when
 - a. Defensive obstruction occurs or
 - b. When sliding into a base safely, the base is dislodged from its proper position.
6. Out of Bounds: A ball will be declared out of bounds when it contacts any of the concrete areas of the playing surface.
7. Bunting: A player must hit the ball past the bunt line drawn on the field in order to be ruled a fair ball. Any ball that ends up shorter than the bunt line will be declared a foul ball. If a defensive player fields the ball before the bunt line, they assume all responsibility and the ball will be deemed fair.
8. Batting Circle: The batter must contact the ball within the drawn batting circle around home plate. If they contact the ball outside the circle, they will be declared out.

Section 4: LINEUP

1. Each team's lineup must be given to the supervisor and/or umpires assigned to each game before it begins.
2. If a team is found to be batting out of order
 - a. While the incorrect player is still batting: the correct player must enter and assume the current ball/strike count;
 - b. After the incorrect player has batted and before the next pitch is thrown: the batter will be declared out, and any advancing base runners must return; or
 - c. After the incorrect player has batted and after the next pitch is thrown: the at-bat stands.
3. Any team who begins a game with seven or eight players may add the additional player(s) at the bottom of their lineup, regardless of when the player shows up and signs in to play.