



# Kickball Rules

(Open)

Note: Rule changes for 2010-11 will be shaded grey.

Rules and procedures not covered in this manual shall be enforced using ASA softball rules.

## RULE 1. ELIGIBILITY GUIDELINES

### Section 1. Eligibility

1. All participants must be current full-time students or Kiewit Fitness Center members.
2. All participants must bring and show their current Creighton picture ID card to participate.
3. Participants may only play on **ONE** open (O) team.
4. Refer to the Intramural Sports Manual for further eligibility guidelines.

### Section 2. Assumption of Risk

1. All participants must agree to the following:
  - a. *I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.*

### Section 3. Captain's Meeting

1. There is no captain's meeting for Kickball.

## RULE 2. GENERAL GUIDELINES

### Section 1. Teams

1. Teams shall consist of eight (8) players. There is no limit as to the number of eligible substitutes.
  - a. Teams must have at least six (6) eligible players present to start a game and avoid a forfeit.
  - b. Teams may continue a game in progress with less than 6 players if they have a chance to win.
  - c. The Intramural Supervisor shall rule on all forfeit situations.
2. Players may only be added to the team roster **prior to the semifinal round**. Following the conclusion of the quarterfinals, new players may only be added to teams with the permission of the Intramural Director.

### Section 2. Participants

1. All participants are subject to the rules of the game and Intramural Sports guidelines. Participants include, but are not limited to: players, non-players, substitutes, coaches, spectators, fans, and trainers.

### Section 3. Supervision



1. The game shall be played under the supervision of the Intramural Sports Supervisor(s), and 1-2 umpires. The Supervisor has the authority to rule on any situation not specifically covered by the rules.

#### Section 4. Equipment

1. Campus Recreation will provide the game ball. Teams must use this ball.
2. Players may not wear jewelry of any kind. (Exception: Medical alert bracelets)
3. Players may not wear any equipment deemed to be dangerous or made of unyielding material.
4. Uniform requirements:
  - a. Shorts/Pants must be athletic (no jeans, khakis, etc.).
  - b. Metal or hard-plastic cleats are illegal. Athletic shoes must be worn. No boots, sandals, or bare feet.

### **RULE 3. PREGAME, TIMING AND SCORING**

#### Section 1. Captain's Meeting

1. Prior to the start of the game, there shall be a pre-game captain's meeting. The referee will conduct a coin toss. The winner of the coin toss shall choose to be either the home team or the visiting team.

#### Section 2. Timing

1. Game time is forfeit time.
2. Games will be seven (7) innings. A game becomes "official" after 4 innings (or 3.5 if the home team is ahead).
  - a. A new inning cannot be started after 50 minutes of game time has elapsed.
  - b. After 50 minutes, the bottom half of the inning will not be played if the home team is ahead.
3. The umpire and/or supervisor will keep the official time.
4. Extra Innings:
  - a. There are no extra innings during the regular season. The game shall be recorded as a tie.
  - b. Playoffs / Tournament Events:
    - i. Extra innings will be played until a winner is determined.

#### Section 3. Mercy Rule

1. The game ends if a team is winning by 17 runs or more at, or following three (3) complete innings.
2. The game ends if a team is winning by 9 runs or more at, or following five (5) complete innings.
3. The game ends if a team is winning by one (1) more run than available outs for the opponent. (Ex: Bottom 6. 50-minute time limit has been announced. Home team is down 5 runs with 4 kickers left. Game ends.)

#### Section 4. Scoring

1. Teams are responsible for the score. The umpire(s) will assist and rule on the situation when necessary.

### **RULE 4. BALL IN PLAY**

#### Section 1. Substitutes

1. Free substitutions, however a sub must play one complete inning prior to be removed, unless due to injury.
2. All substitutes must report to the plate umpire before substituting.

#### Section 2. Pitching

1. Teams pitch to their own kickers. The pitcher must deliver the ball with at least one foot contacting the pitching "rubber." 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) are not responsible for playing defense. **Penalty: 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. If, in the umpire's judgment, the pitcher interferes with any part of a defense's play, the umpire may call out a runner or the kicker as appropriate.**
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. Only 2 pitching changes (maximum 3 pitchers) are permitted in any half-inning. Examples include:
  - a. The first pitcher may pitch to the first 3 batters. Another pitcher enters to pitch to the next 2 batters. Finally, the original pitcher returns to pitch to the final 3 hitters.
  - b. The first pitcher pitches to batters 1 thru 4. Another pitcher enters to pitch to numbers 5 thru 7. A third pitcher rolls to the number 8 hitter in the order.
4. A kicker will have a maximum of three (3) pitches to kick the ball. **Penalty: If a kicker allows three pitches to pass and has not kicked the ball, s/he will be out.**

### Section 3. Kicking

1. All kickers will kick once each inning (maximum of eight kickers). Therefore, up to eight (8) outs may be recorded each inning.
2. The kicking order may change each inning.
3. The kicker must wait until the ball is within 3 feet of home plate before kicking the ball. **Penalty: The kicker will be called out if s/he kicks the ball in front of this distance. No runners will be allowed to advance.**
4. Bunts and taps of the ball are illegal. **Penalty: The kicker will be called out if s/he does not attempt to kick the ball with a reasonable amount of force (umpire's judgment). No runners will be allowed to advance.**
5. Any foul ball is an out.
6. A missed kick attempt is an out.
7. There are no walks.
8. The offensive team is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without announcement, that kicker will be ruled out and the inning will end. All runs scored on the play will be nullified.
9. When the last kicker of an inning kicks, the inning will end when any out is recorded. The inning will also end when the defense is in possession of the ball while touching home plate.
  - c. No tag is necessary at home plate during the kicker's last at-bat.
  - d. No runs will score when a force out is recorded during the kicker's last at-bat.

### Section 4. Playing the Field

1. No more than six (6) players may be positioned in the infield area prior to a pitch being kicked. Two (2) players must begin in the outfield area.
2. Each team must provide a catcher. The catcher must field from behind the kicker and is considered one of the six infielders.
3. The "fielding" pitcher and all field players must remain behind the pitching rubber until the ball is kicked.
4. Kickers/runners will be judged safe or out according to normal softball rules (force outs, flyouts, etc.). In addition, a runner who is hit with the ball below the shoulders will be out. Bounced throws will still result in the runner being put out.
5. Any runner hit above the shoulders (neck, head) 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 s/he 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. Intentionally throwing the ball towards a runner's head is strictly prohibited. **Penalty: The play will be immediately ruled dead. 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 and all caught balls must have a tag up in order for runner to advance.
8. Warmup: Practice pitches shall not be allowed following the 1st inning.

#### Section 5. Baserunning

1. All runners must have at least one foot touching the base until the ball is contacted. Leading off and stealing bases are illegal. **Penalty: The runner will automatically be called out and a re-pitch is awarded.**
2. If a base runner goes out of the base path to avoid being tagged, they are out.
3. Sliding is permitted, but never required. However, a runner who initiates malicious contact will be ejected.
4. On live balls that are thrown out of play, runners are awarded the next base plus an additional base.
5. A runner is hit by a kicked ball while not occupying a base. **Penalty: The runner will be called out, the play is dead, and the batter will be awarded first base. All other runners will only move if forced.**

### **RULE 5. CONDUCT OF PLAYERS AND OTHERS**

#### Section 1. Unsportsmanlike Conduct

1. Non-contact acts. Include but are not limited to:
  - a. Participate while wearing or using illegal equipment.
2. Prohibited acts. Include but are not limited to:
  - a. Using profanity, taunting, insulting, or vulgar language or gestures.
  - b. Refusal to comply or abide by the request or decision of an umpire or supervisor.
  - c. Attempting to influence a decision by an umpire or supervisor.
  - d. Disrespectfully addressing an umpire or supervisor.
  - e. Indicating objections to a decision made by an umpire or supervisor.
  - f. As a baserunner, initiating malicious contact against a defender. (Flagrant)
  - g. As a fielder, intentionally throwing the ball towards the runner's head. (Flagrant)
  - h. Intentionally contacting an umpire or supervisor. (Flagrant)
  - i. Fighting (Flagrant)
    - i. Any attempt to strike or engage an opponent in a combative manner unrelated to the game, whether or not there is contact (ex. Spitting, throwing a punch). Leaving the team bench and entering the field during a fight is also considered a flagrant unsporting act.
3. Any act of fighting shall result in the game being ended immediately, with the offending team(s) forfeiting.
4. **Penalty: A participant who commits any act of unsportsmanlike conduct is subject to ejection. A participant who commits any flagrant act shall be ejected immediately.**