

SAMFORD

CAMPUS RECREATION

Intramural Kickball Rules

The following is a summary of rules and regulations for Kickball. It is not the complete set of rules but includes those rules most frequently in question. Some alterations may have been made specifically for Samford University's Campus Recreation Department.

Home Facility

The home facility for Kickball is the Intramural Complex on the fields.

Questions

Please feel free to contact Campus REC office with any questions or concerns that you may have. The Campus REC Office is 326 Seibert Gym at 726-2194

GAME GUIDELINES

1. A team will consist of 8 players. A team may start play with as few as 6 players. When using 6 players, the other team provides a catcher but will not make a play at home, if playing with 7 players, teams must provide their own catcher.
2. A game will consist of 5 innings or 30 minutes, whichever comes first. The scorer will designate the game watch.
 - a. A new inning will not be started with 5 minutes or less on the game clock.
 - b. Pitching: The kicking team furnishes the pitcher and that person assumes a regular kicking order. When it is the pitcher's turn to kick, someone else assumes pitching responsibilities.
 - c. The pitcher delivers a maximum of **three** pitches to the kicker.
 - d. Kicked balls striking the pitcher are "dead balls" and do not count as one of the three pitches. Deliberate interference with a kicked or thrown ball by the pitcher is an automatic out.
 - e. The kicker has three pitches in which to kick a fair ball. If the third kick is fouled or taken, the kicker is out. The only exception to this rule is if the kicked ball strikes the pitcher as described in rule "D".
 - f. The pitcher must stand behind the pitching line in order for the pitch to be legal.
3. Base runners may not leave the base until the ball is kicked. If they do the runner is out.
4. Once the ball has returned to the infield and **the defense has called time** the runners must stay at the base.
5. If a team catches a fly ball, the kicker is out.
6. A team may earn an out by fielding and throwing the ball to the base for a force out or at the base runner. The ball must contact the runner at or below the shoulders. If the ball is thrown and strikes the runner above the shoulders, the runner is awarded the base he/she is advancing toward plus one additional base. If the runner ducks to avoid the ball and hits him/her above the shoulder the runner is out.
7. If a kicked ball hits a base runner before the defensive team makes any contact with the ball, the base runner is out unless the baserunner is still in contact with a base.
8. The kicker must make contact with the ball after the ball passes home plate. If the kicker kicks the ball before it passes home plate, the catcher must call illegal kick. That kick will count as one of his/her kicks two kicks. If it is his/her second attempt, then he/she is out.
9. **The catcher is responsible for calling fair or foul balls.**
10. All players in the field must kick.
11. Kicking out of order: if noticed before the first pitch of the next kicker, it is an out. If not noticed before the first pitch of the next kicker, it is a non-correctable error and the kicker is legal.
12. Players may re-enter the game. Notify scorer when making substitutions.
13. Scorer is NOT an umpire. He/she is there only to keep score.
14. There is no bunting. If a kicker bunts the ball, **meaning not a full kicking motion**, that bunt will be counted as one of his/her two pitches. If it is his/her second pitch, he/she is out.

SPORTSMANSHIP

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident