

SUL ROSS STATE UNIVERSITY
Department of University Recreation
Kickball Rules

The Game

1. The current Amateur Softball Association Rules will govern play except where modified herein.
2. Captains or managers must meet with the umpire before the game to cover ground rules and determine home team.
3. Tie games at the end of regulation will go into extra innings until a winner is declared.
4. If a team has a 20-run advantage after three innings, 15-run advantage after four innings, or 10-run advantage after five innings, the game will end.
5. Three completed innings will be considered a completed game if it is interrupted by rain or any other cause.
6. **If the kicker intentionally bunts, it will be ruled a foul ball.**

Timing

1. Time limit of 50 min.

Players

1. The game shall be played between two teams of no more than 8 players each. Eight players will play in the field with an option of an "Extra Kicker." The EK may be placed anywhere in the line-up; however, he/she will not play the field. The umpire must be notified of the use of the EK before the game begins. Once the team starts with an EK, the game must be completed with an EK.
2. A team must have six players present and ready to play by scheduled game time and must continue to have six players during the game or a forfeit shall be declared. Teams with less than eight players (nine when an EK is used) will be charged with an out when the missing players reach their kicking position in the line-up. Players arriving late may be added to the line-up at any time.
3. The captain or team manager is the only person who may speak for the team in all dealings with the umpire.

Equipment

1. All players must wear shoes. Spikes that cut or may be chipped to develop a cutting edge are prohibited.
2. All teams must use the kickball provided by Rec Sports.

Pitching Regulations

1. The pitcher will be allowed up to three warm-up pitches between innings.
7. The pitcher must make a best effort to roll good pitches for the other team to kick. Each kicker will have three pitches in which to kick a fair ball. If the third kick is foul, the kicker will be ruled out. If the pitcher rolls a ball that is way out of the kickable range, the umpire will consider it void, and ask the pitcher to re-roll it. It will not count towards the three pitch total.

Fielding Regulations

1. Eight players will be allowed to play defensively in the field, with no catcher
2. Fielders may put the runners out if they successfully throw and hit the runner **in flight** below the shoulders while they are advancing from base to base.
3. If a runner is intentionally hit directly in the head with a throw from a fielder while trying to advance to the next base, the ball becomes dead and all base runners will be awarded two bases from the time of the throw.

Co-Rec. Regulations

1. The game shall be played between two teams of no more than 8 players each placed in alternating positions on the official score sheet. Eight players will play in the field with an option of "Extra Kickers" (two EKs must be used in co-rec. to maintain an alternating batting order). The EKs may be placed anywhere in the line-up; however, they will not play the field. The umpire must be notified of the use of the EKs before the game begins. Once the team starts with the EKs, the game must be completed with the EKs.
2. A team must have six players present and ready to play by scheduled game time and must continue to have six players during the game or a forfeit shall be declared. Teams with less than eight players (10 when EKs are used) will be charged with an out when the missing players reach their batting position in the line-up. Players arriving late may be added to the line-up at any time.
3. Males and females may play any position while in the field.