IM Kickball Rules and Information

Current ASA Softball Rules will govern play except for the following modifications.

I. PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled, fee-paying students, Emory University faculty/staff members, spouses, and Alumni.

2. All players must have an Emory University ID or Government Issued photo ID (i.e. Driver’s License) at each game to sign-in. **ID Cards will be checked EVERY GAME.**

3. All players MUST be listed on the printed scoresheets and cannot be written in at game time.

4. Varsity players are not eligible to participate in similar intramural sports. Each team can have up to two club players in a similar sport. Teams who violate this policy will receive a forfeit loss for each game the violation has taken place and will be ineligible for the playoffs.

II. TEAM COMPOSITION & SUBSTITUTIONS

1. **GAME TIME IS FORFEIT TIME.** You must have the required number of players at game time in order to avoid a forfeit.

2. Eight players constitute a team.

3. Teams must have at least six players to start a game. Players arriving late must be added to the end of the line-up.

4. 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/she is replacing. All starters are eligible to return once, again, in their same spot in the lineup. Once a substitute comes out of the game, he/she is no longer eligible to return again. **There will be no courtesy pinch runners at any time.**

III. EQUIPMENT & PLAYING AREA

1. All players must wear gym shoes or molded rubber cleats. No street shoes, bare feet, sandals, metal or posted cleats will be allowed.

2. **No player may wear jewelry** including, but not limited to watches, bracelets, necklaces, earrings, and various body rings. Jewelry worn for medical and/or religious reasons must be taped down.

3. Baseball caps and sunglasses are permitted.

4. The bases will be 65’ apart and the pitching rubber is 50’ from home plate.

5. Kickballs will be provided.
IV. MATCH TIME, LENGTH, & SCORING

1. Each game will consist of either 6 innings, or 45 minutes (whichever occurs first). No new inning will begin once the 45-minute time limit has expired; however, any inning which has been started prior to the time limit expiring will be completed. If time runs out, the full inning in progress will be completed and the team with the most runs wins.

2. Weather permitting, all games will be played at Student Activity & Academic Center on Clairmont Campus.

3. The home team bats last in each inning.

4. RUN RULE: 20 run lead after 2 innings, 15 run lead after 3 innings, 10 run after 4 innings.

V. RULES OF PLAY

1. The batter is out in situations similar to softball (force outs, pop outs, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. NOTE: A player who is not in a regular standing/running position and is hit in the face/head will be ruled out! (Ex. bending down to avoid getting hit or the runner falling down)

2. The ball is put in play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, he should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out.

3. All kickers will kick once each inning (maximum of 8 kickers per inning). Therefore, up to 8 outs may be recorded per inning. 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.
   a. No tag is necessary at home during the kicker’s last at bat.
   b. All runs that score before the final out will count.
      Exception: No runs will score when a force out is recorded during the kicker’s last at bat.

4. Pitching changes can only be made in between innings.

5. A runner who leaves the base before the pitch reaches home plate or is hit, is out. Leading off and stealing bases between pitches is not allowed.

6. There will be NO infield fly rule.

7. When the ball goes out of play, the runner will be given an extra base. EXAMPLE: If the ball goes out of play on a play at first base, the batter will automatically receive second base.

8. Plays at the Plate: The catcher may not block the plate; the catcher may not get in the path of the runner. Both the runner and the catcher must avoid contact at all costs.

9. There are no restrictions concerning field substitution, but once the game has begun the batting order must remain the same. Players arriving late MUST be added to the end of the batting order.

10. Bunting will not be permitted and is a dead ball and an automatic out. All kicks MUST go past the pitcher.