

UNIVERSITY OF NORTH TEXAS™

INTRAMURAL SPORTS

KICKBALL RULES

Fall 2009

All games will be governed by the 2009-2010 World Kickball Association Rules Book with the following UNT Intramural Sports modifications:

Section 1: PLAYERS AND EQUIPMENT

1. Each participant must present a current, valid UNT student or faculty/staff ID card and be a member of the Pohl Recreation Center in order to be eligible to participate.
2. Each Men's, Women's, and Co-Rec team shall consist of 10 players (5 men and 5 women for Co-Rec play). Each team must have a minimum of 8 players (4 men and 4 women for Co-Rec play) in order to begin a game. Any team that begins a game with less than 10 players may add players to the bottom of its line-up (to a limit of 10).
3. There will be no penalty for teams that field less than 10 players. However, should a team drop to fewer than 8 players, regardless of the reason, that team will forfeit the remainder of the game.
4. Each team must have one of its players occupy the catcher's position at all times.
5. Each Men's and Women's team may bat a maximum of 11 players by using an extra player (EP). An (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the team's line-up in the regular batting order. If an EP is used, he/she must be used for the entire game. The EP must remain in the same position in the batting order for the entire game. All 11 players listed in the batting order must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same.
6. All substitutes must notify the Umpire upon entering the game. Any starting player may re-enter the game once (the player must bat in the same position in the line-up at which he/she started the game). Any substitute (a player who did not start) who is then substituted for is out of the game and cannot re-enter under any circumstances.
7. Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe and tennis shoes are the only permissible footwear. Sandals, street shoes or metal spikes are not allowed. No player will be allowed to participate in bare feet. Cleats with any metal showing will not be allowed. Screw-in cleats will be allowed if the screw is part of the cleat and if the shoe meets all other specifications.
8. No jewelry or any other item deemed dangerous by the official may be worn. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.
9. Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a hard cast or splint be permitted to play.

Section 2: GAME FORMAT

1. A game will consist of either seven innings or 30 minutes, whichever comes first. No new inning will begin once the 30-minute time limit has expired; however, any inning which has been started prior to the time limit expiring will be completed.
2. Game time is forfeit time. A team must have the minimum number of players required to start a game. If there are an insufficient number of players, the opposing captain has the option of taking the

win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team chooses to wait, it must wait for at least 10 minutes.

3. A coin toss will be held during the captain's meeting to determine which team will be the home team and which will be the visiting team.
4. **Extra Innings:** In the event that the score remains tied after 7 complete innings or 30 minutes, a series of extra innings will be played until the tie is broken. The offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.
5. **Run Rule:** If any team is ahead by 15 runs after 3 complete innings (2 1/2 if the home team is ahead), 12 runs after 4 innings (3 1/2 if the home team is ahead), or 10 runs after 5 innings (4 1/2 if the home team is ahead), then the game will be considered complete. The run rule will apply to all championship games.
6. **Called Games:** In the event of inclement weather, the following will constitute a complete game:
 - A. The time limit has elapsed or 4 innings have been completed (3 1/2 if the home team is leading).
 - B. The time limit has elapsed and the game is called during an incomplete inning in which the home team has not tied the score or taken the lead, at which time the score will revert to what it was at the end of the last complete inning.

If the game is called due to weather before the time limit or inning limit has elapsed (4 innings), then the game will be replayed from the beginning. If it becomes necessary to stop play due to inclement weather, the final decision will be made by the Intramural Supervisor on duty.

Section 3: RULES OF PLAY

1. The pitch must be thrown at a moderate speed and must be in contact with the ground for the majority of the roll "NO BOUNCIES". The pitch cannot exceed one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box. The strike zone will extend one foot on either side of home plate, and one foot high. All aspects of the pitch are an Umpire's judgment call. A pitch that does not meet these specifications will be considered a ball.
2. Balls must be pitched by hand. At least one foot must be in contact with the pitching rubber at the time of release. There are no restrictions on pitching style.
3. Batters will start with a count of 1 ball and 1 strike.
4. A foul ball will result in an out. There are NO courtesy fouls.
5. Stealing and leading off bases are not permitted. Sliding IS legal.
6. All Kicks must be made by foot or leg, below the knee. All kicks must occur at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
7. Bunting IS allowed
8. The Umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. This rule is to be used if there is any blood present on a player or his/her uniform.
9. The infield fly rule will be in effect. The infield fly rule is: A fair fly ball (not a line drive) which can be caught by any fielder on the infield with ordinary effort when first and second base are occupied or when the bases are loaded, all 3 bases are occupied, and there are less than 2 outs.
10. A dead ball appeal may be made on a non-judgment call. No appeals will be considered on an Umpire's judgment. To appeal a play, a team's pitcher must have the ball during a dead ball period and must stand within an 8 foot radius of the pitcher's plate. He/she must then tell the Umpire what he/she is appealing. The Umpire(s) will then render a decision.
11. The batting team is responsible for keeping the scorebook each half inning. The batting team is also responsible for retrieving all balls hit out of the playing area (up the hill, over the fence, etc.)

12. Teams are responsible for cleaning up their bench area (during and after the game). Failure to clean up litter will result in a game forfeit and the forfeit fee.
13. An out of play line will be drawn parallel to the foul lines. A ball breaking the plane of the out of play line may be caught for an out if the fielder makes the catch while at least one foot is in play and not touching the out of play line.
14. Any thrown ball that goes beyond the out of play line will be considered dead, and players will advance the base they were going to plus one more from the time of the throw.
15. Out of play lines will be drawn on all fields to mark out of play areas. A ball hit into these areas will result in a dead ball ground rule double. Exception: the out of play line at the Rec Sports Complex that is drawn in left field. Any ball crossing over this line in the air will be ruled a home run.
16. Runners must stay within the base line.
17. Fielders must stay out of the base line. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.
18. Hitting a runner's neck or head with the ball is not allowed, except when the runner is ducking. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the referee, the runner is out.
19. Running past another runner is not allowed. The passing runner is out.

Section 4: CO-REC RULES

1. Each Co-Rec team must bat an equal number of males and females (either 4, 5, or 6 of each). That means that each team must have a total of 8, 10 or 12 players. Co-Rec Teams MAY NOT field a team of 9 or 11 players.
2. Co-Rec teams may bat a maximum of 12 players consisting of 10 fielders and 2 EP (one male and one female).
3. Teams must alternate males and females in the batting order. Teams are not required to alternate their fielding alignment. The batting order must always remain in alternating fashion.
4. All other UNT Intramural Kickball rules and WAKA rules will apply if not specifically mentioned in the section above.
5. If a male batter is walked he receives second base. The female batter following him will have the option to bat or have a free pass to first base.

Section 5: AWARDS

1. The winner of each division (Men's A, Men's B, Women's A, Women's B, Fraternity A, Fraternity B, Sorority, Co-Rec A, and Co-Rec B) will receive an Intramural Championship t-shirt.
2. The winner of the All-Campus bracket in Men's, Women's, and Co-Rec will receive an All-Campus championship t-shirt. To be eligible for this t-shirt, there must be 3 or more teams in the bracket.
3. Each member of a team's official roster will receive a shirt. However, the number of shirts will be limited to no more than 18 per team. For example, if a team had only 10 players on its roster, then they would receive 10 t-shirts.

For more information, please call our office at 940.565.775 or visit our website, www.unt.edu/recsports.