

# Bellarmine University Intramural Sports

## KICKBALL RULES

### ELIGIBILITY RULES:

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

### THE GAME

1. Shoes must be worn by all players. No metal, hard plastic or polyurethane spikes or shoes with detachable cleats are allowed.
2. Forfeit time has been established as game time; teams should report 15 minutes before the scheduled starting time of the game to fill out the score sheet and for the coin flip.
3. The manager or team representative must list the batting order prior to the start of the game.
4. A coin flip will determine the choice of home and visiting teams. Be ready to bat/kick in proper order. Teams should hustle in and out between innings as there is a time limit in effect.
5. First and last names must be legibly printed on the scorecard (no nicknames please).
6. Teams must furnish a scorekeeper. In the event of a protest, consult the Intramural Staff.
7. Any player can play any position defensively.

### PLAYING REGULATIONS:

1. Current A.S.A. Softball Rules will govern kickball with the following emphases and modifications.
2. Kickball(s) will be provided by the Intramural Office.
3. A team consists of nine players. A minimum of seven is needed to start and continue a game.
4. Games are 5 innings or 35 minutes. Kickball is played on a regulation softball field.
5. 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.
6. 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/she 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.
7. A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed. A team is allowed one (1) warning per game. After that, it is counted as an out.
8. In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected. A designated batter or extra batter is allowed.
9. Bunting will not be permitted and is a dead ball and an automatic out.

**7/2012**