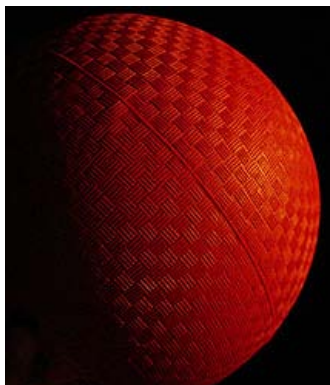


# Bucknell University Recreation Services Intramural Kickball Rules



## The Playing Field and Equipment

- The Gerhard Fieldhouse space will be measured to size and used accordingly.
- Any ball touched by a player wholly or partly in fair territory is automatically in play.
- Athletic shoes are required. Metal cleats are not allowed.
- Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.
- The uniform is an extension of the player.

## Rules of Play

- Regulation games must have 11 fielders, including the pitcher. For Co-Rec teams, a minimum of 5 girls should be in the field.
- Games last five (5) full innings. In the event of a tie score at the end of the game, the game shall be marked as a tie.
- A team must forfeit if they have less than 8 fielders at the end of the five minute grace period.
- **Pitching and Catching:**
  - No bouncies. A bouncy called as such results in a ball and is:
    - a pitched ball that does not touch the ground at least once before reaching the kicking box;
    - a pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box;
    - a pitched ball, prior to reaching the kicker, that exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone;
    - a pitched ball that is higher than one foot at the plate.
  - The pitcher must start the act of pitching within the pitching mound. The pitcher must stay behind the pitching strip until the ball is kicked. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip. Failure to abide by this rule results in a ball.

- No player may field in front of the pitcher, except the catcher, until the ball is kicked. Likewise, no player may advance in front of the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
- The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.
- The strike zone extends to 1 foot on either side of home plate to the side of the kickball, and 1 foot high to the bottom of the kickball. A pitch outside the strike zone is a ball.
- Balls must be pitched by hand. There are no restrictions on pitching style.
- **Kicking**
  - All kicks must be made by foot or leg, below the knee . Any ball touched by the foot or leg below the knee is a kick.
  - 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
    - Within the kicking box. 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.
  - Bunting is allowed.

### **Running and Scoring**

- Runners must stay within the base line.
- Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder, not making an active play for the ball, within the base line shall be safe at the base to which they were running.
- Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off of the base before the ball is kicked is out.
- Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hit the runner.
- If the runner intentionally uses the head or neck to block the ball the runner is out.
- Tag-Ups are only required before advancement on a caught ball. After a kicked ball is touched or caught, runners are forced to tag their originating base before running to the next base. If the runner has not moved off of base before the ball is touched or caught, the runner may run forward without a forced tag up.
- All ties will go to the runner. Runners may overrun first base.
- Base Running on Overthrows:
  - An overthrow is a ball thrown, kicked, or deflected into foul territory while making a play toward a player or base;
  - A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;
  - One base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance.
- Running past another runner is not allowed. The runner passed by another runner is out.
- A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is the result of a force play, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

## **Strikes, Balls, Fouls, and Outs**

- A count of three (3) strikes is an out.
- A strike is:
  - a pitch within the strike zone that is not kicked;
  - an attempted kick missed by the kicker inside or outside of the strike zone
- Foul balls never count as strikes.
- A count of four (4) balls advances the kicker to first base.
- A ball is:
  - a pitch outside of the strike zone, where a kick is not attempted
  - an illegal bouncy
  - any fielder other than the catcher advancing forward the 1st-3rd base diagonal before the ball is kicked
  - any catcher crossing home plate or positioned forward the kicker before the ball is kicked
- A count of four (4) fouls is an out.
- A foul is:
  - a kicked ball landing in foul territory
  - a kicked ball landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base
  - a ball kicked outside of the kicking box
  - a kicked ball touched more than once in foul territory or stopped by the kicker in foul territory.
  - a kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such, is a dead ball.
  - a kick made on or above the knee
  - a kicked ball touched more than once in the kicking box or stopped by the kicker in the kicking box.
- A fair is:
  - a ball kicked that lands and remains in fair territory
  - a ball kicked that lands in fair territory then travels into foul territory beyond the 1st-3rd baseline
- A count of three (3) outs by a team completes the team's half of the inning.
- An out is:
  - a count of three (3) strikes or four (4) fouls
  - any kicked ball (fair or foul) that is caught
  - a ball tag on a base to which a runner is forced to run, before the runner arrives at the base
  - a runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play
  - a ball tag of a runner on base, in which the runner does not tag their originating base when a ball is caught
  - a runner off of his/her base when the ball is kicked

## **Ball In Play**

- Once the pitcher has the ball in control and on the mound, the play ends.

- If a runner while not on base intentionally touches or stops the ball, the play ends and the runner is out.
- During any play where a ball is popped or deflates significantly, the play should be redone with a new ball.
- Interference is when any non fielder, runner on base, or non permanent object touches or is touched by a ball in play in fair territory. Upon interference, the ball is dead, play automatically ends and runners proceed to the base to which they were headed.
- A dead ball occurs when any permanent object touches a ball in foul territory. Upon a dead ball, play automatically ends.

### **Ghost Men**

- Ghost men are not allowed.

### **Injury and Substitutions**

- In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. If the participant later returns to play, the participant must be inserted in the same position previously held.

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