



KICKBALL RULES

Participation: All participants must have a valid Phoenix Card and be eligible for participation as listed in the Elon University Intramural Sports Participant Guide.

Game time is forfeit time.

Unless otherwise noted below, all WAKA Kickball rules apply.

1. Game

- 1.1.** Teams must have six players to compete in any game, three of which must be female.
 - 1.1.1.** Teams must have at least three women listed on the line up and in the field at all times.
 - 1.1.2.** A team may have more than six 6 players on the roster and they may all bat (in same order throughout game) but only 6 are allowed to play in the field at one time.
- 1.2.** Each game will last 7 innings or 45 minutes, whichever comes first.
 - 1.2.1.** A new inning may not begin after 45 minutes from the time the game began.
 - 1.2.2.** There will be NO extra innings, until the post season tournament. Once in the post season tournament, extra innings will be played until a winner is determined.
- 1.3.** Teams may score up to 10 runs in any inning. Once a team has scored 10 runs the half inning will be complete regardless of outs.
- 1.4.** All batters start with a 1-1 count.
 - 1.4.1.** Four balls is a walk, three strikes is an out. A foul ball on the third strike is an out.
 - 1.4.2.** A caught foul tip must be over the head of the catcher (while standing) for a batter to be called out.
- 1.5.** Pitcher must have one foot on the pitching line when pitching the ball.
- 1.6.** A pitch cannot be more than four inches off the ground at the time it crosses into the strike zone, if so it will be deemed an illegal pitch.
 - 1.6.1.** The kicker has the option to kick at an illegal pitch or take the pitch for a ball.
- 1.7.** The kicking order MUST alternate gender.
 - 1.7.1.** All members of the team may bat, regardless of whether they have played defense. An automatic out will take place at each spot in the order where there are back to back male batters.
- 1.8.** When kicking each player must wait until the ball enters the kicking box. A player may not make contact with the ball before it enters this designated area.
 - 1.8.1.** If contact is made before it will be an automatic out.



1.9. The ball must cross the free throw line in order to be a legal kick.

1.9.1. If a ball is rolled outside of this area it will be declared an illegal pitch (automatic ball). The kicker will still have the option to kick the ball; however, any attempt will be considered a live ball.

1.10. Bunting, or chopping, is not allowed.

1.10.1.1. If the kicker intentionally bunts, the kicker is called out and all base runners must return to their original bases.

1.11. A player will be ruled out if the ball is caught or they get hit by a thrown ball below the shoulders before reaching base.

1.11.1. A player will be considered out even if the thrown ball hits the ground before legally striking the player.

1.12. A base runner may be replaced by a courtesy runner who made the last kicked out. A player who is injured while in the field may be replaced by any substitute of the same gender.

1.12.1. An automatic out will be awarded if a player leaves during the game and is unable to kick in the batting order (assuming a substitute is not available).

1.13. A substitute must inform the umpire if they are replacing a player in the line-up or in the field. The substitute must then occupy the same position in the batting order, however, may play anywhere in the field.

1.13.1. The original starter may re-enter the game only once, returning to the original spot in the line-up. The substitute player cannot re-enter the game once replaced.

1.14. Runners cannot lead off bases.

1.14.1. Regular baseball/softball rules concerning runner interference apply.

1.14.2. The runner must try to avoid contact with the defensive player or will be called out automatically.

2. The Field

2.1. All fair balls kicked off the wall will be considered live; however, these may not be caught for an out by an opponent.

2.1.1. This includes if a ball is kicked off a basket that is in foul territory.

2.2. Foul territory will be considered anything that hits the wall or baskets before crossing half court outside the first and third base lines.

2.3. A player will be ruled automatically out if he/she kicks a ball that hits a ceiling light or the curtain.

2.4. If a ball is kicked and hits the far wall of the gym above the grey paint, in the air, without hitting the ceiling, curtain, or baskets it will be considered a home run.



3. Mercy Rule

3.1. If a team has a ten or more run lead after the fifth full inning of play or thereafter, the game will be called.

3.1.1. If the home team scores in the bottom half of their inning to lead by 10+ (or 20+) runs, the visiting team will have an opportunity to bat in the top half of the following inning.

3.2. If a team has a twenty or more run lead after the fourth full inning of play, the game will end.

4. Additional Policies

4.1. Unsportsmanlike Conduct

4.1.1. A player will be ejected from the game if he/she maliciously runs over the fielder that is holding the ball.

4.1.2. The runner will be called out if he/she does not avoid contact to get around a fielder that has the ball and is waiting to make the tag.

4.2. Appeal Play

4.2.1. To appeal a play after a dead ball is declared, the pitcher may make an appeal play by "announcing" his/her appeal only.

4.2.2. A "play" is not necessary.

4.2.3. The ball does not have to be thrown or taken to the base/player. The ball remains dead during the entire process. (No runner(s) may advance.)

4.3. Protests

4.3.1. All protests involving rule interpretations must be made on the field of play before the next live ball.

4.3.2. All protests concerning eligibility must be made before the game is over.

4.3.3. Judgment calls cannot be protested.