

Intramural Sports- Kickball Rules

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an eligible FIU student or an eligible FIU Wellness and Recreation Faculty/Staff Member.**
2. Participants must have their Panther ID or other form of accepted ID at every game.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Any games in which an ineligible player signs in will be considered a forfeit.
5. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers, or spectators may result in penalty, ejection, or forfeiture of the game. Spectators must also remain within the area designated by the Intramural Sports staff.
6. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
7. Officials and Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

RULE 1 – EQUIPMENT

SECTION 1. OFFICIAL BALL

1. Florida International University Intramural Sports will provide all balls for games.

SECTION 2. UNIFORMS & EQUIPMENT

1. Players are encouraged to wear similar colors as their teammates.
2. All jewelry must be removed before participating.
3. Athletic footwear must be worn at all times.
4. Hats are permitted in Kickball.
5. A player who is in violation of this rule will be prohibited from participating until his or her equipment is made legal.

RULE 2 – PLAYERS AND SUBSTITUTES

SECTION 1. PLAYERS

1. Roster size is limited to 20 players. Players may be added to the roster throughout the regular season. Rosters will be frozen upon completion of the regular season.
2. A team consists of 8 players on each team. The positions are designated as (2) catcher, (3) first baseman, (4) second baseman, (5) third baseman, (6) shortstop, (7) left fielder, (8) center fielder, and (9) right fielder. A team may start the game with 6 players and may finish a game with 6 players.

- a. The defensive team must have a catcher. They must occupy a legal position in the catcher's box. Other players may take positions anywhere in fair territory.
 - b. The (1) pitcher is a member of the offensive team. The pitcher may be changed by the offensive team a maximum of one time per inning. The pitcher is not required to be in the offensive team's line-up.
3. A team must have 6 players present at game time to begin and finish the game and avoid a forfeit. If, at the scheduled game time, a team does not have 6 players, the captain of the opposing team will have two choices. The captain may choose to either take the win or allow for a 10- minute grace period to be granted in an attempt to ensure that the game is played. The 10-minute grace period will be deducted from actual game time. During this grace period, the team with the minimum number of players present will be awarded 1 run for 2 minutes or portion of the minute of the grace period that elapses. If, at the end of the grace period, the team still does not have the minimum number of players as indicated by the specific rules for that sport, then the game will be declared a forfeit.

SECTION 2. SUBSTITUTES

1. A player or substitute is officially in the game when they are either placed in the line-up (visiting team) or takes a defensive position (home team). Any player who is in the game at the beginning of an inning must play the full inning (offense and defense) unless they are injured and cannot complete the inning. Team may change offensive and defensive line-ups every inning without regard for kicking order or defensive position. Ejected players may not be replaced in the line-up or on the field, and their team must play short-handed for the remainder of the inning.
2. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.
3. If an IM Sports participant is bleeding, he/she will be removed from the contest immediately. If an IM Sports participant has blood on his/her clothing, he/she will be removed from the contest upon detection. The blood may or may not be his/her own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the contaminated clothing has been removed. Before any participant re-enters the contest, all bleeding must be stopped, and any open wound or laceration covered.

SECTION 3. DUGOUT CONDUCT

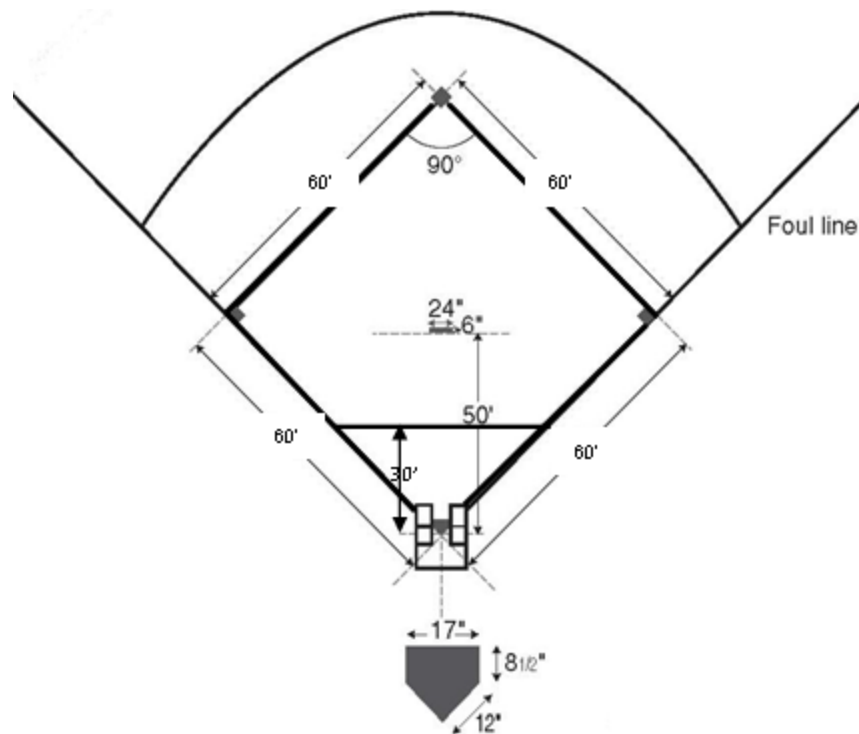
1. Players, substitutes, fans or other bench personnel cannot be outside the designated bench area or across the dead ball lines except when the rules allow it or the umpire permits it. Players who have been restricted to the dugout may not cross the foul lines until the end of the game or they will be ejected.

RULE 3 – THE PLAYING FIELD**Section 1. THE FIELD**

1. The field is the area in which teams can legally play and field the ball. There are no boundaries. Overthrows must be retrieved by the defensive team unless obstructed by immovable objects or contacted by players who would not otherwise be considered as being in “live-ball territory.” If improper base or pitcher’s plate distances are discovered during the game, the error shall be corrected and the game continued with no penalty.

SECTION 2. FIELD LAYOUT

1. The bases shall be placed sixty (60) feet apart. The front edge of the pitcher’s plate shall be placed fifty (50) feet from the point of home plate. A bunt line shall be indicated thirty (30) feet from the point of home plate.
2. The Catchers Box is the area to which the catcher is restricted while catching. The catcher must remain in the box until the pitched ball is kicked or reaches the catcher’s box.
3. The kicker’s box is the area, designated by lines, to which the kicker is restricted while in position to kick.
 - a. The kicker must have both feet entirely within the lines of the box before the pitch. (The lines are considered to be within the box.) If the boxes are not marked, the kicker’s box is determined by the umpire’s discretion.
 - b. The kicking line is the line that the pitched ball must reach in order to be legally kicked by the kicker. It is located 3 feet from the back point of home plate
 - c. The bunt line is the line that a kicked ball must cross in order for the kick to be ruled fair. It is located 30 feet from the back point of home plate.



RULE 4 – THE GAME

Section 1. THE TEAM

1. The visiting team kicks first and the home team kicks second in every inning. When the umpires meet the captains, a coin toss will be held to determine who shall be the home and visiting team with the winning team being given the option.

SECTION 2. REGULATION GAME

1. A regulation game consists of seven innings or a 50 minute time limit. Teams need not play seven innings if:
 - a. the home team scores more runs in six and one-half innings.
 - b. the home team scores more runs before the eighth offensive player comes to kick in the last half of the seventh inning; or
 - c. it is impossible for a team to score enough runs—due to the number of players left to kick—to tie their opponents.
 - i. EXAMPLE: If the defensive team leads by six runs, and the first three kickers get out in the final inning,
2. If the game is tied at the end of seven innings or after the time limit has been reached:
 - a. in the regular season, the game is over and is recorded as a tie.
3. The umpire may call the game—after consultation with the Program Assistant and Supervisor—at any time because of outside factors.

- a. In the event a game must be suspended because of conditions which make it impossible to continue play, the umpire shall declare it an official game if three and one half (home team ahead) or four (either team ahead) innings more of the game has been played (regular season or post-season tournament if the game is not tied). If less than the previously mentioned time-frame has been completed, or the game is tied at any point, the game may be restarted from the suspension of play (post-season tournament only). Otherwise, the game will be declared a no-contest.

SECTION 3. SCORING OF RUNS

1. A team scores one run each time a runner touches first base, second base, third base and home plate in succession.
2. A team does not score a run if the inning-ending out results from any of the following situations:
 - a. A force-out.
 - b. A runner is put out by a tag or a live ball appeal before the lead runner touches home plate.
 - c. A preceding runner is declared out on an appeal play. NOTE: An appeal can be made after the third out and, if successful, can nullify a run.

SECTION 4. WINNER OF A GAME

1. The team that scores more runs in a regulation game is the winner.
2. The score of a called regulation game is the score at the end of the last complete inning or at the expiration of the time limit—whichever is used.

SECTION 5. RUN-AHEAD RULE OR MERCY RULE

1. The game ends and a winner is declared if, due to the maximum of 8 runs per inning, one team is ahead by 1 more run than the number of outs remaining for the opponent in a traditional 7 inning game (or the current inning if the 40-minute time limit has already been reached).

SECTION 6. TIME LIMIT RULE

1. Games are subject to a 50-minute time limit.
2. No inning can begin after the time limit expires. A new inning begins when the inning-ending out of the previous inning occurs.
3. If a playoff game is tied after the time limit expires, the next inning shall be the first extra inning.

RULE 5- PITCHING

SECTION 1. THE PITCHER

1. The pitcher is a member of the offensive team and has no defensive responsibilities.

SECTION 2. START OF PITCH

1. Before the release of the pitch, the pitcher must have one foot in contact with the pitcher's plate.
2. The pitcher must use a definite underhand motion in delivering the pitch.
3. The pitcher may release the ball in any manner using any type of motion.
4. After the pitcher starts the delivery motion, the umpire should not call time unless an unusual event occurs.

SECTION 3. LEGAL DELIVERY

1. After making any motion to pitch, the pitcher must immediately deliver the ball to the kicker.
2. The pitcher must perform the delivery in a continuous motion.
3. In delivering the pitch, the pitcher must not stop or reverse the pitching motion.
4. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhand motion.
5. The pitcher must keep the pivot foot in contact with the pitcher's plate until the pitched ball leaves the hand. The pitcher may take a step forward, backward or to the side, provided the pivot foot is touching the pitcher's plate and the step is simultaneous with the release of the ball.
6. The pitcher may not pitch the ball through the legs or behind the back.
7. If the pitcher violates any of these provisions, the umpire shall signal a dead ball and call out "illegal pitch." The kicker shall be charged with one pitch.
8. After receiving the ball, or after the umpire declares "Play ball," the pitcher must deliver the ball within 5 seconds.
 - a. If the pitch is not delivered within 5 seconds, the kicker is charged with one pitch.

SECTION 4. DEFENSIVE POSITIONING

1. When the pitcher delivers a pitch, all defensive players must be in fair territory, except the catcher, who must be in the catcher's box until the pitched ball is kicked or reaches the catcher's box. No more than one infielder may start in a position in front of the baseline between 1st and 2nd or 2nd and 3rd. This player must be positioned behind the pitcher's plate. No defensive players may cross their line until the ball is kicked.
 - a. The umpire shall signal a delayed dead-ball and call out "illegal defense." At the end of playing action, the offense may elect to take the result of the play, or:
 - i. if it is not the last kicker of the inning, the offensive team may elect to have kicker and all runners awarded one base.
 - ii. if it is the last kicker of the inning, the offensive team may elect to have that player repeat his/her turn at kick. A second illegal defense violation during this turn at kick shall result in the kicker and all runners being awarded four bases.
2. A defensive player shall not take a position in the kicker's line of vision or act in a manner to distract the kicker with deliberate unsportsmanlike intent. A pitch does not have to be released for a defensive player to be declared in violation of this rule.
 - a. After a warning, the offending player shall be ejected from the game.

SECTION 5. ILLEGAL PITCHES

1. When the umpire declares an illegal pitch and signals that the ball is dead the kicker is charged with one of his/her three pitches.

SECTION 6. WARM-UP PITCHES

1. Pitchers do not get warm-up pitches to begin an inning or when they enter the game in relief of another pitcher.

SECTION 7. NO PITCH

1. The umpire declares no pitch in the following circumstances:
 - a. A runner is called out for leaving a base before the pitched ball reaches home plate or is kicked by the kicker.
 - b. The pitcher delivers the ball before a runner returns to base after an umpire has declared a foul ball and the ball is dead.
 - c. The ball slips from the pitcher's hand during the backswing or delivery.
 - d. While the ball is live and in play, no player, manager, or coach may call time, use any word or phrase, or commit any act obviously intended to make the pitcher commit an illegal pitch. The umpire shall warn the offending team and restrict to the dugout or eject any member of the team that repeats this type of act.
 - e. If a pitch is declared a no pitch, the ball is dead and all subsequent action on that pitch is canceled.

RULE 6 KICKING

SECTION 1. KICKING ORDER

1. Teams may have any 8 of their players appear in the kicking order each inning.

SECTION 2. KICKING POSITION

1. The kicker must place both feet completely inside the lines of the kicker's box before the pitch. The kicker may leave the kicker's box to kick the ball but may not kick the ball while it is in front of the 3-foot kicking line.
2. The kicker must take the kicking position within 5 seconds after having been directed to do so by the umpire.
3. If the ball is kicked illegally, the ball is dead, and the kicker is charged with one pitch.

SECTION 3. NUMBER OF PITCHES

1. The kicker may take up to two pitches without penalty. Should the kicker take the third pitch, they will be called out.

SECTION 4. CHARGING THE KICKER WITH A PITCH

1. The umpire charges the kicker with a pitch:

- a. for a legally pitched ball that is not kicked by the kicker;
 - b. NOTE: If the kicker kicks at the pitch, but does not contact it, he/she is charged with a pitch.
2. if the kicker does not take his/her position in the kicker's box within 5 seconds after being directed to do so by the umpire;
 3. for an illegally pitched ball;
 4. when the pitcher does not pitch the ball within 5 seconds after the kicker has taken a position in the kicker's box;
 5. when the kicker kicks the pitch before it crosses the kicking line; or
 6. for each excessive warm-up pitch.

EFFECT, Section 4: A pitch is added to the kicker's count, the ball is dead and base runners return to their bases without liability to be put out.

7. Whenever kick ball is ruled foul.

SECTION 7. OUTS

1. The kicker is out in the following circumstances:
 - a. When a third pitch is charged to the kicker.
 - b. When a member of the offensive team interferes with a defensive player who is attempting to field a kicked ball.
 - c. When a fielder intentionally drops a fair ball or line drive that he/she could have caught with ordinary effort, at least one base is occupied, before the inning-ending kicker is at kick.
 - d. When the kicker's own kicked ball hits him/her outside the kicker's box in fair territory.
 - e. Whenever the spot in the line-up that is scheduled to kick is vacant due to the shorthanded rule.
 - f. Whenever a kicked ball is ruled foul on the kickers second pitch.
2. EFFECT, Section 7: The ball is dead, and runner(s) must return to the base occupied at the time of the pitch.

SECTION 8. LAST KICKER OF THE HALF INNING

1. When the 8th and final kicker of the half inning comes up to kick, he/she must declare that he/she is the last kicker. Once this is done, any out on the play is the inning ending out (Rule 1, Section 77).
2. EFFECT, Section 8: If the last kicker of the half inning kicks the ball without declaring that he/she is the last kicker, all runs scored on the play are canceled, and the half inning is over.

RULE 7- BASERUNNING

SECTION 1. ADVANCEMENT

1. A base runner can advance or return only by touching the bases in legal order, from 1st base, to 2nd base, to 3rd base, to home plate. A base runner advances to the next base by touching it before being put out. The player may hold a base until they legally touches the next base or until the kicker becomes a base runner and forces the player to leave the base.

SECTION 2. THE KICKER BECOMES A RUNNER

1. As soon as they legally kick a fair ball.
2. When the catcher obstructs a kicker's attempt to kick a legal pitch.
 - a. EFFECT: Delayed dead ball.
3. Any kicker other than the last kicker of a half-inning:
 - a. If the kicker kicks the ball, at the conclusion of playing action, the captain/manager of the offended team may take the result of the play or enforcing the obstruction by awarding the kicker-runner first base and awarding only those runners who are forced to advance one base.
 - b. If the kicker does not kick the ball due to the obstruction by the catcher, the kicker-runner is awarded first base and all runners who are forced to advance are awarded one base.
4. The last kicker of the half-inning:
 - a. If the kicker kicks the ball, at the conclusion of playing action, the captain/manager of the offended team may take the result of the play, enforce the obstruction by awarding the kicker-runner first base and awarding only those runners who are forced to advance one base, or have the runners return to the bases occupied at the time of the pitch and have the kicker repeat his/her turn at kick.
 - b. If the kicker does not kick the ball due to the obstruction by the catcher, the offensive team may elect to have the kicker-runner awarded first base and all runners who are forced to advance are awarded one base, or have the kicker repeat his/her turn at kick.
 - i. NOTE: For a second occurrence of catcher's obstruction during the last kicker of that half-inning's turn at kick, the kicker and all runners shall be awarded four bases.
5. When a fair kicked ball strikes the body, attached equipment or clothing of a runner or an umpire:
 - a. after touching a fielder.
 - b. after passing a fielder and no other fielder has an opportunity to make an out.
 - i. EFFECT: The ball remains live.
 - c. before passing a fielder and contacts a runner who is not on a base.
 - d. after passing a fielder and another fielder has the opportunity to make an out.
 - i. EFFECT: Interference, the ball is immediately dead. The affected runner is out. The kicker-runner is awarded first base and only runners who are forced to advance may advance one base. Runners not forced to advance must return to the base occupied at the time of the interference.

- e. touches a runner in contact with a base.
 - i. EFFECT: The runner is not out. The ball is live or dead depending on the location of the fielder relative to the base. If the ball is declared dead, the kicker-runner is awarded first base and only runners who are forced to advance may advance one base. Runners not forced to advance must return to the base occupied at the time of the interference.
- f. contacts an umpire prior to passing a fielder.
 - i. EFFECT: The ball is immediately dead. The kicker-runner is awarded first base and only runners who are forced to advance may advance one base. Runners not forced to advance must return to the base occupied at the time of the interference.

SECTION 3. KICKER-RUNNER CALLED OUT

1. The kicker-runner is called out in the following circumstances:
 - a. When the kicker-runner's own kicked ball hits him or her when the kicker-runner is in fair territory and out of the kicker's box.
 - b. Whenever a kicked ball touches or is touched by the pitcher prior to passing or touching any other fielder.
 - i. EFFECT, A-B: The ball is immediately dead. All runners must return to the base occupied at the time of the interference.
 - c. When a fielder catches a fly ball.
 - d. When, after the kicker kicks a fair ball, he or she is put out before reaching 1st base.
 - i. EFFECT, C-D: The ball remains live.
 - e. When the kicker-runner fails to advance to first base and enters the team area/dugout after a fair kicked ball or catcher's obstruction.
 - i. EFFECT: The ball remains live or dead depending upon the action that preceded the kicker's abandonment. If the kicker-runner's abandonment occurs during the last kicker of the inning's time at kick, no runs may score. If the ball is dead, no runners may advance.
 - f. When the kicker-runner, runs out of the 3-foot running lane and interferes with a fielder taking a throw or attempting to make a play.
 - g. When the kicker-runner interferes:
 - i. with a fielder attempting to field a kicked ball,
 - ii. with a fielder attempting to throw the ball,
 - iii. with a thrown ball while out of the kicker's box,
 - iv. by making contact with a fair kicked ball before reaching first base,
 - v. EFFECT, F-G: The ball is dead and all runners must return to the base occupied at the time of the interference.
 - vi. NOTE: If this interference is an attempt to prevent a double play, the runner closest to home shall also be called out.
 - h. When the kicker-runner interferes with a play at home plate in an attempt to prevent and out at home plate.

- i. EFFECT: The ball is dead, the kicker-runner and affected runner are out. All other runners must return to the base occupied at the time of the interference.
- i. When a spectator interferes with a fielder's opportunity to catch a fly ball.
 - i. EFFECT: The ball is dead and runners are awarded the bases the umpire determines they would have reached had no interference occurred.

SECTION 4. BASE RUNNERS CALLED OUT

1. A base runner is called out in the following circumstances:
 - a. When a base runner leaves the base before a pitched ball is contacted by the kicker or crosses home plate.
 - b. Effect: The ball is dead, and a no pitch is called.
 - c. When the base runner interferes with a thrown ball or interferes with a fielder who is attempting to field a kicked ball, catch a ball, or throw a ball.
 - d. When a fair kicked ball hits a base runner or a base runner intentionally interferes with a ball.
 - e. When a base runner intentionally kicks a ball that is in play.
 - f. When a coach intentionally interferes with a live ball.
 - g. When a base runner is attempting to score and the next kicker or another teammate interferes with the play.
 - h. EFFECT, B-G: These infractions are interference. The ball immediately becomes dead, and the runner who interfered is called out. If, in the opinion of the umpire, the defensive team could have obtained a double play, the runner who has advanced the farthest is also called out. All other runners return to the last legally occupied base at the time of the interference.
 - i. When a fielder touches a base runner with the ball when the base runner is not on a base and the ball is in play.
 - j. When a base runner is hit by a thrown ball below the shoulders while the base runner is not on base and the ball is in play.
 - k. EXCEPTION: If a base runner intentionally uses the head to block the ball or ducks, the base runner will be called out.
 - l. When a fielder tags or holds a ball on a base to which the base runner is forced to advance before the base runner reaches that base (force play).
 - m. When the base runner runs more than 3 feet outside the path between the bases to avoid being tagged.
 - n. When a base runner passes the base runner ahead of him/her before that runner is put out.
 - o. When a base runner does not return to a base after a suspension in play caused by a dead ball situation.
 - p. If a base runner leaves a base before a fielder touches a caught fly ball and a fielder holds the ball on the base and correctly appeals the play, or if a fielder tags a base runner before he/she returns to the base.

- q. If a base runner fails to touch a base and a fielder tags or holds the ball on the base before the base runner returns to the base.
- r. EFFECT, L-N: These plays are appeal plays. The defensive team must appeal the play before the base runner returns to the base.
- s. If the appeal play results in the inning-ending out, no succeeding runner can score.
- t. If the appeal play results in the inning-ending out on a force play, neither preceding base runners nor following base runners can score.
- u. If the appeal play is not the inning-ending out, all other base runners who advance or score are counted.
- v. If a base runner intentionally and forcefully makes contact with a defensive player who is clearly holding the ball.
- w. EFFECT: The base runner is called out. The ball becomes dead, the base runner is ejected, and other base runners return to the last bases that they occupied at the time of the collision.

SECTION 5. BASE RUNNERS ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT

- 1. A base runner is entitled to advance with liability to be put out in the following circumstances:
 - a. When a live ball is in play.
 - b. EFFECT: The umpire calls time when base runners stop advancing because the defensive team has the ball ahead of them. All play is complete. Base runners must return immediately to the last base that they had touched.
- 2. When a defensive player throws the ball past a teammate into fair or foul territory.
- 3. When a defensive player catches a fly ball.
- 4. When a thrown ball hits a player, coach, or umpire.
- 5. When a base runner fails to touch a base.

EFFECT: The ball remains live, and base runners remain in jeopardy.

SECTION 6. BASE RUNNERS ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT

- 1. A base runner is entitled to advance without liability to be put out in the following circumstances:
 - a. When a base runner is hit with a thrown ball above the shoulders, he/she will be able to freely advance to the next base.
 - b. When a fielder obstructs the base runner when the base runner is rounding the bases, unless the fielder is making the play on the ball. The obstructed runner is awarded at least one base beyond the base that he/she last legally touched before the obstruction occurred. The umpire also awards all bases that the base runner would have attained had the obstruction not occurred.

SECTION 7. BASE RUNNERS FORFEIT EXEMPTION FROM LIABILITY TO BE PUT OUT

1. A base runner forfeits his/her exemption from liability to be put out in the following circumstances:
 - a. When a base runner does not touch the bases in the correct order.
 - b. When the momentum of a kicker-runner carries him/her past 1st base and the kicker-runner attempts to go toward 2nd base without returning to 1st base. To avoid the risk of being put out, the runner must not make a move toward 2nd base.
 - c. When a base runner advances beyond the base he/she would have been awarded by the umpire.

SECTION 8. BASE RUNNERS RETURN TO THEIR BASES

1. Base runners must return to their bases in the following circumstances:
 - a. When a foul ball is not legally caught.
 - b. When an illegally kicked ball is kicked.
 - c. When a player on the team at kick is called out for interference.
 - d. When an umpire calls time-out.
 - i. EFFECT, Section 8: The ball is dead.

SECTION 9. BASE STEALING NOT PERMITTED

1. No base runner may steal a base.
2. A base runner must stay in contact with a base until the ball reaches the plate or the kicker kicks the ball.
3. EFFECT, Section 9: No pitch is called, the ball is dead and the runner is out.

SECTION 10. BASE RUNNERS ARE NOT OUT

1. Base runners are not out in the following circumstances:
 - a. When a kicker-runner overruns or over slides 1st base and returns immediately to that base.
 - b. When a base runner is required to return to a base but has insufficient time to do so.
 - c. When a fielder who does not have complete control of the ball and has not thrown the ball at the base runner, tags a runner.
 - d. When a base runner, to avoid interfering with a fielder who is fielding a kicked ball, runs outside the base path and in front or behind the fielder.
 - e. When a base runner stays on base on a fly ball.
 - f. When a ball that has passed a fielder hits a base runner.
 - g. When a base runner slides into a base and dislodges it. If the base is dislodged several feet from its correct position, other base runners should go to the original position of the base.
 - h. When a kicked ball hits a base runner who is touching a base, the runner is safe unless the umpire judges that the runner intentionally placed him/herself in the path of the ball. In that case, the runner is called out.

SECTION 11. COURTESY RUNNERS

1. A courtesy runner may run for a player who is injured during the play and is unable to run the bases safely.
2. When no eligible substitutes are available, the courtesy runner must be the most recent player who has been put out.
3. The umpire must be notified before a courtesy runner replaces a teammate. This replacement can occur only during a dead ball and before the 1st pitch to the next kicker.
4. Any player may serve as a courtesy runner who begins an extra inning on second base.

RULE 8- BALL IN PLAY & DEAD BALL

SECTION 1. BALL IN PLAY

1. The ball is in play in the following circumstances
 - a. When the umpire calls, "Play ball"
 - b. When the pitcher has the ball on the pitcher's plate.
 - c. When the kicker legally kicks a ball in fair territory
 - d. When a defensive player throws a ball beyond a teammate in fair or foul territory.
 - e. When a thrown ball hits an umpire or coach.
 - f. When a thrown ball hits the kicker-runner or a base runner.
 - g. When a fair kicked ball hits a base runner in fair territory after passing or touching a fielder.
 - h. When a fielder does not make a play on an obstructed runner.
 - i. When base runners have reached the bases that they are entitled to because a fielder illegally touched or fielded a kicked or thrown ball.
 - j. When the umpire calls a base runner out for passing a preceding runner.
 - k. When a base runner must return to a base in reverse order while the ball is in play.
 - l. When a base runner gains the right to a base by touching it before being put out.
 - m. When a base runner runs out of the baseline to avoid being tagged by a fielder.
 - n. When a base runner is forced or tagged out by a fielder.
 - o. When a base runner is called out for failing to return to a base when play resumes after a suspension of play.
 - p. When a base is dislodged while base runners are advancing.
 - q. When a base runner is hit by a thrown ball above the shoulders

SECTION 2. DEAD BALL, NOT IN PLAY

1. The ball is dead and not in play in the following circumstances:
 - a. When the umpire calls, "Time."
 - b. When a pitched ball crosses the plate, and the kicker does not kick it.
 - c. When the umpire declares, "No pitch."
 - d. When the kicker kicks the ball illegally.
 - e. When the kicker's own kicked ball hits him/her while the kicker is outside the kicker's box in fair territory.
 - f. When the umpire calls a base runner out for leaving the base before the kicker kicks the ball.

- g. When a fair kicked ball hits a third party such as a photographer.
- h. When a fielder is making a play on an obstructed base runner or the kicker-runner.
- i. When the offensive team causes interference.
- j. When the umpire declares that a fielder intentionally dropped a kicked ball, with any player other than the last kicker of the inning up to kick.
- k. When the umpire declares a blocked ball.
- l. When a coach intentionally interferes with a kicked ball or a ball in play.
- m. When a spectator interferes with a kicked ball or a ball in play.

RULE 9 – PROTESTS

SECTION 1. TYPES OF PROTESTS

- 1. Protests are of two types:
 - a. Misinterpretation of a rule. The protest must be made before the next legal or illegal pitch, before all fielders leave fair territory, or, on the last play of the game, before the umpires leave the playing field.
 - b. Illegal player or players. The protest must be made while the players are still in the game and before the umpires leave the playing field.

SECTION 2. PROTESTS AND JUDGMENT

- 1. Protests based on decisions involving the accuracy of an umpire's judgment will not be considered. Some examples of situations that cannot be protested include the following:
 - a. Fair or foul balls
 - b. A base runner declared out or safe
 - c. A base runner or fielder touching or not touching a base
 - d. Legal or illegal pitches
 - e. Any decision based on an umpire's judgment

SECTION 3. PROTEST PROCEDURES

- 1. The team captain must initiate the protest.
- 2. The team captain must immediately notify the umpire that his or her team is playing the game under protest. The umpire notifies the scorekeeper, the team captain of the opposing team, and the field supervisor of the intent to protest. The scorekeeper or supervisor must accurately record in writing the details about the protest. The umpire meets with the other umpires, the scorekeeper, and the supervisor to determine what action plan to take.

RULE 10- DEFINITIONS

APPEAL PLAYRULE

1. A play on which an umpire cannot make a ruling until the ruling is requested by a manager, coach, or player. This appeal for a ruling must be made before any of the following has occurred:
 - a. The pitcher delivers a legal or illegal pitch.
 - b. All infielders have left fair territory.
 - c. The umpires have left the field of play.

BASE

1. Any one of the four corners of the infield, marked by a bag or plate, all four of which a runner must touch to score a run. The term is often used to describe the bags marking the designated spots on the field.

BASE LINE

1. The area 3 feet to either side of a direct line between two bases

BASE PATH

1. A line directly between a base and the runner's position at the time a defensive player is attempting to tag that runner.

BASE RUNNER

1. A player who has finished his or her turn at kick, has reached first base, and has not yet been put out.

KICKED BALL

1. Any pitch that is hit by the kicker's foot or that hits the kicker's foot, whether or not the kicker intended to kick the ball. A kicked ball may land in either fair territory or foul territory.

KICKER

1. A player from the offensive team who takes a position in the kicker's box.

KICKER-RUNNER

1. A player who has finished his or her turn at kick but has not yet touched first base or been put out.

KICKER'S BOX, KICKING LINE, BUNT LINE

1. The kicker's box is the area, designated by lines, to which the kicker is restricted while in position to kick. The kicker must have both feet entirely within the lines of the box before the pitch. (The lines are considered to be within the box.) If the boxes are not marked, the kicker's box is determined by the umpire's discretion.

2. The kicking line is the line that the pitched ball must reach in order to be legally kicked by the kicker. It is located 3 feet from the back point of home plate
3. The bunt line is the line that a kicked ball must cross in order for the kick to be ruled fair. It is located 30 feet from the back point of home plate.

KICKING ORDER

1. A list of the order in which team members must come to kick. The kicking order may change each inning and may not contain more than eight or fewer than six players.

BLOCKED BALL

1. A kicked, pitched or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches loose equipment or any object that is not part of the official equipment or official playing area.

CATCH

1. When a fielder, with one hand or both hands, legally catches a ball that has been kicked, pitched, or thrown. To establish a legal catch, the fielder must hold the ball long enough to gain complete control of it and, in subsequently releasing it, must do so voluntarily and intentionally. If the fielder simply holds the ball in the arm or arms, or if part of the fielder's body, clothing, or equipment prevents the ball from dropping to the ground, the catch is not complete. To be a legal catch, the ball must be in the grasp of the fielder's hand or hands. A fielder has not made a legal catch if:
 - a. he or she drops the ball while attempting to gain control of it;
 - b. he or she drops the ball upon colliding with another player, an umpire, or a fence;
 - c. he or she drops the ball when falling to the ground; or
 - d. he or she catches the ball with anything other than a physical body part. i.e., Shirt or hat.
 - e. Also note that if a ball in flight strikes anything other than a defensive player, it is ruled the same as if it had struck the ground.

CATCHER'S BOX

1. The area to which the catcher is restricted while catching. The catcher must remain in the box until the pitched ball is kicked or reaches the catcher's box.

COURTESY RUNNER

1. Any player who runs for another player without being charged as a substitute.

DEAD AND DELAYED DEAD BALL

1. Dead Ball – A ball that is not in play.
2. Delayed Dead Ball – An acknowledgement by an umpire that an infraction has occurred that will not be ruled upon until the end of playing action at which point the umpire shall call time

DEFENSIVE TEAM

1. The team in the field.

DISQUALIFIED PLAYER

1. A player removed from the game for a rule violation. If any disqualified player is discovered participating in the game, his or her team forfeits the game.

DOUBLE PLAY

1. A play that occurs when, as the result of continuous action, the defense legally puts out two offensive players.

DUGOUT/TEAM AREA

1. An area designated for players and team representatives.

EJECTED PARTICIPANT

1. A player or coach who is removed from the game by the umpire for an unsportsmanlike act or unsportsmanlike conduct. An ejected player or coach must leave the grounds for the remainder of the game. If an ejected player or coach participates in the game, a forfeit results.

FAIR BALL

1. A ball kicked by the kicker that:
 - a. comes to rest in fair territory between home plate and first base or between home plate and third base beyond the 30 foot bunt line;
 - b. when bouncing toward the outfield is in or over fair territory, including any part of first or third base, or touches first, second, or third base (first base refers to only the white portion of the double base);
 - c. first touches the ground in fair territory beyond first or third base;
 - d. touches an umpire or player who is in fair territory;
 - e. while on or over fair territory, touches the person, attached equipment, or clothing of a player or umpire.
2. In judging whether a fly ball is fair or foul, the umpire shall consider only the relative position of the ball and the foul line, not the position of the fielder when he or she touches the ball.

FAIR TERRITORY

1. The part of the playing field between and including the first-base and third-base lines from the 30 foot bunt line to the base of the outfield fence and the fence itself.

FAKE TAG

1. Motion of making a tag without the ball. A player who does this is guilty of obstruction and may be ejected.

FLY BALL

1. Any kicked ball kicked into the air.

FORCE-OUT

1. When a runner loses the right to the base that he or she is occupying because the kicker has become a kicker-runner and the kicker-runner or a succeeding runner has not been put out. If after touching the next base, the forced runner retreats for any reason toward the base that he or she last occupied, the force play can occur again, and the defense may put the runner out by tagging the runner or the base to which the runner is forced.

FOUL BALL

1. A ball kicked by the kicker that:
 - a. comes to rest or is touched in or over foul territory between home plate and first base or between home plate and third base, including behind the bunt line;
 - b. bounces or rolls past first base or third base in or over foul territory;
 - c. while over foul territory, touches a player or umpire, including clothing or attached or detached equipment, or any object not part of the natural ground;
 - d. while over foul territory, is played on by a defensive player whose attempt is interfered with by a runner;
 - e. first hits the ground in foul territory or a fielder first touches the ball over foul territory beyond first or third base (but a caught fly ball is not a foul ball);
 - f. touches the kicker a second time while the kicker is within the kicker's box; or
 - g. goes directly from the foot and not higher than the kicker's head to any part of the catcher's body and is caught by another fielder.

FOUL TIP

1. A kicked ball that travels directly from the foot to the catcher's hands and not higher than the kicker's head, and is legally caught by the catcher. A foul tip counts as an out. A foul tip is a dead ball.

HOME TEAM

1. The home team kicks in the last half of each inning.

ILLEGALLY KICKED BALL

1. A ball that the kicker kicks fair or foul and for which any of the following conditions are present:
 - a. The kicker contacts the ball in front of the 3-foot kicking line.

INELIGIBLE PLAYER

1. A player who does not meet the requirements of the rules. If the proper protest is made, the use of an ineligible player results in a forfeit. The umpire is not responsible for determining eligibility.

INFIELD

1. The part of the field that is normally fielded by infielders. The infield usually refers to the part of the playing field in fair territory.

INFIELD FLY

1. The infield fly rule is not in effect during kickball games.

INFIELDER

1. A defensive player who occupies a position in the infield. The pitcher is not an infielder.

INNING

1. That portion of a game within which the teams alternate on offense and defense and in which there are eight times at kick for each team. A new inning begins immediately after the inning-ending out is recorded in the bottom half of the previous inning.

INTERFERENCE

1. An act by players or others that interferes with a fielder's opportunity to make a play on a kicked or thrown ball. Contact is not necessary.

LEGAL TAG

1. Can occur in three ways:
 - a. A fielder makes a legal tag by tagging with the ball a runner or kicker-runner who is not touching a base. The fielder must be holding the ball securely in the hand or hands. The ball is not considered securely held if the fielder juggles or drops the ball after tagging the runner, unless the runner deliberately knocks the ball from the fielder's hands or glove.
 - b. A fielder makes a legal tag of a base by having control of the ball in the hand or hands and by touching the base with any part of the body. This tag applies in a force-out or appeal situation.
 - c. A fielder makes a legal tag by throwing the ball at a runner or kicker-runner who is not touching a base and having the ball hit the runner below the shoulders without first bouncing on the ground. The runner is also out if he/she ducks and this is the cause for him/her being hit above the shoulders.

LINE-UP

1. The line-up consists of all players of the offensive team who will kick in that half-inning.

LIVE BALL

1. Occurs when the umpire signals "Play ball." The ball remains live until it becomes dead for any reason described in these rules.

OBSTRUCTION

1. Occurs in either of the following situations:
2. A defensive player or team member hinders or prevents a kicker from striking at or kicking a pitched ball.
3. A fielder who is not in possession of the ball, in the act of fielding a kicked ball, or about to receive a thrown ball impedes the progress of a runner or kicker-runner who is legally running the bases.

OFFENSIVE TEAM

1. The team at kick.

OUTFIELD

1. The part of the playing field beyond the lines of the infield and extending to the extreme edge of the playing field. The outfield usually refers to the part of the playing field in fair territory.

OUTFIELDER

1. A defensive player who occupies a position in the outfield.

OVERSLIDE

1. Occurs when a runner or kicker-runner slides beyond a base that he or she is trying to reach. The momentum of the runner usually causes him or her to lose contact with the base and thus be at risk of being tagged out. The kicker- runner may over slide first base without risk of being tagged out if he or she makes no attempt to advance to second base.

OVERTHROW

1. Occurs when a fielder throws the ball into foul territory beyond the boundaries of the playing field in an attempt to retire a runner who has not yet reached base or who is off base.

PITCH

1. Any delivery of the ball by the pitcher to the kicker.

PIVOT FOOT

1. The foot that the pitcher places on the pitcher's plate. The pitcher must keep that foot in contact with the pitcher's plate until he or she releases the ball. The pitcher may step into contact with the pitcher's plate.

PLAY

1. An attempt by a defensive player to retire an offensive player. A pitch is not considered a play except as it relates to an appeal.

“PLAY BALL”

1. Call that the plate umpire uses to start play. The umpire makes the call when all defensive players except the catcher are in fair territory, the catcher is in the catcher’s box, and all runners are properly on base.

SACRIFICE FLY

1. Occurs when, before the eighth offense player comes up to kick, a runner scores after tagging up on a fly ball or line drive that a fielder catches. If the fielder drops a fly ball or line drive in the same situation, the scorekeeper may score the play as a sacrifice fly if in his or her judgment, the runner could have scored had the fielder caught the ball.

“TIME”

1. Call by the umpire that indicates a legal interruption of play. The ball becomes dead and remains dead until it is legally put back in play.

TRAPPED BALL

1. A kicked fly ball or line drive that touches the ground or fence before a fielder catches it, or a ball that is thrown to a base to make a force-out and that a defensive player catches with the glove over the ball on the ground rather than under the ball.

TRIPLE PLAY

1. Occurs when the defensive team legally puts out three offensive players in a continuous action.

TURN AT KICK

1. Begins when a kicker enters the kicker’s box and continues until the defensive team puts out the kicker, the kicker becomes a kicker-runner, or a substitute takes the kicker’s place due to injury. NOTE: If a ruling calls for a kicker to repeat his/her turn at kick, he/she shall receive up to three new pitches.

VISITING TEAM

1. The team that kicks in the first half of an inning.

QUADRUPLE PLAY

1. Occurs when the defensive team legally puts out four offensive players in a continuous action.

INNING-ENDING OUT

1. Occurs when any out is recorded following the eighth offensive player's time at kick.
NOTE: If a team is shorthanded, the inning-ending out occurs when the vacant spot in the kicking order is due up.

UNSPORTSMANLIKE CONDUCT

1. Players, coaches, or others on the bench may receive a warning, be restricted to the dugout, or be ejected for any of the following (a warning is not required before restriction to the dugout or ejection):
 - a. Taunting or using abusive or profane language.
 - b. Being outside the dugout or bench area unless the person is a kicker, base runner, is in a coach's box, or is playing a defensive position.
 - c. Conducting themselves in an unsportsmanlike way or engaging in flagrant misconduct.
 - d. Arguing a judgment call (including arguing balls and strikes).