Boston College Intramural Sports

**KICKBALL RULES**

**Eligibility:** All members of the Boston College community are eligible to play with the exceptions listed on the Code of Conduct. Please check this form prior to placing players on the team roster.

**Check-In:** The team captain prior to the start of the game must give all BC IDs to the officials or on site Monitor. Players arriving late are eligible to enter the game and must present their ID to an official for attendance and eligibility purposes. It is the responsibility of the team to ensure that they have been checked off for attending.

**Facility:** Brighton Campus

**League Format:** Will be a single elimination tournament played over 2 – 3 days, typically weekends. Seeding will be done randomly. It is typical for a team to play multiple games in 1 day (if they advance).

**Roster Management:** Rosters will be limited to 10 spots. This includes any coaches that a team may have. Only 10 shirts and mugs are available for the eventual champions.

**Minimum Player:** Games will consist of eight (8) vs eight (8) fielded players. Teams must have a minimum of seven (7) players to start a game – 3 of which must be female. If for any reason the number drops below this, the team will be forced to forfeit. Teams can not use an opponent’s player as a catcher.

**Game Time:** Game time is forfeit time. If a team is not checked in, has the minimum amount of players present, and ready to play by game time, a forfeit will be declared by the official. **Exception:** A team may waive the right to win by forfeit and wait for the opposing team. The clock will start at the scheduled game time regardless of any situation. If after 10 minutes the team still does not have the minimum amount of players, the present team must accept the forfeit win. If a team waives the right to win by forfeit and the game begins, that team cannot rescind their decision and take the forfeit.

**Meetings:** Officials will hold a pre-game meeting with the two team captains. This meeting will discuss rules of emphasis and game management items. Captains may voice their concerns/protests at the meeting. The ground rules will be declared to the captains by the umpire prior to the start of each game. All foul/fair calls where no line exists will be left up to the discretion of the umpire. A coin toss will determine choice of home/away team. Officials will hold a post-game meeting with the two team captains to review the contest.

**Team Benches/Sidelines:** Teams will be responsible for everyone that is on the bench/sideline. We discourage having non-roster personnel on the bench/sideline. All non-roster personnel located around the team bench/sideline will be seen as part of the team and will be subject to the rules. To prevent any confusion, we encourage teams to allow only those on the roster around the team bench.

**Clock Management:** A game will consist of six (6) innings or the standing score at the end of 40 minutes, whichever comes first. No new innings will be started after the 30-minute mark. However, any inning that has been started may be finished. Tied games will go into extra innings if time allows (if time does not allow, regular season games will end in a tie). **Mercy Rule:** If at the end of 4 complete innings either team has a lead of 15 runs or more, that team will be declared the winner. If the home team leads by 15 runs or more in the 4th inning, they shall be declared the winner and there is no need to kick. If at any point after 4 innings the lead increase to 15 runs or more, AND the losing team has had an equal amount of at bats, game shall be called.

The 40-minute and mercy rule will be waived in the finals of the tournament.
If for some reason play has to stop due to technical difficulties and there is no time to replay, the final score goes back to the score at the end of the last full inning.

**Uniform:** No metal cleats allowed. No individual will be allowed to participate in street clothes. This includes jeans, or other “non-gym” clothing. Players will not be permitted to wear jewelry or anything deemed dangerous to other players. Closed-toe foot wear must be worn at all times.

**Game Rules**

**Fielding:**
- No more than six (6) players shall be positioned in the infield area prior to a pitch being kicked – this includes the catcher and fielding pitcher.
- Two (2) players must begin in the outfield prior to a pitch being kicked.
- At least 3 female players must be on the field at all times.
- Each team must provide a catcher.
- All fielders (including fielding pitcher) must be positioned behind the pitching rubber until the ball is kicked.
- Only 1 other fielder (besides the fielding pitcher) may position themselves within the infield diamond (inside the 1st/2nd/3rd base diamond) until the ball is kicked.

**Making an Out:**
- Kicker is out in situations similar to softball (fly-out, force-out, etc).
- A runner is also out when they are hit below the shoulders by a thrown ball.
- Any runner hit above the shoulders (neck, head) is safe. Play continues but the runner who was hit above the shoulders is not liable to be put out until after they touch the next base.
- Any intentional and unsportsmanlike throw to runner’s head will result in ejection and all runners awarded home.
- Runner may not intentionally use their head to block the ball or duck to get hit in the head.
  Runner will be called out, ball is dead, and all runners return to the base they last touched.

**Kicking:**
- All players (maximum of 8) will kick each inning. Therefore, up to 8 outs may be recorded during a team’s offensive half inning.
- Teams with 10 players must sit out 2 kickers each inning. At least 3 female players must kick each inning.
- The kicking order may change each inning.
- The offensive team must notify the defensive team when the last kicker is preparing to kick. If not, that kicker will be ruled out and the inning will end with all runs scored on the play nullified.
- When the last kicker of an inning kicks, play reverts to regular ‘2-out softball play’. Inning will end when the next out is recorded.
- The kicker must contact the ball behind the kicking line or be ruled out. Runners return to their previous base.
- Kickers must remain in the batters box and may only move within the box prior to kicking the ball.
- Any foul ball is considered an out.

**Base running:**
- There is no infield fly rule.
- There is no leading of bases, steals, or bunting. A base-runner may leave the base when the ball is hit.
- Any thrown ball thrown out-of-play will result in a dead ball and all runners receive 1 extra base (in addition to the base they were running to).
- Any ball that is hit into an inaccessible area (football equipment) the fielders can either attempt to play the ball in which case play is live, or can raise their arms to signal a dead ball. A raised arm situation would result in a 2 base hit.
- At times rubber portable bases will be used. In this case, umpires will use the ‘area’ rule. If a fielder has his/her foot in the area of the base, he/she will get the benefit of the play. This does not hold true for home plate.

Pitching:
- No WALKS.
- Teams will pitch to their own kickers.
- Pitchers of the kicking team will not be responsible for playing defense.
- If the pitcher touches the ball coming off of the foot of the kicker, the kicker will be called out.
- If in the umpire’s discretion, the pitcher interferes with the defense, the umpire may call out a runner or kicker as appropriate.
- Pitch shall be underhand at a slow to moderate speed. Small bounces are permitted but the ball must remain on the ground the majority of the time to home plate.
- Each kicker will receive a maximum of 3 pitches. If the kicker allows the pitches to pass without kicking, the kicker will be out.

Line up: Do NOT need to alternate male/female.

Home Plate: All plays to home will be force outs. Once a runner ‘commits’ to home at the umpires discretion (roughly the half way point between third base and home), a force out can be called at home. The catcher does not need to tag the runner, simply making contact with home plate with possession of the ball is sufficient for an out.