

Tarleton State University Campus Recreation

Kickball Rules

The Game

1. The current Amateur Softball Association Rules will govern play except where modified herein.
2. Teams must meet with the umpire before the game to cover ground rules and determine home team.
3. Games will be played under a "Drop Dead Time Limit" of 45 Minutes and then finish inning. Tie games at the end of regulation will go into extra innings until a winner is declared. Runners will start on first and second base with a kicker on the mound with full count and the team will have 2 outs.
4. If a team has a 20 run advantage after two innings, or 15 run advantage after three innings the game will end.
5. Two completed innings will be considered a completed game if it is interrupted by rain or any other cause. If the game is stopped before two completed innings, the game will be replayed.
6. Each kicker will have a 1 and 1 count to start. If the kicker kicks 3 foul balls, the kicker will be ruled out.
7. **If the kicker intentionally bunts and the fielder touches the ball before it crosses the arc, it will be ruled a foul ball.**
8. **Substitutions: substitutions must be made at the top of the inning. A player may not sub out until they have kicked AND fielded.**

Players

1. The game shall be played between two teams of no more than 16 players each. Ten players will play in the field with an option of an "Extra Kicker." The EK may be placed anywhere in the line-up; however, he/she will not play the field. **The umpire must be notified of the use of the EK before the game begins. Once the team starts with an EK, the game must be completed with an EK.**
2. A team must have nine players present and ready to play by scheduled game time and must continue to have nine players during the game or a forfeit shall be declared. Teams with less than nine players (Ten when an EK is used) will be charged with an out when the missing players reach their kicking position in the line-up. Players arriving late may be added to the line-up at anytime.
3. **The captain or team manager is the only person who may speak for the team in all dealings with the umpire.**

Equipment

1. All players must wear athletic shoes and/or cleats without metal spikes. Spikes that cut or may be chipped to develop a cutting edge are prohibited.
2. All teams must use the kickball provided by the Campus Recreation Department.

Pitching Regulations

1. The pitcher will be allowed up to three warm-up pitches between innings.

Fielding Regulations

1. Ten players will be allowed to play defensively in the field, one of which must be at the catcher position and the other of the opposite sex at the pitcher position.
2. Fielders may put the runners out if they successfully throw and hit the runner **in flight** below the shoulders while they are advancing from base to base.
3. If a runner is hit directly in the head **intentionally** with a throw from a fielder while trying to advance to the next base, the ball becomes dead and all base runners will be awarded two bases from the time of the throw.

Co-Rec. Regulations

1. The game shall be played between two teams of no more than 11 players each placed in alternating positions on the official score sheet. Ten players will play in the field with an option of "Extra Kickers". The EKs may be placed anywhere in the line-up; however, they will not play the field. The umpire must be notified of the use of the EKs before the game begins. Once the team starts with the EKs, the game must be completed with the EKs.
2. A team must have nine players present and ready to play by scheduled game time and must continue to have nine players during the game or a forfeit shall be declared. Teams with less than nine players (10 when EKs are used) will be charged with an out when the missing players reach their batting position in the line-up. Players arriving late may be added to the line-up at anytime.
3. Males and females may play any position while in the field.

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