

# Kickball Rules

*Revised February 2023*



*Department of*  
**CAMPUS RECREATION**  
*Division of Student Affairs*



## 1. Players and Equipment

- 1.1. Each team will consist of nine players. Teams must have a minimum of eight players present at game time to begin. CoRec teams may not have a gender difference larger than 2 at any time during the game.
- 1.2. Kickballs will be provided by Sport Programs staff. Teams may not use their own kickballs.
- 1.3. Players may not wear baseball-style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.4. No jewelry or any other item deemed dangerous by Sport Programs staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.

## 2. Game Factors and Timing

- 2.1. Each game will be either six innings or 45 minutes, whichever comes first. No new inning will begin once the 45-minute time limit has expired; however, an inning that has started prior to the 45-minute time limit will be completed.
- 2.2. Teams will conduct their own coin toss, rock/scissors/paper, etc. prior to the game beginning. The winning team will have the option to be the away team (kick first) or home team (field first).
- 2.3. Mercy Rule: If a team is ahead by 15 runs after three innings or 10 runs after four innings – the game will end via mercy rule.
- 2.4. During regular season games, if the score remains tied at the end of six innings or 45 minutes, the game will be considered a tie. During playoff games, if the score remains tied at the end of six innings or 45 minutes, teams will play extra innings until a winner is determined. All rules will remain the same for extra innings.

## 3. Pitching and Fielding

- 3.1. The pitcher will roll to ball to the batters from the opposing team. Each pitch may not bounce higher than one foot off the ground (unless the kicker chooses to kick it).
- 3.2. Fielding teams must have a catcher positioned behind the plate, without threat of interfering with the kicker, during each pitch.
- 3.3. An out may be achieved by tagging a base (via force out) or by hitting a runner with the ball below the head/shoulders. Hitting a runner above the shoulders will not result in an out. Intentionally hitting or attempting to hit a runner above the shoulders will result in an ejection and/or team disqualification.
- 3.4. A total of three outs will complete the kicking team's half of the inning.



#### 4. Kicking and Running

- 4.1. All kicks must be made from behind home plate. No part of the foot may be planted in front of the kicking box at the time of the kick.
- 4.2. The kicker will walk when issued three balls or strike out when issued two strikes. If a batter kicks a foul ball with two strikes, they will be issued one courtesy foul ball. An additional foul ball paired with two strikes will result in a strikeout.
- 4.3. A ball is issued when a pitch is unable to be kicked by the kicker.
- 4.4. A runner may not run more than three feet outside of the base line, may not obstruct or make contact with a defensive player, may not intentionally run into a defensive player, and may not lead off or leave a base before the ball is kicked. Each of these will result in the runner being declared out.
- 4.5. All ties will go to the runner. Runners traveling from home plate may overrun first base and may only be tagged out if actively attempting to advance to second base.
- 4.6. Each team must use a consistent batting order than alternates all nine players. Batting out of turn will result in an out.

