

KICKBALL Rules & Regulations

The University of Akron Student Recreation & Wellness Services Intramural Sports

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game as well as the Site Supervisor.

GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- All games will be played in the 2-court gymnasium of the Student Recreation & Wellness Center.
- Following three (3) weeks of regular season play, teams will advance to a single elimination playoff bracket, provided their sportsmanship rating maintains a minimum average of 9.
- Each team will consist of six (6) players; a minimum of five (5) is required to avoid a forfeit.
 - Teams may be comprised of any combination of males/females.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

EQUIPMENT:

- Intramural Sports will provide all required equipment.
- Non-marking athletic shoes must be worn. No sandals, boots or non-athletic shoes will be allowed.
- Players may wear a headband made of soft pliable material. No other headwear will be allowed.
- **All jewelry must be removed, and can NOT be taped over.**
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

GAME FORMAT:

- All games will be seven (7) innings in length or 40 minutes, whichever comes first.
 - If an inning is **in progress** after 40 minutes, and the home team is losing, the inning must be completed.
- No new innings will begin after the 40 minutes have expired.
- There will be three (3) outs per team per inning.
- **MERCY RULE:** All games must play at least four (4) innings, provided the fourth inning is started before the time limit. The game will be over if after the inning one team is ahead by:
 - 20 runs after four (4) innings.
 - 15 runs after five (5) innings.
 - 10 runs after six (6) innings.

THE GAME:

- Teams will provide their own pitcher to pitch to his/her own team.

- **Each batter will receive three (3) pitches total.** After the third pitch, the batter will be automatically out if unable to successfully put the ball in fair territory.
- The batter must wait for the ball to cross the three (3) foot line before attempting to kick.
- The batter must kick the ball past the 21-foot line. If the ball does not cross the line and is not deemed a bunt, it will be a foul ball. If a defensive player touches the ball before it wholly crosses the 21-foot line, it will be deemed a balk.
 - A balk is an illegal action that will allow the offensive team one of the following two results:
 1. If there isn't a runner on a base, the kicker will receive an additional pitch, or
 2. If there is a runner on a base, they will move ahead one base.
- If a player is the next player at-bat and he/she is on base, the team may use a pinch runner.
- The pitcher may not intentionally touch the kicked ball or interfere in the fielding team's play of the ball. The fielding team may position someone directly behind the pitcher, if they choose, who can play defense.
- Any kicked ball contacting an overhead obstruction (i.e.: basketball hoop) in fair play is considered a dead ball, and counts as a pitch and strike.
- If a fly ball is caught in the air (without hitting any type of obstruction) the batter is automatically out. A catch cannot be made off a wall or ceiling.
- Any thrown ball contacting an overhead obstruction will award one (1) base to the runner.
- In order to throw a runner out, the ball must be thrown to the base, OR contact the runner **below the shoulders with the ball.**
 - If the runner ducks to avoid being hit and is consequently hit in the head, the runner is out.
- When making an out at 1st base, the defender must touch the inside base, or the runner will be called safe.
- **No bunting allowed;** automatic out.
- **Runners may not lead off the base.** Any runner leading off before the ball crosses home plate will be called out.
- There will be **no stealing of bases** allowed.
- **No sliding** by runners to reach a base will be allowed.
- Home runs will be administered with the "plus one" rule.
 - Each team is permitted ten (10) "out of the park" home runs per game.
 - When Team A hits its 10th home run, each additional home run will count as an out UNTIL Team B also reaches their 10th home run.
 - Once both teams have reached ten (10) home runs, each will be given one (1) additional home run.
 - The "plus one" rule will continue, with one (1) additional home run each, as teams progressively equal their number of home runs.
- A ball that either bounces over the fence or breaks the barrier of the fence on the ground will be declared a ground rule double.
 - A hit ball that bounces directly off a fielder and over the fence will be ruled a home run but not count against a team's home run count total.
- If a player catches a ball out of play (i.e. beyond the home run wall) then it is as if the ball was not caught (i.e. would count as a home run and count against the home run total).
 - If a player's momentum carries him out of play while catching a ball then the play is deemed in play and the game continues, which may end in an out.
- Teams will be able to score a maximum of ten (10) runs per inning.

AWARDS:

- The winning team will receive Intramural Sports Champion T-shirts.

Updated 8/15/18