

# 10v10 Kickball

## GENERAL INFORMATION

- Games will begin on September 6th, 2020.
- All games will be played on the [turf field](#).
- Facial coverings are required while at the site, as well as during the game.
- Blue and orange leagues will be offered for CoRec. Blue leagues are considered competitive leagues and are recommended for more experienced athletes. Orange leagues are considered recreational leagues and are designed for participants who want to try a new sport or continue playing for fun!

## ELIGIBILITY

All participants must have an active REC membership and show their Boise State Identification Card prior to each contest. Eligibility status is the responsibility of each individual participant and the Team Captain.

## TEAMS

1. The game shall be played by two teams of ten players. A minimum of six players is necessary to begin play. A team consists of five self-identified males and five self-identified females. Minimum to play is three males and three females.
2. Game time is forfeit time. A 5-minute grace period from the scheduled starting time will be allowed before a forfeit is declared if the team short of the minimum player requirement has a player present at the scheduled game time.
3. Rule interpretations (not judgment calls) are the only areas of discussion between a Team Captain and staff.

## THE GAME

1. Each game will be six innings in length or have a 40-minute time limit, beginning at the first pitch. The plate umpire will determine the official time. No new inning will start after 35 minutes of play.
  - a. Regular season: Games will end after 40 minutes of play and revert to the previous completed inning if the current inning does not end before the time limit.
  - b. Playoff games will complete the inning, though if still tied, will revert to extra inning rules outlined below.
  - c. There is no time limit for the championship game.
2. Three outs by a team completes the team's half of the inning.
3. A coin flip or rock, paper, scissors will determine the visiting and home teams.



4. If a game is called because of rain or an unplayable situation, three innings will constitute a legal game. During play, rainouts will be determined by the Intramural Supervisor.
5. The ideal lineup will consist of an equal number of men and women players. The batting order will alternate genders (m-w-m-w).
6. Teams may bat/kick their full team even if they have more than 10 players present. Only ten may be in the field at any given time.
7. It is acceptable to have one or more players of one gender than the other in the kicking order, but an automatic out will be inserted in the kicking order at the spot between the two kickers of the same gender. In cases where there are more than one extra player of one gender, the players may enter by substitution.
8. Starting players may reenter unlimited times, but only at the same spot in the batting order (example: batter #7 may only reenter at batting position #7). Substitutes may enter unlimited times but only for the original player substituted for.
9. If a player checks-in with the Intramural Supervisor as a player after the start of the game, they must be placed at the bottom of the order unless they can occupy a spot in the order between two players of the same gender. In such a case, the automatic out will be cancelled for any subsequent play.

## **PITCHING/FIELDING**

1. No bouncing pitches. If the official deems a pitch is too bouncy, it will be declared no pitch. On the third consecutive pitch that is too bouncy, the official may ask you to switch pitchers.
2. The pitcher must stay in contact with the pitcher's plate until the ball is kicked. Failure to do so results in a no pitch.
3. No player may position themselves in front of the pitcher before the ball is released from the pitcher's hand.
4. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.
5. Three strikes constitutes an out.
6. A strike is a pitch that is missed by the kicker or a foul ball and called strike by the official.
  - a. Kickers will receive one courtesy foul ball with two strikes. After the courtesy foul kick, the next kick must be fair or the kicker will be ruled out.
    - i. A foul ball is a ball kicked in the front of home plate or a ball that does not establish position within the baselines/foul lines. A ball must be entirely in foul territory for it to be ruled foul. If a ball rolls foul after it has passed the bunt line fairly, it is fair.
7. There are no balls, but there are "no pitches" deemed by the official if too bouncy.



8. Throwing/hitting a runner with the ball while the runner is off of a base will result in an out.
9. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances to the base they were attempting to obtain. Exception: If the runner dodges into a throw or intentionally uses the head to block the ball, the runner will be called out.

## **KICKING**

1. All kicks must be made by foot.
2. All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.
3. A kicker is out on the third strike if it is the result of a foul ball and the courtesy foul has been used.
4. Bunting is not allowed and all kicks must pass the "kick past line". If a kick comes to rest prior to clearing the line on the field, it is deemed a bunt and is declared a strike.

## **BASE RUNNING**

1. Leading off is not allowed, a runner may not leave the base until the ball has been kicked. If a runner is called out for leaving a base prematurely, the ball becomes dead and the subsequent action is canceled. NOTE: When the kicker attempts a pitch and misses, the base runner will be allowed a "free step" and is not out for stepping off the bag.
2. A kicker-runner may overrun first base without liability of being tagged out. The runner may not be tagged out when there is not an attempt or movement to advance to second base. Simply turning left/right is NOT an attempt to go to second.
3. The base path is determined by the runner's route to the next base and is not determined by the baseline. Once the path has been established, a runner must continue that path and stay within 3 feet on both sides. If the runner steps/runs outside of the 6 foot area (3 feet on either side), the runner will be called out, whether they were tagged/hit by the ball or not.
4. Fielders must not obstruct runners from advancing to the next base. If a fielder slows down or obstructs the runner from their normal running motion, the runner will be awarded the next base.
5. Runners may not interfere with a fielder making a play on the ball. If a fielder is waiting to catch a ball and/or moving to receive the ball, the runner must avoid making contact with the fielder. If the runner initiates contact, the runner will be out. If the umpire(s) believe that the interference prevented a double or triple play, additional outs may be awarded to the fielding team.



6. Throwing/hitting a runner with the ball while the runner is off of a base will result in an out.
7. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances to the base they were attempting to obtain. Exception: If the runner dodges a throw or intentionally uses the head to block the ball, the runner will be called out.
8. Tagging up: On a kicked fly ball, all runners must have contact with the base they were on at the time of the kick. Runners that leave the base before the ball is caught are liable to be put out if they do not make contact (tag up) with their original base. Runners may advance at their own risk after they have made contact (tagged up) with their original base and the defense has touched the ball (ex. On a bobbled caught ball, the runner may advance as soon as it is touched, not as soon as it is fully caught).
9. When the ball is in play and is overthrown (beyond the boundary lines) the ball is dead. In all cases when this happens, all runners will be awarded two bases (base moving toward plus one) from where they were at the time the throw was made.

## **EXTRA INNINGS**

1. Extra innings will not be played during the regular season. Regular season games will end after 40 minutes of play and revert to the previous inning or last time there was a lead at the end of an inning.
2. In the event that a playoff game is tied after six complete innings or the time limit rules become a factor, play will continue with every new inning beginning with the following scenario.
  - a. 2 outs
  - b. Runner on second base

