Intramural Sports

Kickball RULES

Administrative Rules
1. Eligibility. WCC students, faculty, and staff are eligible to participate. Collegiate lettermen at the University of Hawaii and comparable institutions or winners of comparable amateur awards and professional athletes are ineligible to compete in the intramural sport of their specialty.

2. Identification. Participants must present a valid WCC picture ID card at all times and may be asked for further identification if necessary. Players must have a valid UH ID to participate.

Administrative Game Rules
1. Team rosters. Team captains should have a team roster.

2. Pre-game procedures. All of the team’s identification and line-up should be handed directly to the respective official by the team captain 10 minutes prior to game time.

3. Team captain. Only the team captain (one person per game) will be allowed to speak to the officials.

5. Attire. Appropriate attire must be worn at all times (e.g. athletic shoes, clothing, etc.)

6. Team Sportsmanship. During each game, sportsmanship from both teams will be observed and recorded on a Team Sportsmanship Assessment.

Special Game Rules
1. Game. A regulation game consists of 5 innings or 50 minutes, whichever happens first.

2. Teams. Teams must have at least 9 players to start the game but may continue with no less than 7 players. When a team is reduced to less than 7 players, the game will be forfeited. Teams must have at least two male and female players at all times.

3. Players’ equipment. Players must wear appropriate attire including indoor footwear, shirts, and shorts/pants (no bare feet or stocking feet). Cleats must be molded, no detachable or metal cleats allowed. Players will not be allowed to participate without the appropriate footwear and clothing. No caps/hats or bandannas may be worn. NO jewelry allowed: watches, earrings, rings, etc.


5. Tie Games. When the score is tied at the end of regulation playing time, a sudden victory extra innings will be played. Note: We will play until we have a winner.

6. Substitutions. Substitutions may be made at any time providing the player and his/her substitute only substitute for each other. You must maintain 2 members of each sex.

8. Referee. The decision of the referee regarding facts connected with play and interpretation of the rules are final.

9. Line-up. There must be one player of each sex in both the top and bottom half of the order.

10. Mercy Rule. Any team up by ten (10) or more runs after 3 completed innings will be declared the winner.
Pitching, Catching, and Fielding
1. All fielders besides the catcher must start play and remain behind the 1st-3rd base diagonal until the ball is kicked.

2. The pitcher must start the act of pitching with at least one foot on or directly behind the pitching strip when releasing the ball. No part of the pitcher’s front foot may be in front of or across the front edge of the pitching strip until the ball is kicked.

3. The catcher must field behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.

4. Balls must be pitched by hand. There are no restrictions on pitching style. Bouncies are allowed.

Kicking
1. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is considered a kick.

2. All kicks must occur at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.

3. Bunting is not allowed. Kickers must attempt a bona fide kick or they will be called out.

Running and Scoring
1. Runners must stay within the baseline. Any runner outside the baseline is out.
   • Runners may choose their path from one base to the next, and may follow a natural running arc.
   • Runners are free to change course to avoid interference with a fielder making a play.
   • When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

2. Obstruction. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play. Runners may play to orange bases.

3. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.

4. No sliding allowed. Any slide will be called an out.

5. A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.

6. 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.

7. Base Running on Overthrows:
   • an overthrow is a ball thrown, kicked, or deflected out of play while making a defensive play toward a player or base.
• a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.

8. Runners must run to runner bases (Orange) except when trying to advance to the next base or to avoid contact with defensive player.

**Balls and Strikes**
1. A count of (3) balls advances a runner to first base.
2. A count of (2) strikes will be an out. Foul balls are not considered strikes.
3. 3 fouls balls during an at-bat will be an out.
4. A strike is any ball that crosses over any part of the plate that is within (1) foot of the ground.

**Outs**
1. A count of three (3) outs by a team completes the team's half of the inning.
2. An out is:
   • a count of two (2) strikes or three (3) fouls.
   • any kicked ball (fair or foul) that is caught by a fielder.
   • a ball tag on a base to which a runner is forced to run, before the runner arrives at the base.
   • a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
   • a runner that is tagged with the ball by a defensive player.
   • a kicker that intentionally hits the ball with their hand or arm.
   • a ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught.
   • a runner off base when the ball is kicked.
   • any kicker that does not kick in the proper kicking line up.
   • a runner that passes another runner.
   • a runner outside of the baseline.
   • a runner who misses a base, as called by a Referee upon the conclusion of the play.
   • a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play.
   • A runner tagged by the ball while on a base they are forced to vacate by the kicker becoming a runner.
   • a runner who does not go to or step on required runner's base, unless to avoid contacting defensive player.

**Ball in Play**
1. Once the pitcher has the ball in control and retains possession within the mound area, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
2. Interference is:
   • when any runner on or off base intentionally touches a ball. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance.
   • when any kicker intentionally hits the ball with their hand or arm. This interference causes the play to end, the kicker to be out, and any other runners shall return to the base from which they came.
3. A ball is in play until it goes out of bounds.

NOTE: The WCC Intramural Sports Office disapproves of any form of threatening action toward officials (game or IM personnel) and will suspend or expel players for such actions.