The University of North Carolina at Greensboro  
Department of Campus Recreation  
Intramural Sports

KICKBALL TOURNAMENT RULES

WARNING: YOU MAY SUFFER FROM PHYSICAL/MENTAL INJURY FROM PARTICIPATING IN INTRAMURAL ACTIVITIES. PARTICIPATION IN THE CAMPUS RECREATION PROGRAM IS COMPLETELY VOLUNTARY. UNCG AND THE DEPARTMENT OF CAMPUS RECREATION ARE NOT LIABLE FOR INJURIES SUSTAINED DURING PLAY.

RESPONSIBILITIES OF CAPTAINS
1. Read-know the rules and have a team meeting.
2. Control teammates and your spectators.
3. Represent your team at the captain’s meeting and during games.
4. Only the captain may address an official on matters of interpretation and/or information. Once a game is complete, captains may not in any way hassle the officials about calls, the score, or sportsmanship.

SPORTSMANSHIP
1. Teams must receive a sportsmanship rating of 2.5 or higher in every game in order to advance. A team will be disqualified at any time during the tournament, including forfeiting the championship match, if a sportsmanship rating under a 2.5 is received.
2. If at any time during the tournament a player is ejected, that player will be disqualified from the tournament entirely.

ELIGIBILITY
1. To be eligible, a player must be a currently enrolled fee paying student at UNCG, or Faculty/Staff who is a member of the SRC.
2. All players must present an active UNCG ID before every game with the IM Assistant for check-in.
3. All eligibility protests must be lodged when the player in question first enters the game.
4. All rule interpretation protests must be lodged prior to the next live play.
5. Game results may not be disputed after the game, the final decision is made by the officials and supervisors on staff to ensure the timely continuation of bracket play.
6. Players may be added to a team’s roster up until the championship game.
7. Players may only register/sign in for one team.

PRE-GAME
1. Teams are encouraged to show up at least 15 minutes before the scheduled game time.
2. Games will start as quickly as possible so that the maximum time can be used for live play.
3. Game time is FORFEIT TIME.
4. A team consists of 8 players. Each team must have at least 6 players present by game time to avoid a forfeit.

EQUIPMENT
1. No jewelry is allowed and must be removed or properly secured (ex. new piercings covered) prior to game time. All Medical Alert Tags must be taped down.
2. Shoes must be of canvas, leather or synthetic material which covers the foot attached to a firm sole of leather, rubber, or composition material which may have cleats or be cleat less. Cleats are limited to studs or projections which do not exceed ½ inch in length and are made with nonabrasive rubber or rubber-like synthetic material which does not chip or develop a cutting edge. Rubber cleats with a tipped metal material are legal.
3. Metal braces (knee) must be covered. Players will not be allowed to wear any equipment that the umpire deems dangerous (i.e. hard casts and splints, and other unyielding materials).

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THE GAME

1. A game consists of 7 innings or 45 minutes. The umpire is responsible for keeping track of the game time and may stop the clock at their discretion as necessary. No new innings will begin after 45 minutes of play have elapsed.

2. In the event of inclement weather, 4 complete innings or 3 ½ if the home team is ahead will constitute a complete game.

3. The mercy rule will be enacted if one team leads 25 runs at the start of the 5th inning or 17 runs at the start of the 6th.

4. Home and away team designations will be determined prior to the start of the game. Team captains will play one round of rock, paper, scissors to establish these designations.

5. Each team will kick through their lineup each inning. THERE IS NO THREE OUTS RULE in regular play. Once the last kicker completes their at bat, by striking out, being tagged out, or scoring the side will be retired. The defensive team can retire the side by eliminating any kicker/runner or touching home plate with the ball.

6. The kicking team must inform the defense when their last kicker comes up to bat.

7. A maximum of 8 runs may be scored by the kicking team each inning. If the visiting team is ahead by 9 or more runs in the final inning, the game will be called (the home team will only be able to score 8 runs).

8. Ground rule double is applied when the ball enters another fields playing area, comes to rest under the bleachers, over the fence, etc. A two-base award will be given to the kicker and all runners. Runners may not advance more than 2 bases from where they were positioned at the time of the kick.

9. On an overthrown ball that becomes lodged under an obstruction or leaves the playing area, a two base award will be granted to the kicker/runner and will be determined from the spot of the kicker/runner when the ball was released.

10. If the ball leaves the field of play it is up to the defensive team to retrieve the ball in a timely fashion. If the umpire feels time is being unfairly wasted game time may be added and sportsmanship docked.

PITCHING

1. Teams will pitch to their own players.

2. Kicking teams may have one designated pitcher not in the lineup.

3. There is no 3-strike rule. Pitches continue until contact is made, whether foul or fair.

4. Only three pitching changes are allowed per inning.

5. The pitcher MUST move out of the way of all defensive players. If the pitcher is hit by a kicked ball or obstructs a defensive player the play is declared dead and the kicker is out. All other base runners must return to the previous base.

DEFENSIVE POSITIONING

1. A maximum of 8 defensive players are allowed on the field at one time.

2. No more than 6 players are allowed in the infield.

3. No fielder can be positioned in front of the pitching area.

4. Each team must have a catcher; the catcher must remain 3 feet behind home plate until the ball is kicked. If the catcher interferes with the kicker, a re-kick will be enforced.

KICKING

1. No more than 8 kickers may ‘bat’ each inning.

2. The kicker must make contact behind home plate. If the kicker makes contact with the ball beyond home plate the kicker is declared out.

3. Bunting is allowed, but the kicked ball MUST clear the 30-foot bunt line. If the ball does not clear the bunt line or is touched by a defensive player before passing the bunt line the kicker is declared out.

4. When ‘Last Kicker’ is declared play reverts to ‘2 out softball.’

5. No runs will be scored after a force out is recorded once the ‘last kicker’ out rule is in effect.

6. There is no infield fly rule.

7. There are no walks.
OUTS
1. The kicker/runner can be declared out on a ground-out, force-out or fly out.
2. The runner is out when hit by a thrown ball at or below the shoulders. If the runner is hit above the shoulders play is declared dead and each runner may advance one base from the last base safely reached.

RUNNING
1. Base stealing is not allowed.
2. Runners may not lead off.
3. Runners have 3 feet from the base path to try and avoid a defensive player. If the runner passes outside 3 feet from the base path the runner will be declared out.
4. Runners must avoid contact with defensive players. If a runner makes contact with a defensive player making an attempt on retrieving the ball the runner will be declared out. If a defensive obstructs a runner without making a play on the ball the runner will be awarded the attempted base.

SUBSTITUTIONS
1. Players may be substituted on an unlimited basis; however, substitutions must be made at the top of the inning. Captains must inform the umpire of the substitution.
2. All substituted players must remain in the game for at least two consecutive innings, participating both as a fielder and kicker.
3. If substituting for a designated pitcher the new pitcher may not be added to the kicking lineup.
4. If a player becomes injured, any team member may be substituted in for that injured player.

EXTRA INNINGS:
1. If the game is tied at the end of regulation play, extra innings shall be played until a winner is declared.
2. The extra innings will revert to three-out play.
3. The lineup for both teams must match the lineup used in the last inning of regular play.
4. At the top of each inning, the player recorded as the last out in the previous inning will begin the inning positioned on second base.