

The Complete FSU IM Kickball Rulebook is Available Online at fsu.campusrec.com/im

No Pets, No Alcohol, and No Tobacco are permitted at any IM facility. Violators will be ejected.

PLAYER ELIGIBILITY & TEAM COMPOSITION

Players **MUST** be valid, fee-paying FSU students, faculty or full-time staff. FAMU and regular TCC students are **NOT** eligible for FSU IM sports and events. All players **MUST** show current FSUCard prior to their first game and valid photo ID prior to each subsequent game.

Line-ups include up to 8 players in men's and women's games, 6 are required to start a game. 8 players are in a co-rec team line-up, 6 are required to start a game. Co-rec teams can play with 7 players. In co-rec play, the kicking order shall alternate male and female batters. The kicking order may change each inning. The use of an extra hitter (EH) is not permitted in any league.

Team rosters may include an unlimited number of players. Limited substitution is available to all players in the line-up. Once a substitute has entered the line-up, he/she must play for a full inning (team's offensive and defensive halves of an inning). This rule allows for re-entry of both the starter and any subsequent substitutes. In the event of an injury, a substitute may enter the game prior to the full inning period. If players have to leave, with no available substitute, play will continue as long as 6 legal players are available to play. Ejected players may not be replaced in the line-up or in the field. An out will be recorded when an ejected player's turn occurs in the line-up.

EQUIPMENT

Wrist and hand jewelry is **NOT** allowed to be worn by any participant during IM kickball. This jewelry consists of any visible rings (including wedding rings), watches and any other such similar jewelry. Only medical alert bracelets are permitted.

All players must wear shoes; tennis shoes and soft-soled shoes are legal. Cleats that are rubber or rubber-type synthetic material that are non-chipping and do not form a cutting edge are legal. Sandals, flip flops, and boots are not permitted. No metal cleats or shoes with detachable cleats are allowed. Any player caught wearing metal cleats will be ejected from the game.

Kickballs will be provided. Batting helmets will be available for use, if desired.

GAME LENGTH

Game time is forfeit time. Each game has a 35-minute or 6-inning limit. Any inning that is started before the 35-minute time limit will be completed. No inning will begin after 35 minutes. Regular season games can end in a tie. Extra innings will be played only if they start before the 35-minute time limit.

Mercy Rules: After four complete innings (or 3 ½ if the home team leads), if a team is ahead by 17 or more runs, the game will be called. After five complete innings (or 4 ½ if the home team leads), if a team is ahead by 9 or more runs, the game will be called.

Insurmountable Leads: Due to the maximum of 8 runs per inning, if one team is ahead by 1 more run than the number of outs remaining for the opponent in a traditional six inning game (or the current inning if the 35-minute time limit has already been reached), the game will be called. For example, if the defending team leads by 7 runs, and the first 2 kickers get out in the final inning, the game will be called as only 6 outs / 6 possible runs remain for the kicking team.

FSU intramural kickball is played following NIRSA softball rules with few exceptions.

PITCHING

Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder.

Pitchers (of the kicking team) will not be responsible for playing defense. When the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw. If, in the umpire's opinion, the pitcher interferes with any part of a defense's play, the umpire may call out a runner or the kicker as appropriate. The ruling will follow guidelines similar to "interference" and "obstruction" in the ASA softball manual.

The pitcher must be a member of the offensive team, but does not have to be one of the kickers in the line-up. All-time pitchers are permitted (must be signed-in as a team member). If the pitcher is a kicker in the line-up, when it is the pitcher's turn in the line-up, another player will be required to enter the game to pitch. Only 2 pitching changes are permitted in any half-inning.

In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitcher's line until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand and a slow to moderate speed. Bouncies are permitted.

Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball, he/she will be out.

KICKING

All players in the line-up will kick in each inning. Therefore, up to 8 outs may be recorded during a team's at-bat.

The kicker must wait for the ball to be within three feet of home plate before kicking it. The kicker must contact the ball behind the 3-foot kicking line drawn in front of home plate. If, in the umpire's opinion, a kicker contacts the ball outside of the three-foot area in front of home plate, he/she will be called out.

A kicked ball must clear the 30-foot bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded (touched by a defensive player with any part of the body above the waist) in this area are considered foul and an out will be recorded for the kicker. All balls fielded in this area are considered dead when touched by a fielder and all runners must return to their original bases. Fly balls caught in this area are also dead; runners do not have a chance to tag up.

Any foul ball is an out (whether on the first, second, or third pitch). There are no walks. There is no infield fly rule.

The offensive team (pitcher or kicker) is responsible for notifying the defensive team when the last kicker is preparing to kick. When the last kicker of an inning kicks, play reverts to regular "2-out" softball play. Therefore, the inning will end when ANY out is recorded (when the kicker is put out or any baserunner is put out). The inning will also end when the defense is in possession of the ball while touching home plate. No tag is necessary at home plate during the last kicker's at-bat. No runs will score when a force out is recorded during the last kicker's at-bat.

There are no courtesy runners in kickball. No stealing is allowed. Baserunners may leave the base when the pitch is kicked. If a runner is off base before the pitch reaches the plate, the runner is called out and a "no pitch" is declared.

FIELDING

Defensive positioning is restricted by the following:

- No more than 6 players (including a "fielding pitcher" and catcher) may position themselves within the traditional infield area prior to a pitch being kicked. In a game with 8 fielders, 2 must begin each play in the outfield area.
- Each team must provide a catcher. The catcher must field from behind the kicker and may not cross home plate until the ball is kicked.
- If a team provides a "fielding pitcher", the "fielding pitcher" may align themselves on either side of the offense's pitcher no closer than 5 feet from the pitcher. The "fielding pitcher" may not move in front of pitcher's line (closer to the plate) until the ball is kicked.
- Only 1 additional infielder, other than the "fielding pitcher", may position himself inside the diamond (inside the 1st/2nd/3rd base diagonals) until the ball is kicked. The additional infielder may not move in front of the pitcher's line until the ball is kicked.

In co-rec play, a maximum of 2 males and 2 females may play in the infield. The pitcher and catcher must be of opposite genders. The remaining players will play the outfield.

The kicker is out in situations similar to softball (forceouts, flyouts, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. In these cases, the ball must be thrown with the hands or arms and may bounce before hitting the runner to record an out.

Any runner hit above the shoulders is safe. In this case, the play continues but the runner who was hit above the shoulders is NOT liable to be put out until after he/she touches the next base. However, if the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners return to the last base they legally touched). In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.

There is no out-of-play area. Overthrows must be retrieved by the defensive team unless obstructed by immovable objects (over a fence, etc). In the event of an obstructed ball, regular softball out-of-play rules will apply.

Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 0 to 4. Teams must maintain a 3.0 average to continue participating in the league or tournament. Teams are responsible for keeping their spectators under control. Misconduct of players or team spectators may result in ejection and/or forfeiture of the game.

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