

University of Illinois  
Division of Campus Recreation  
Intramural Sports Program  
**Kickball Rules**

1. Kickball's will be provided on site.
2. A team consists of ten players. A minimum of six is needed to start and continue a game. If a team plays with 7 or 6 players they will not be assessed automatic outs when the missing player(s) turn comes up in the batting order.
3. Forfeit time is game time, teams should report to the Intramural Supervisor a minimum of 15 minutes before the scheduled starting time of the game to fill out the score sheet. Each participant must have a valid I-Card with them to present.
4. A half inning will consist of 3 outs. A game will consist of 5 innings or 45 minutes Kickball may be played on a regulation softball field or intramural fields.
5. All players must wear athletic Shoes. NO metal, hard plastic or polyurethane spikes or shoes with detachable cleats are allowed.
6. Absolutely no jewelry of any kind will be permitted.
7. The ball is put into play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. A batter gets two attempts at kicking the ball. **The first missed attempt or foul ball of each kicker during each of their respective kicks will count as a courtesy and each miss or foul afterwards will result in an automatic out. (Courtesy Foul Rule)**
8. The batter is out in situations similar to softball (force outs, pop outs, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the waist.
9. A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
10. In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected.

**11.** Bunting will not be permitted and is a dead ball and an automatic out. All kicks must travel in bounds pass the pitchers mound to qualify as a legal kick. **If NOT, the Courtesy Foul Rules will apply.**

**12.** Be ready to bat/kick in proper order. Teams should hustle in and out between innings, as there is a time limit in effect (except semifinal and final games).

**13.** There will be no infield fly rule.

**14.** The defense "pitches" the ball to the kicking team. The defense may also position themselves in any manner they wish in the field.

**15.** Any player can play any position defensively.

### **CO-REC MODIFICATIONS**

**1.** A female may only substitute for a female, a male for a male.

**2.** Teams must alternate positions in the batting order by sex.

**3.** Teams may kick up to 10 people. If an extra kicker is used in co-rec, two extra kickers must be used, with one being of each gender.

**4.** A team consists of 10 players, 5 of each gender. A team must play with a minimum of 6 players, 3 of which must be female. A team may play legally with 7 or 6 players and they will not be assessed automatic outs when the missing player(s) turn comes up in the bating order.

**5.** The defensive team may be set up in any order the team wishes (guys and girls in either the in or outfield). There is no set rule for placing defending players.

**6. At no time will the number of men on the field exceed 5 people.** However teams are allowed to have more women than men on the team and will not be penalized for having women kick back to back when the number of women out numbers the men.