

BOSTON UNIVERSITY INTRAMURALS
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INTRAMURAL KICKBALL

*****PLAY AT OWN RISK--Players are reminded that they participate in Intramural Sports at their own risk. Boston University cannot accept liability for the injury of participants in the Intramural Sports Program. Team Captains need to make sure that their players are aware of this before being allowed to participate.*****

For the list of general IM Sports policies, please visit our webpage:
<https://www.bu.edu/fitrec/what-we-offer/clubsims/intramural-sports/forms-policies/>

PLAYERS ELIGIBLE- Current BU undergraduate, graduate, and faculty/staff.

SPECTATORS- We encourage spectators to come cheer and to support their respective team. However, teams are responsible for their spectator's actions. Failure to comply with proper behavior may result in a forfeit and poor sportsmanship rating and spectators may be instructed to leave by the active supervisor on duty.

GENERAL KICKBALL RULES:

A. NUMBER OF PLAYERS - A team is comprised of **nine** players. Teams may start a match with eight players. If at any time a team has less than eight players available to play, regardless of reason, the match will be declared a forfeit.

B. SCORE SHEET - Team captains are to fill out their entire lineup on the score sheet (first and last name) prior to the start of the game. Players arriving after the first pitch is rolled may be added without penalty, must be placed at the bottom of the lineup, and cannot bat until their spot in the lineup comes around. Teams are expected to keep score of their own games.

C. PLAYER SUBSTITUTION - Players may substitute freely throughout the game (between innings, unless there is an injury). Substitutes assume the removed players position in the batting order.

D. GAME LENGTH - Games will consist of 7 innings. No new inning may start after 50 minutes of the scheduled start time, or at the official's discretion. Four full innings, or 3 1/2 innings if the home team is ahead, constitutes an official game. This rule only comes into consideration if the weather is questionable. Intramural Supervisors or Umpires will decide when the game is to be stopped.

E. EXTRA INNINGS - In the event of a tie, extra innings will be played to determine the winner. The bases may be loaded to start an inning at the supervisor's discretion.

F. MERCY RULE - Games will be halted any time after 4 1/2 innings if one team is ahead by twelve or more runs.

G. SCORING - A run cannot be counted if the third out of an inning is the result of:

1. The batter being put out before legally reaching first base.
2. A player being forced out.
3. A player being tagged out BEFORE another runner crosses home plate.
4. A baserunner leaving the base before the ball crosses home plate.

No succeeding runner shall score a run if a preceding runner has been declared the third out for failing to touch a base.

H. PITCHING - The pitcher shall assume a pitching position with both feet on the pitching matt. During the delivery of a pitch the pitcher's feet must remain within the pitching matt. Whether a pitch is legal will be up to the discretion of the umpire. No side step deliveries.

1. After assuming the pitching position, the pitcher must present the ball in front of his/her body, for at least one second in either or both hands, before starting the delivery motion.
2. The pitcher may release the pitched ball in any manner when delivering the pitch if it is rolling.
3. Only a definite underhand motion is permitted in the delivery of the pitch.
4. After the pitcher presents the ball, the pitcher must immediately deliver the pitch without any pause or stop in front of her/his hip, on the first forward swing of the pitching arm past the hip or side of the body. The pitcher may be warned by the umpire in the event of an illegal motion, and no pitch may be called.
5. The pitched ball must be released within ten seconds from the time the pitcher receives the ball at the pitcher's position, or the Umpire indicates, "Play ball". Effect- the umpire will begin to call balls.
6. The ball is dead after each pitch or completed play. It will become alive again when the pitcher is on the rubber. Thus, pick-off attempts by the catcher are not allowed.

I. BATTING

1. Three balls will constitute a walk and two strikes will constitute an out. Two fall balls will constitute an out.
2. If a team arrives with more than 9 players, all the players will be allowed to bat if the captain has stated his intention to do this before the game. The batting order must be maintained throughout the game.
3. If a team arrives with more than nine players and the captain chooses to bat only nine, then in the event of a substitution, the substitute must fill the batting slot of the substituted player.
4. The batter shall not:
 - a. Have any part of his/her foot touching home plate when he/she kicks the ball.
 - b. Step from one batter's box to the other when the pitcher is in position to pitch.

5. The batter must take his/her position within thirty seconds after the umpire calls “play ball” or be called out. The batter may not step out of the batter’s box without first asking for, and receiving, “time” from the umpire. If he/she does step out without first receiving “time”, a ball or strike will be called.
6. Batting out of order is an appeal play.
 - a. If the error is discovered while the incorrect batter is at bat, the correct batter may take their place and assume any balls or strikes-no outs are called.
 - b. If the error is discovered after the incorrect batter has completed their turn at bat, the player that should have batted is out, all runs are canceled, and the baserunners must return to their original positions. The next batter is the one who follows the player who should have batted.
 - c. If the error has been discovered after there have been one or more pitches since the incorrect batter in the order, anyone skipped loses their turn at bat.
7. The batter cannot interfere with the catcher while fielding the ball. Effect-The ball is dead and the runners must return to the last base previously touched before the interference. The batter is out.
8. A fair ball is one which:
 - a. Bounds past first or third base on or over fair ground.
 - b. Touches first or third base.
 - c. While on or over fair ground touches a player or umpire.
 - d. First touches on fair ground beyond first or third base. Its position and not the position of the player judge the ball.
 - e. Settles or is touched on fair ground between home and first base or between home and third base.
 - f. A ball can first hit foul between home and first base or home and third base and roll into fair territory before reaching first or third base and still be a fair ball. NOTE: Umpires should not indicate a fair or foul ball until all doubt is gone whether it is a fair or foul ball.
 - g. Home plate is entirely in fair territory.
9. A foul ball is one which:
 - a. Bounds past first or third base on or over foul ground.
 - b. Settles on foul ground between home and first base or between home and third base.
 - c. First touches on foul ground past first or third.
 - d. While on or over foul ground touches a player or umpire.
 - e. A foul fly must go higher than the batter’s head to be caught for an out by the catcher, unless it is the second strike.
10. No bunting is allowed. Effect - the batter is out.

K. INTERFERENCE -

1. If, in the umpire’s judgment, a preceding runner intentionally interferes with a fielder throwing or catching the ball as part of a double play attempt, interference should be called and both runners may be called out.

L. BASERUNNING -

1. When a baserunner dislodges a base from its proper position she/he is not in jeopardy of being put out unless she/he tries to advance.
2. A runner cannot go back to touch a base once a succeeding runner has scored.
3. Two baserunners may not occupy the same base simultaneously; the runner who first legally occupied the base is entitled to it. Being tagged with the ball may put out the other baserunner.
4. The baserunner is out when struck with a fair ball while off base and before it touches or passes a fielder other than the pitcher.
5. The baserunner is out when he/she interferes with a fielder attempting to field a ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.
6. When interference is called, all runners must return to the last base legally touched.
7. The baserunner is out when she/he fails to keep in contact with the base, to which he/she is entitled, until a legally pitched ball has reached home plate. Effect-the ball is dead. No pitch is declared and the baserunner is out.

8. If a player catches a fly ball in playable territory and goes out of play with the ball in his/her possession, the runners are awarded one base from the time of the pitch, but the batter is out.
9. If a baserunner goes out of the base path to avoid being tagged, he/she is out.
10. Obstruction - Baserunners are entitled to advance without risk, to the bases they would have reached, if in the umpire's judgment, there had been no obstruction.
11. No stealing is allowed-baserunner is out. Leading off is also not allowed.
12. A baserunner who sees the opposing catcher or infielder holding the ball waiting for him/her may not charge with great force into the defensive player hoping to dislodge the ball. He/she will be called out and if the action is flagrant, may be ejected from the game. The runner may slide or otherwise try to avoid the tag (within the base path). **THIS RULE WILL BE STRICTLY ENFORCED.**
13. If a runner slows up while coming into a base intentionally to avoid contact/a dangerous play, that runner MAY be deemed safe if in the umpire's judgement, the runner would have been safe had they continued on at full speed.

M. SCOREKEEPING - Keeping score is the responsibility of the batting team. The umpire shall check the score sheet every half-inning to verify the score. The umpire shall settle any discrepancies in the score. His/her ruling is final.

N. GROUND RULES

1. Fair fly ball into the stands or over a fence is an automatic home run.
2. If a ball bounces into the stands it is a ground-rule double.
3. Ground rules for the field of play will be explained at the time of the game.

O. APPEAL PLAYS

1. Appeals must be made before the next legal or illegal pitch or before the defensive team has left the field. Once the ball has been returned to the infield and time has been called, any infielder may make a verbal appeal on a runner missing a base or leaving a base too soon. Base runners cannot leave their base during this period, as the ball remains dead.
2. Note: If the pitcher has possession of the ball and is in contact with the rubber, no illegal pitch is called. When the pitcher requests an appeal, the pitcher steps back and the umpire would again call time out and allow the appeal process.
Example: Pitcher has the ball and after the umpire recognizes the appeal, the pitcher may just announce to the umpire that he wants to appeal specifically, runner #1 leaving second base too soon.
Ruling: Proper appeal procedure and all baserunners remain at their bases.

P. SUBSTITUTE BASERUNNERS - A substitute baserunner may be used in cases of injury or physical disability. The substitute baserunner must be the batter making the last out, ahead of the runner being substituted for. Once an injured player has been substituted for, the player may not reenter the game.

Mixed Rules: All of the above rules apply to co-rec teams with the following additions:

1. A co-rec team is comprised of five men and four women OR four men and five women. No more than one additional player of either sex will be allowed to play at any given time. If at any time in the game there are insufficient numbers of males and females on the field, the game shall be called a forfeit.
2. Men and women must be listed alternately in the batting order. If there is an odd number of either sex, the order must still always alternate.
3. Men and women may play any position on the field.
4. Intentional walks are not allowed. If in the umpire's judgment, a batter is intentionally walked, the next batter shall also be awarded a walk.
5. Please remember this is a co-recreational sport and you must play your own position. If a fielder cuts off a teammate from making a play, a delayed dead ball situation arises. The team at bat has the option of accepting the result of the play, all base runners being safe as in a dead ball situation, or the batter may bat again and assume the same ball/strike count. **EXCEPTION: The pitcher may cover home plate for the catcher on a play at the plate.** Constantly changing positions (pitcher-catcher) according to male and female batters is not allowed.
6. A substitute baserunner will be the batter making the last out and of the same sex as the runner being substituted for.