

**The University of West Alabama**  
**Intramural Sports**  
**Coed Kickball Rules**

1. A game shall consist of 7 innings. No inning shall start after 55 minutes of starting time. The home team is determined by the flip of a coin. A tie game will continue until a winner is determined.
2. Game time is forfeit time! (Not when the game before you has finished.)
3. A team consists of ten (10) players. A minimum of eight (8) is needed to start and continue a game. If a team drops down to seven players for any reason, the game is immediately over and is declared a forfeit.
4. Substitutions. The re-entry rule is in effect. A starter may re-enter the game for the player that took his/her place in the kicking line-up. Once the starter has re-entered the game, the substitute cannot play in the same game again.
5. A 10 run rule will be in effect after 5 innings (4 1/2 innings if the home team is winning) and a 15 run rule after 3 innings (2 ½ innings if the home team is winning).
6. A player must wear shirt and shoes at all times or they will not be allowed to play. No sandals; open toed shoes, hats, or jewelry. No metal, hard plastic or polyurethane spike or shoes with detachable cleats are allowed.
7. While at kick, each team shall get three (3) outs. In addition, if a team scores eight (8) runs in a half-inning, the half-inning shall be over and the two sides shall switch.
8. There are no strikeouts or walks. A kicker gets only one attempt at kicking the ball. A missed attempt or foul ball is an out. **No Bunting**, penalty dead ball and automatic out.
9. The batter can use a running start as long as they do not go across home plate before contact with the ball. You can touch home plate while kicking the ball, just don't step in front of it.
10. The kicker 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 shoulders. Anything above the shoulders does not count as an out and the runner is awarded an extra base.
11. 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.
12. No sliding or diving into any base. The runner is out. (No running over people intentionally).
13. 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 crashed 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.
14. You can tag up on a fly ball.

15. All infielders (except the pitcher - must be behind the 'fielding arch' until the ball is contacted. Once the ball is kicked, fielders may cross the line. 1<sup>st</sup> defensive violation: team warning, 2<sup>nd</sup> defensive violation: **kicker** and **all** base runners advance one base. The fielding arch is about five feet in from first and third base arching around the pitcher's mound.
16. If an injury to a runner prevents him/her from proceeding in the game, a substitute will be permitted. If not substitute the player who made the last out on offense shall be the new runner.
17. Play stops when the ball is controlled in the infield by the pitcher, all base runners have stopped, and the umpire declares "TIME".
18. Appeal Play: Must be a verbal appeal before the next pitch or before the infielders of the defensive team have left the field. Once the ball is returned to the infield, any player can make an appeal to the official on a runner missing a base or leaving the base too soon.
19. **There will be one field official and his/her decision on any call will be final!**

**\*\*\*Co-ed Rules\*\*\***

1. A team consists of ten players (5 of each gender). If a team has 9 players then the team may play with 5 males and 4 females, but they will receive an out every time that female is up to kick. This is the only time when two males will kick back to back. If the third female arrives, she may enter the game and will be allowed to kick. You may start the game and play with four men, but no less than four women!
2. Teams may play with 5 females and 4 males with no penalty.
3. Teams must alternate positions in the kicking order by sex. If a team has less than 10 players, positions must be alternated in the batting order as far down the order as possible. If a team is playing with more than 50 percent of one sex, a player of the majority sex must kick first.
4. A female may only substitute for a female, a male for a male.
5. Teams are not regulated on defense as far as the gender of each position.

**Revised August 2009**