UNIVERSITY OF WISCONSIN – EAU CLAIRE
RECREATION & SPORT OPERATIONS – INTRAMURAL SPORTS
Kickball

GAME, COURSE, AND EQUIPMENT

A team will consist of eight (8) players with a minimum of six (6) needed to start and continue the game. A full roster will consist of twelve (12) players.

The defensive team MUST field a catcher. All other field positions are up to the defensive team to decide.

The kicking team will designate a pitcher to pitch to their team. Each kicker will have a maximum of 2 pitches to put the ball into play. When the kicker has a missed attempt, foul, or passes on the pitch it counts as a one of the tries. After two unsuccessful tries, the batter is declared out.

The ball is put into play when the pitcher (provided by the kicking team) rolls the ball toward home plate and the kicker attempts to kick the ball. The kicker must wait for the ball to be within three feet of home plate before kicking the ball. There are no walks.

The kicker is out in situations similar to softball (force outs, pop outs, etc.) There is no infield-fly rule. In addition, a runner is out when she/he is hit by a thrown ball at or below the shoulders.

Bunting is not permitted. You must make a full kick through to not be penalized. Any attempt at a bunt will be an automatic out.

Leading off and stealing bases between pitches is NOT allowed. A runner who leaves the base before the pitch reaches home plate or is kicked, is declared out and the ball is dead.

A designated kicker or extra kicker is NOT allowed.

Teams may kick only 8 players. The kicking order shall remain the same throughout the game unless a substitution occurs. Players may not reenter the game once they have been replaced by a substitute. Players that arrive after the game has begun may only be added to the order if the kicking team has not gone through the full kicking order. Otherwise they may be added to the end of the kicking order. Substitutes are allowed.
LENGTH OF GAME AND TIME CONSTRAINTS

Game time is forfeit time. Teams should report to the field a minimum of 15 minutes before the scheduled start of the game.

The game shall consist of 7 innings or a 55-minute time limit, whichever may occur first.

Mercy rule is as follows:
- 20 runs after 3 innings
- 15 runs after 4 innings
- 10 runs after 5 innings

CO-REC RULES

Maximum roster will consist of 12 players. To start or continue a game teams must have at least 3 females. 8 players will play in the field. Teams may only have one more male than female or vice versa to play or to continue the game.

Kicking line-up must alternate gender. Teams will not be penalized for a male then male line-up order when only having 7 (seven) players. If a team has 6 (six) players, the team must consist of 3 (three) males and 3 (three) females.

Teams may start and continue a game with more females than males.

Females may kick back to back in the kicking line-up.

Any other Co-Rec rule questions will be governed and ruled the same as the general rules listed above.