Kickball Rules

Current USSSA Softball rules will govern kickball with the following emphases and modifications. Also, standard Intramural softball rules apply when applicable.

- Kickballs are provided by the IM Sports program and are 8.5” playground balls.
- A team consists of eight players. It is played on Recreation Field 3. Teams may start with six players.
- A minimum of six players is required to start and continue a game.
- All games will be limited to seven innings or fifty-five minutes – no innings start after 55 minutes. Make sure the captain requests the game starting time.
- There is a 20-run mercy rule after three innings; 15-run mercy rule after four complete innings and a 10-run mercy rule after five complete innings.
- The bases are 60’ apart and the home run fence will be no shorter than 150’. Additionally during Co-Rec play, there will be a dashed line at 100’ denoting where defensive players are permitted during female at-bats.
- No sliding is allowed. A player sliding into a base head- or feet-first is out and runners return to their previous base. Any slide with intent to injure will also result in an ejection.
- The batter/runner is out in situations similar to softball (force-outs, pop-outs, etc). In addition, he/she is out when struck by a thrown ball below the waist.
- All bases that slide away from the spot are still considered to be on the original spot. If a runner was safe and the base slides away, the runner cannot be tagged out. If a runner approaches a base that has been moved due to a previous play, that runner does not need to go out of his/her way to find the base. Runners only need to go into the area where the base would have been. This is a judgment call and cannot be appealed.
- The ball is put in play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick it. The batter must wait for the ball to be within three feet of home plate before kicking it. If the batter does not like the pitch, he/she should not attempt to kick it; another pitch will be thrown.

- There are no walks or strikeouts.

- A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out.

- A runner who leaves the base before the pitch is kicked is out and the ball is declared dead. There is no leading off or stealing allowed.

- In order to prevent injury and protect the defensive player, runners are prohibited from crashing into the defensive player in an attempt to jar the ball free. Anyone attempting this will be ejected from the game.

- Athletic shoes (cleats or tennis shoes) must be worn by all players. This means no sandals, flipflops, dress shoes or any other inappropriate footwear.

- Defensive teams may align themselves anyway they would like; however, there must be a catcher and a pitcher.

- All players are eligible to hit/kick. Players do not have to play in the field to hit/kick. Once a player leaves the batting order, he/she cannot re-enter the game.