

ENGINEERING STUDENT COUNCIL

KICK BALL RULES

FIELDING A TEAM

1. A team consists of 8 (eight) players. A minimum of 6 (six) is needed to start and continue the game. At all times, at least 2 (two) players must be female, and 1 (one) must be a freshman or sophomore (as determined by credit level).
2. The cost of registering a team is \$50. This fee will be waived if the team agrees to purchase food (e.g. hotdogs) and beverages to be served during the course of the game.
3. Teams may bat as many players as they want, but the batting order should never change once the game has begun, unless someone has to leave the game permanently. Players that arrive after the game has begun may be added to the end of the batting order.
4. A designated batter or extra batter is allowed.
5. The defensive team may be set up in any order the team wishes. There is no set rule for placing defending players. Any player may play any position defensively. Teams are limited to 8 (eight) defensive players.

BASERUNNING/BATTING

1. The batter is out in situations similar to softball (force outs, pop outs, etc.) In addition, a runner is out when she/he is hit by a thrown ball below the neck. If a baserunner is hit above the neck, the runner is ruled safe and the player throwing the ball may be ejected by the head umpire if the act is ruled intentional.
2. 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, she/he should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. Batter gets a maximum of two (2) tries. A missed attempt or foul counts as a try. After two tries, the batter is out.
3. Bunting is not permitted. There will be no infield fly rule.

4. 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.
5. 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 she/he remains on her/his 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.

WINNING/LOSING

1. Regulation games last five (5) innings OR until a team leads by fifteen (15) runs. If the score is tied at the end of regulation, the game is ruled a draw.
2. Forfeit time has been established as game time, teams should report to the field a minimum of 15 minutes before the scheduled starting time of the game.

OTHER RULES

1. ESC will provide two umpires for each game—one to call plays at first and second base, the other to make calls at home and third.
2. No infield practice is allowed after the first inning.