

SUMMER 2025 CO-ED KICKBALL FOR FACULTY & STAFF

Living Well has partnered with the Department of Recreational Sports to host a Summer Co-ed Kickball League for Texas A&M University faculty and staff employees!

League & Registration Information

Co-Ed Recreational League

No experience necessary.

Registration

Opens - June 2 at 8:00am

Closes - June 16 at 5:00pm

The **first 32 teams** to register will be assigned games on a first come, first served basis.

- Register your team here: [Team Registration](#)

Rules

- Each team must have 12 players minimum or 20 players maximum.
- Games are played 10v10, with a minimum requirement of 7 to start and finish a game. → No more than 5 of one gender on the field at a time
- 75% of roster must be eligible faculty and staff
- Remaining 25% can include student employees, spouses, or dependents (must be 16+ yrs)
- **Rosters will be finalized after week 2 of the regular season. After the 2nd week, no one may be added to your rosters.**

****All players MUST have a valid Texas A&M Staff ID and/or a government-issued photo ID to present to intramural officials at ALL games***

Complete game rules found below on page 3.

Team Captain Meeting - MANDATORY

- **Date:** Friday, June 20, 2025
- **Time:** 2:00pm - 3:00pm
- **Location:** [Zoom](#)
 - Team rosters are due at the meeting

Schedule

Regular season games will be held on Tuesdays or Thursdays.

- **Format:** 3 game round robin schedule - top two teams in the league will advance to playoffs
- **Times:** 6:00pm, 6:50pm, 7:40pm, or 8:30pm
- **Season starts:** Tuesday, June 24

Questions? Contact the Living Well team at livingwell@tamu.edu

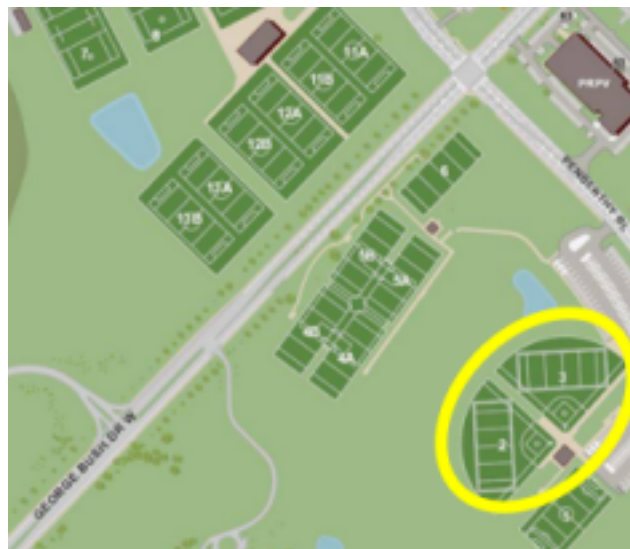
Summer 2025 Season Schedule	
Game	Date
First Game	June 24 & June 26
Second Game	July 8 & July 10
Third Game	July 15 & July 17
Playoffs	July 22 & July 24
Semi-Finals	July 29
3rd Place & Championship	July 31

**The dates and times listed above are subject to rescheduling in the event that inclement weather prevents safe play.*

In the event of inclement weather, Team Captains will receive rainout information via email/text. There is also an Intramural Sports Rainout Line (979-845-2625) that can be called to check the status of your games.

Location

Penberthy South Fields 2 & 3



Parking:

- With A&M permit: Lot 58 (next to fields 2 & 3)
- No permit – Lot 100d paid visitor parking

Texas A&M University
Department of Recreational Sports
LIVING WELL KICKBALL

Nights of Play, Game Times & Game Rules

- All regular season games will be played on Tuesdays or Thursdays.
- Teams will be assigned to play on the night your team registered for on a first come, first served basis.
- Game times: **6:00pm, 6:50pm, 7:40pm, or 8:30pm**
- Regular season begins Tuesday, June 24 for the Tuesday league & Thursday, June 26 for the Thursday league.
 - 3 weeks for each team to play the other 3 teams in their four-team league
- The top two teams from each division will advance to playoffs:
 - Tuesday league: Playoff game will be on July 22
 - Thursday league: Playoff game will be on July 24
- Semi-Finals on Tuesday, July 29
- 3rd Place and Championship Game on Thursday, July 31 at 7:40pm

****The dates and times listed above are subject to rescheduling in the event that inclement weather prevents safe play.***

- Please see kickball rules below on page 3 for additional information.
- In the event of inclement weather, Team Captains will receive rainout information via email/text.

League Format

- League is open to the first 32 teams who register.
- 3 game round-robin schedule, plus a single elimination tournament and championship game.
 - Teams are seeded for playoffs by winning percentage, Head to Head, points against, and differential.
- Trophy will be given to the winner of the Championship Game.

Equipment

- Rec Sports will provide Kickballs.

Location

- Penberthy Intramural Fields 2 and 3.
- Information regarding the [Penberthy Rec Sports Complex](#) including facility rules can be found at the Rec Sports Facilities website.

Parking

- Parking is available next to Penberthy Intramural Fields in Lot 58 with any valid TAMU parking permit.
- Participants without a TAMU parking permit may use the visitor pay machine located in lot 100d. Participants may pay at that machine then use the receipt to park in lot 58. They may also choose to buy a one day visitor pass from the Transportation Services [website](#) (current employees have access to do this) which are \$5 and allow parking in lot 58.

Team Captain Meeting

- **MANDATORY:** [Friday, June 20 at 2:00 pm via Zoom.](#)
- If your team captain is unable to attend, please send a substitute.
- Final team rosters will be turned in at Team Captain Meeting.

Highlighted Penberthy Complex Rules

1. The following are **not allowed** within the Penberthy complex – pets, vehicles, bicycles, alcoholic beverages, and glass containers.
2. The following items cannot be utilized within the Penberthy complex – skateboards, scooters, hoverboards, metal cleats, and drones.
3. All forms of smoking and tobacco products, including electronic cigarettes, are prohibited.
4. All patrons of the facility are expected to wear shoes; participants engaging in recreational activity must wear athletic footwear.
5. Rec Sports staff have final decision-making authority regarding behavior not explicitly covered in the rules and the authority to remove patrons who do not abide by their decisions.
6. For information about field closures due to inclement weather, call (979) 845-2625.

Kickball Rules

1. PARTICIPATION

- a. Benefits eligible Texas A&M faculty and staff must compose a minimum of 75% of the roster. The remaining 25% may be composed of student employees, spouses, or dependents (must be 16+ yrs).
- b. Each participant on a team roster must present a valid government-issued photo ID card prior to the start of every game in order to be eligible to participate. Failure to do so will prevent an individual from playing until the ID card is present. Photos of the ID card will not be accepted.
- c. Blood Rule – Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- d. Casts/splints are not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- e. Religious Headwear – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.

- f. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- g. Any player ejected from a game is automatically suspended from future participation, pending a meeting with the appropriate Rec Sports staff member.
- h. Rec Sports staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- i. Protest Procedure - Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. A team representative should notify the official. The clock will stop while a protest is being filed.
- j. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- k. Footwear - All players must wear athletic shoes. Rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Sandals, five finger shoes, street shoes, hiking boots, combat boots, or metal spikes are not allowed. No player will be allowed to participate in bare feet. Any player seen wearing metal spikes after the first pitch of the game will be ejected.
- l. Participants are encouraged to wear athletic style shorts or pants.
- m. All equipment decisions made by the Rec Sports staff or medic on duty shall be final.

2. THE GAME

- a. Players: Each team shall consist of 7-10 players on the field. Teams must consist of at least 3 of each gender, but no more than 5 of either gender. Each team must have a minimum of 7 players, at least 3 of each gender, in order to begin and continue a game. Any team that begins a game with less than 10 players may add players to the bottom of its line-up (to a limit of 10 kickers).
- b. Game Length: A game will consist of 6 innings or 40 minutes, whichever comes first. No new inning will begin once the 40-minute time limit has expired. Any inning which has been started prior to the time limit expiring will be completed. Championship games will not have a time limit.
- c. The game ball will be provided for all kickball matches.
- d. Forfeit: A team must have the minimum number of 7 players and minimum number of each gender on the field to start a game (See 2.a) Teams not ready to play at the scheduled starting time shall be penalized one run for every minute the game is delayed. Teams not ready to play at 10 minutes after the scheduled starting time will forfeit.
- e. Extra Innings: In the event that the score remains tied after six (6) complete innings or 40 minutes, extra innings will be played until the tie is broken. The team at bat will begin with a runner, the last person in their line-up, on second base. In the event that a player is still on base when his/her turn to kick comes up, the player who made the last out will take

his/her place on base.

- f. Run Rule: If a team is ahead by 15 runs after 4 complete innings (3 ½ if the home team is ahead), or 10 runs after 5 innings (4 ½ if the home team is ahead), the game will be considered complete. The run rule will apply to all games including championship games.
- g. Called Games: In the event of inclement weather or power failure of significant duration, the following will constitute a complete game:
 - 1. Four (4) innings have been completed (3 ½ if the home team is leading).
 - 2. The game has reached at least 25 minutes in elapsed time.
 - 3. If the game is called due to weather before the time limit (25 minutes) or inning limit (4 innings) has elapsed, then the game will be replayed from the point where play was stopped. If play stops due to inclement weather, the final decision will be made by the supervisor on site.

3. PITCHERS

- a. Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder.
- b. Pitchers (of the kicking team) will not be responsible for playing defense. When the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw. If, in the umpire's opinion, the pitcher interferes with any part of a defense's play, the umpire may call out a runner or the kicker as appropriate. The ruling will follow guidelines similar to interference and obstruction in the NIRSA softball manual.
- c. The pitcher must be a member of the offensive team, but does not have to be one of the kickers in the line-up. All-time pitchers are permitted. If the pitcher is a kicker in the line-up, when it is the pitcher's turn in the line-up, another player will be required to enter the game to pitch.
- d. **In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitching rubber until the ball leaves the pitcher's hand.** A legal delivery shall be a ball that is delivered underhand and at a slow to moderate 5 speed. Bounces are permitted.
- e. Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball into fair play, he/she will be out.

4. KICKING

- a. All players in the line-up will kick in each inning. Therefore, up to 10 outs may be recorded during a team's at-bat. Their half of the inning will end once all kickers have kicked once, regardless of the number of outs recorded.
- b. The kicking order may change each inning.

- c. **The offensive team (pitcher and kicker) is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without the offense notifying the defense that it is their last kicker, that kicker will be ruled out, no runs will be allowed, and the inning will be over.**
- d. When the 10th (or final) kicker kicks, the play (and inning) will end if one of the following two things happens:
- Any out is made.
 - The defensive team steps on home plate while in possession of the ball.
- Similarly to in traditional baseball or softball, in certain scenarios, runs can count that are scored prior to the play ending.
 - **Example 1:** Bases loaded, kick goes into right field. Runner R1 scores, Runner R2 scores, and prior to Runner R3 touching home plate, Runner R4 is pegged out by a throw. Two runs score in this scenario.
 - **Example 2:** Bases loaded, kick goes into left field. Runner R1 scores, Runner R2 scores, Runner R3 scores, and prior to Runner R4 touching home plate, the defensive team throws the ball in and the catcher steps on home plate. Three runs score in this scenario.
 - **Example 3:** Bases loaded, ground ball to shortstop. Shortstop throws to second base for a force out to end the inning. Runner R1 touches home plate prior to the force out being made. Run does not count in this scenario.
 - **Example 4:** Bases loaded, high fly ball to center field. Runner R1 touches home plate before the center fielder makes the catch. Run does not count in this scenario.
- e. The kicker must contact the ball within the boundaries of the box around home plate. If a kicker contacts a ball outside the box, he/she will be called out and all runners must return to their original base.
- f. Foul balls on the 1st or 2nd pitch will be ruled foul. If a foul is kicked on the 3rd pitch, the batter will be out.
- g. There are no walks.
- h. A kicked ball must clear the bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded in this area are considered foul and if on the 3rd pitch, the kicker will be out. All balls fielded in this area are considered dead and all runners must return to their original bases.

5. FIELDING

- a. Defensive positioning is restricted by the following:
- No more than 6 players (including a "fielding pitcher" and catcher) may position themselves within the infield area prior to a pitch being kicked.
 - In a game with at least 9 fielders, 3 must begin each play in the outfield area and cannot enter the infield until the ball has been kicked. If any of the outfielders

crosses the line prior to contact by the kicker, the offended team may choose to take the result of the play or return the kicker home and resume the count prior to that pitch.

- b. Each team must provide a catcher. The catcher must field from behind the kicker. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.
- c. If a team provides a "fielding pitcher", the "fielding pitcher" may align themselves on either side of the offense's pitcher no closer than 3 feet from the pitching rubber. The "fielding pitcher" may not position themselves in front of pitcher's rubber (closer to the plate) until a ball is kicked.
- d. Only one other infielder, other than the "fielding pitcher", may position themselves inside the diamond (inside the 1st/2nd/3rd base diagonals) until the ball is kicked.
- e. The kicker is out in situations similar to softball (forceouts, flyouts, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. Any runner hit above the shoulders is safe. In this case, the play continues but the runner who was hit above the shoulders is NOT liable to be put out until after he/she touches the next base. However, if the runner intentionally uses the head to block the ball or ducks into the ball, the runner will be called out (the ball is immediately dead and runners must return to the base they last touched).
- f. In the event a fielder intentionally throws a ball towards a runner and contacts their head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.
- g. There is no infield fly rule.

6. CONDUCT OF PLAYERS

- a. Verbal Conduct: The use of profane language directed to one's self or another will not be tolerated. Arguing with an umpire or player in an unsportsmanlike manner will not be tolerated. Inappropriate gestures or disrespectful language will not be tolerated. Failure to abide by this rule may result in one or all of the following actions:
 - i. Warning
 - ii. Ejection
- b. Ejections: A player ejected from a game shall not participate in that game again. The umpire may eject a player from the field, if deemed necessary. If ejected from the field area, the player shall leave within two minutes. Failure to do so will result in that team to forfeit the game. An ejected player is automatically disqualified from **ALL** intramural contests (including other sports) until they meet with the appropriate Intramural Sports staff member.
- c. **Rec Sports staff reserves final decision-making authority to remove a player from a league and discontinue participation if deemed necessary at any time.**

End of Rules