



# INTRAMURAL KICKBALL RULES

**ABSOLUTELY NO JEWELRY IS ALLOWED TO BE WORN BY PARTICIPANTS!**

## **1- THE GAME**

Each game is scheduled for a maximum of five innings with a 50 minute time limit. No inning may begin after ten minutes before the start of the next game. Home team will be determined by a pre-game coin toss.

## **2- STARTING TIME**

- Game time is forfeit time.
- Teams are encouraged to report to the field 15-20 minutes early to fill out rosters and game cards.

## **3- NUMBER OF PARTICIPANTS**

- Teams *may* consist of both men and women.
- Teams *may* have an unlimited amount of players.
- A maximum of 9 players and a minimum of 7 players may play at a time.

## **4- EQUIPMENT**

- Shoes must be worn at all times.
- Rubber molded cleats are legal, however, no spikes or screw-on cleats will be permitted.

## **5- SCORING**

- Teams will keep track of their own scores
- Team captains will check scores between innings
- Any score discrepancy must be reported immediately

## **6- PROTESTS**

- Any rule interpretation protests must be made to the Sport Supervisor **AT THE TIME OF THE INCIDENT. Only protests of misinterpretation of the rules and eligibility will be considered. Judgement calls are not protestable.**

## **7- PITCHING**

- Teams will pitch to their own team.
- A maximum of five pitches will be allowed.
- There will be no strikes or balls called.
- If the kicker has not put the ball in play after five pitches he/she will be called out.
- The ball cannot bounce higher than the knee *when it crosses the plate* or the pitch will count as an automatic foul and the kicker will not be allowed to put the ball in play.

## **8- KICKING**

### **Order and Substitutions -**

- A team may have as many players kick as they wish, and if every player is in the kicking order, they may substitute freely on defense.
- A substitute whose name does not appear on the team's batting order may replace another player, but the player who is being replaced may not return to the game.
- If players arrive late, they will be placed in the kicking order following the batter who made the last out (New players must wait one full rotation through the kicking order before kicking.)

### **Bunting is not allowed-**

- Bunting will be called as a foul

### **Foul Balls-**

- Any ball kicked right of the first base foul line or left of the third base foul line will be considered a foul ball.
- Additionally, any ball failing to pass the front line near the pitcher's mound will also be a foul ball.

## **9- BASERUNNING**

- A second bag will be placed next to first base in foul territory. For all plays at first base, the kicker-runner will touch the outside bag. If the batter-runner touches any part of the inside base, s/he will be called out regardless of the outcome of the play.
- On base hits to the outfield, the batter-runner may touch the inside of bag while rounding first base.
- There is a chalked commit line from the home plate to the fence which the runner must cross to indicate a run scored.
- Touching home plate by the runner only will count as an out. Plays at home will be force plays.
- There is NO STEALING. There is NO LEADING-OFF. If an runner leaves his/her base prior to the batter making contact, he/she will be automatically out.
- NO SLIDING at any time.

## **10- COMMIT RULE**

- Any runner crossing the commit line two-thirds of the way between third base and home plate may not return to third and must go home. Upon the runner crossing the line, the play at home becomes an automatic force play.

## **11- INTERFERENCE**

- A runner who has been forced out must allow the fielder attempting to complete the double play a clear throw to the base. Failure to do so will result in the automatic completion of the double play.

## **12- FIELDING**

- Four players must stay in the outfield behind the painted Co-Rec arc until the ball is kicked.

## **13- OUTS**

- The kicking team has three outs per inning. An out results in the following:
  - Completion of 5 pitches without the ball entering play
  - A caught ball
  - A kicker being forced out
  - A kicker being tagged by the ball when not on a base
  - A base runner being hit with the ball below the waist (if a base runner ducks or moves to intentionally make the ball hit him or her above the waist, then he or she will be called out)
  - On force plays to first base, the defense can throw the ball to the pitcher's mound resulting in an out for the kicker only

#### **14- OVERTHROWS AND DEAD BALLS**

- When on any play that starts with a kicked ball, the ball is thrown into dead ball territory at first, third, or home as described by the umpire prior to the game, the runner being played upon is awarded two bases from the point where the ball was released. All other runners shall be entitled to the same number of bases (2) as the runner on whom the play was made.
- On overthrows remaining in play, the runners may advance at his/her own risk. If a ball strikes any permanent structure or rolls under a fence and has not been played upon, it shall be considered a dead ball and the baserunner will receive two bases as mentioned before.

#### **16- MISCELLANEOUS**

- No infield fly rule
- Because officials are not present, participants are expected to be honest and fair.
- If a dispute cannot be resolved, the intramural supervisor on duty will make the final decision.

