

Intramural Kickball Rules and Regulations

1. Equipment

- 1.1. 2 kickballs, bases, air pump, safety base. First aid etc.
- 1.2. 20 paces between plates (60 feet)
- 1.3. Safety base at First is fine for runners
- 1.4. 28 paces from Home plate to Second base (84 feet)
- 1.5. Mound is 42 feet from Home Plate
- 1.6. Officials at home, first and third
- 1.7. All players must have a closed toe shoe, NO sandals or open toed shoe is allowed

2. The Game

- 2.1. Game is 5 innings long or an hour long, whichever comes first
- 2.2. Each team's at bat is either 3 outs or 5 minutes or 6 runs, whichever comes first
- 2.3. Should time expire, an inning that has started will be completed
- 2.4. An inning officially starts when the third out of the previous inning is recorded
- 2.5. If the game is tied after regulation, only (1) extra inning will be played
- 2.6. Objective is to score as many runs as possible
- 2.7. Objective is to play defense to keep runners off the bases

3. Number of Players

- 3.1. Ten (10) players constitute a kickball team
 - 3.1.1. CoEd Modifications
 - 3.1.1.1. At least 3 of each sex on a team
 - 3.1.1.2. Batting order must not have more than 2 people of the same sex in a row
- 3.2. Batting order must STAY CONSISTENT
 - 3.2.1. Failure to do so will result in a turnover of batters
- 3.3. A team may play with seven (7) players without forfeiting
- 3.4. A team must start play with 7 players present
- 3.5. Players arriving late may be added to the bottom of the batting order at any time
- 3.6. If a team drops below 7 players for any reason, it may continue playing at the supervisor's discretion
- 3.7. A team is allowed to bat up to 12 players (10 fielders and 2 extra hitters)

4. Mercy Rule

- 4.1. A mercy rule will be enforced after one team is ahead by 15 runs after 3 innings or 10 runs after 4 innings
 - 4.1.1. Unless already winning by this spread, the home team always gets to complete their half of the inning, even if the visitors get ahead by more than 10 or 15 runs

5. Playing The Game

- 5.1. Only 3 pitches shall be allotted

5.1.1. Unless pitch is deemed illegal

5.2. Each game starts with one (1) kicker awaiting a pitch from their own team's pitcher in the batter's box.

5.3. The rest of the kicking team shall stand 3 ft. behind the foul line in their respective dugout.

5.4. The pitching team will consist of ten (10) players on the field and must provide their own catcher.

5.5. The kicking team starts with zero strikes and gets three strikes until he/she is out.

5.6. If the kicker kicks a fair ball the pitching team can get the kicker out in four ways

5.6.1. Touching the kicker with the ball

5.6.2. The pitching team tries to throw the ball at a kicker for an out

5.6.2.1. Head shots will result in an automatic safe call and all runners on base advancing one base

5.6.2.2. Repeated head shots by the same team will result in removal of a player (team continues game down a player) and/or that specific player

5.6.2.3. All balls should be thrown at the feet of the runner

5.6.2.4. Aggressively thrown balls may also result in a 'no out' call or another base awarded to all baserunners, at the officials discretion

5.6.2.5. When a ball hits a player, and then goes out of the field of play, baserunners can advance only one additional base

5.6.3. Touching the base with the ball or in possession of the ball for a force out

5.6.4. Catching the kicked ball before it hits the ground

5.7. The ball is deemed out of play if it crosses the out of play line

5.8. In such an event the call is a foul ball and a strike is awarded

5.9. No "bouncies", a pitched ball must be rolled on the ground without bouncing more than 6 inches high

5.10. If a pitched ball exceeds 6 inches high it is deemed an illegal pitch

5.11. The kicker is out if the ball is caught after deflecting off a player on the pitching team before the ball hits the ground.

5.11.1. However, if the kicking team has base runners and one of them is hit with the ball during a kick that base runner is out and the pitching team still has an opportunity to get the kicker out.

5.12. All fielders cannot encroach

5.13. Aggressive plays at bases/home plate will result in an out or turnover at bat

5.13.1. Runners cannot barrel into fielders

5.13.2. Fielders cannot block the plate/lower their shoulder

5.14. Balls hit into the vegetation will be stand up doubles

5.15. Once the pitcher has control of the ball the play ends

6. Base Running Rules

6.1. Under no circumstances are runners permitted to steal

6.2. A base runner shall be declared out if he/she leaves their base while the pitcher has the ball in legal pitching position or before a legal pitch is kicked

6.3. NO SLIDING WILL BE ALLOWED

- 6.4. The ball remains in play and such runners are liable to be put out while advancing
- 6.5. There is no limit on the number of bases a runner may take

7. Overthrow Rule

- 7.1. When the ball is overthrown into foul territory, every base runner may advance to the base they were running to plus one

8. Cancellations, Delays, and Defaults

- 8.1. For various reasons such as facility issues, inadequate light, or inclement weather, injuries intramural sports games may be canceled, delayed, or end in a default
- 8.2. If time and space allows, canceled games will be rescheduled
- 8.3. Games canceled during play will be rescheduled if the game has not yet reached an “official” game
- 8.4. Games cancelled after the game is declared “official” will end with the score remaining final and no reschedule will be made
 - 8.4.1. The standards leading to the declaration of an “official” game are outlined in the rules of each sport
- 8.5. A default is a game that is not played as a result of one of the teams not being able to field the minimum number of participants required to start the game. The game is recorded as a loss but is not considered a forfeit
- 8.6. A default will NOT result in lower sportsmanship
 - 8.6.1. Teams that default will receive a sportsmanship score of five