

# **Intramural Sports Rule Book**

#### WHERE CHARACTER MEETS COMPETITION

## **KICKBALL**

#### Team:

- A team consists of 10 players. 8 players are required to start a game.
- At least the same number of females must play as males at any given time (5 females/5 males, 7 females/3 males, etc.)
- A team must always have a pitcher AND a catcher.
- If at any point in the game your team falls below 8 players, an "out" will be recorded each time that player's spot in the lineup comes up to kick

### **Uniform/Equipment:**

- The following items are prohibited:
  - Shoes with metal spikes.
  - Open toed shoes.
- The following items are allowed:
  - o Gloves.
  - Hat, knit or stocking cap, headband, rubber or cloth bands without hard, unyielding knots to control hair.

#### Timing:

- Game start time is forfeit time.
- Games will consist of 5 innings or 30 minutes, whichever happens first
- Grace can be awarded to an opponent if and only if a representative of that team is signed in and if the team awarding grace has enough players.
  - o Grace is 10 minutes
  - o **2 runs** are instantly given to the team who grants Grace
- Mercy is 15 runs after 3 innings or 10 runs after 4 innings

There are no extra innings, games can end in a tie

#### Scoring:

- 1 run is awarded when a runner touches home plate
- A runner must touch home plate before the third out is made, except that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base.
- At the end of a game the team with the most runs wins.

### **During Play:**

- Captains are the only players permitted to talk to any intramural staff.
- 2 guys cannot kick back to back but 2 girls can
- All pitches must be "kickable"; there will not be "walks"
- Players start with 0 strikes and receive up to 3 "kickable" pitches
- Foul balls count as strikes
- At 2 strikes, a foul ball is recorded as an "out"
- All pitching must be done by hand, though no restriction on style is enforced
- Kicks are any contact with the ball below the knee
  - All kicks must occur behind or on home plate and no part of the kicker's plant foot may cross home plate until after the ball is kicked
- · Bunts are NOT allowed
  - If the kicker does not attempt a full swing with the leg it is considered a bunt.
- Base runners are <u>not allowed to take leads or steal</u>
- A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up, a runner may advance. A runner failing to tag-up as required is out.
- Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.
- If a runner is tagged in the head or neck, it is not considered an out
  - o If a runner purposefully blocks a tag with the head or neck, they are out
  - o If they are covering their head/neck to protect themselves, they are not out.
- Any rules not outlined herein follow the customary rules of baseball
  - Kickball is typically played on a softball sized field, however, field dimensions can vary given constraints and purpose
- The decisions by the intramural staff are final in matters pertaining to the game.
- Sliding is NOT allowed