INTRAMURAL KICKBALL RULES
General Team Information and Regulations can be found
In the Intramural Manual

THE GAME

- All games will be played through 7 innings or 50 minutes - whichever comes first. Should time expire, an inning that has started will be completed.
- An inning officially starts when the third out of the previous inning is recorded. If the game is tied after regulation, only (1) extra inning will be played. NOTE: The game shall be declared official if 3 innings or 30 minutes have expired when the game is stopped.
- A new inning will not begin within 5 minutes of the official end time.

NUMBER OF PLAYERS

- Ten (10) players constitute a kickball team (at least 3 of each sex). A team may play with eight (8) players without forfeiting. A team must start play with 8 players present.
- Players arriving late may be added to the bottom of the batting order at any time.
- If a team drops below 8 players for any reason, it may continue playing at the supervisors discretion.
- A team is allowed to bat up to 12 players (10 fielders and 2 extra hitters).

MERCY RULE
A mercy rule will be enforced after one team is ahead by 15 runs after 3 innings or 10 runs after 4 innings NOTE: 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.

POSITION RULES
There are no restrictions as to where to position your players, except each team must have a pitcher and a catcher.

PLAYING THE GAME:

- Each game starts with one (1) kicker awaiting a pitch in batter’s box.
- The rest of the kicking team shall stand 3 ft. behind the foul line in their respective dugout.
- The pitching team will consist of ten (10) players on the field and must provide their own catcher.
- The kicking team starts with zero strikes and gets three strikes until he/she is out.
- If the kicker kicks a fair ball the pitching team can get the kicker out in three ways:
  - Touching the kicker with the ball
  - The pitching team tries to throw the ball at a kicker for an out (If it hits the kicker in the head than the kicker is ruled safe because there are no head shots!)
  - Touching the base with the ball or in possession of the ball for a force out
  - Catching the kicked ball before it hits the ground.
• The ball is deemed out of play if it crosses the out of play line. In such an event the call is a foul ball and a strike is awarded.
• No “bouncies”, a pitched ball must be rolled on the ground without bouncing more than 6 inches high. If a pitched ball exceeds 6 inches high it is deemed an illegal pitch.
• The kicker is out if the ball is caught after deflecting off a player on the pitching team before the ball hits the ground.
  o 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.

BASE RUNNING RULES
1. Under no circumstances are runners permitted to steal.
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.
3. NO SLIDING WILL BE ALLOWED.

OVERTHROW RULE
When the ball is overthrown into foul territory, every base runner may advance at their own risk. The ball remains in play and such runners are liable to be put out while advancing. There is no limit on the number of bases a runner may take.

EQUIPMENT AND TEAM AREAS
1. Kickballs will be provided. Both teams must play with the provided balls.
2. Sandals or bare feet are not allowed.