

## **INDOOR KICKBALL RULES**

- Teams are responsible for all information given at the team manager's meeting and in the Intramural Handbook.
- Intramural Indoor Kickball is governed by NIRSA rules except for adjustments as noted below.

### **RULES:**

1. Two teams of 6 players each shall play the game. A team may play with 4 players.
2. Games will be 6 innings or 40 minutes. No new inning will be started after 40 minutes.
3. Forfeit time is 5 minutes after scheduled game time.
4. Mercy rule is 15 after two innings.
5. Automatic out if the kicker's plant foot crosses home plate.
6. Each team pitches to their own team. A kicker has two pitches to make a kick. Pitcher must be behind the basketball 3 point line when releasing the ball.
7. A courtesy foul is given on the first pitch only. A foul on the second pitch will result in an out.
8. Defensive players must be positioned behind pitchers' line.
9. Ball thrown at a player in an attempt to make an out must make contact below the shoulders. Any contact above the shoulder will result in a dead ball with offensive player receiving that base plus one. Other runners will advance only if forced by runner (DUCKING DOWN TO GET HIT ABOVE THE SHOULDERS IS AN AUTOMATIC OUT).
10. A ball that hits the pitcher is a **live ball** unless the pitcher makes an attempt to catch or block the ball then it is declared an out.
11. Kicker must take a "full swing" (no bunting) and the ball must get past the basketball 3 point line or will be declared an automatic out. The kicked ball will be considered a live ball if touched by the defense before crossing the 3 point line.
12. Sliding will be considered an out.
13. It is an automatic force out at home when runner crosses the hash mark between home and 3<sup>rd</sup> base. The runner is automatically out if he/she returns to 3<sup>rd</sup>.
14. All present members of the roster bat and the batting order must remain the same throughout the game.
15. Runners may not leave the base until the ball is kicked. Doing so results in an automatic out.
16. A ball that leaves the gym or strikes any part of ceiling is declared an out. Runners must return to base last occupied.
17. A dead ball occurs when the ball enters the boxes and kicker is awarded a ground rule double and runners advance 2 bases from where they start.
18. A ball caught off the wall is an out.
19. A homerun = any ball striking the farthest wall from home plate above the yellow air duct or out the last opening.
20. If the basketball hoop at the far end of the court is down and the ball hits it, the following is awarded: the backboard = an automatic single; straps, poles or any other part of the apparatus = an automatic double.
21. A runner must stay within the base line when running to bases.
22. Team at bat keeps scorecard. (ASK SUPERVISORS ANY QUESTIONS ABOUT THE SCORE)
23. Home team will be determined by flipping a coin. In the playoffs, best record determines the home team.
24. Teams **MUST** have a cumulative Sportsmanship Rating of 3.0 or better after regular season to be eligible for playoffs.
25. **NO JEWELRY!** Medical alert bracelets and religious jewelry must also be taped to the skin.
26. **NO TAPE PROVIDED**
27. "NO MOUTH" Rule
28. Unsportsmanlike conduct will not be tolerated.

### **ELIGIBILITY:**

Individuals may play on only one team.

### **LOCATION:**

All Intramural Indoor Kickball games are played on SRC court 6 unless noted otherwise.

### **EQUIPMENT:**

Intramural Sports will provide the game balls. No player shall wear equipment that is dangerous to other players.