

Arkansas State University

Intramural Sports

Kickball Rules

**Game format:**

1. A game will consist of 5 innings or 30 minutes whichever comes first. No new inning will begin once the 30 minute time limit has expired. However, any inning which has been started prior to the time limit expiring will be completed.
2. Game time is forfeit time. Teams must have the minimum amount of players (5) to start a game. If they don’t, that team will be charged with a forfeit.
3. Rock/paper/scissors will determine who is home/away
4. Extra innings: In the event that the score remains tied after 5 complete innings or 30 minutes, a series of extra innings will be played until the tie is broken.
5. Run limit rule: The most runs a team can score in an inning is 10
6. Mercy rule:
	1. 20 runs after 2 complete innings
	2. 15 runs after 3 complete innings
	3. 10 runs after 4 complete innings

**Pitching and hitting:**

1. Teams pitch to their own team members.
2. The pitcher shall roll the ball. No bouncing.
3. Kickers receive 3 pitches to kick. If they fail to kick the ball fairly in 3 pitches they will be called out. There are no strike zones. There will be no ball/strike count. A foul ball on the third pitch will be an out.
4. Teams will be given no more than 3 warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the umpire.
5. Only 7 players are allowed to play in the field on defense. However, teams are allowed to kick their entire lineup (max 10) if they have more than 7 players on the roster. A kicking lineup must be provided before the game starts.
6. Pitchers must not intentionally interfere with a kicked ball. If a pitcher does interfere, the batter will be called out. All base runners must return to the bases in which they began the play.
7. A foul ball will consist of the following:
	1. A ball hitting the pitcher
	2. A ball landing in foul territory
8. Bunting is not permitted. Kicks must be a full swing and must go past the pitcher’s mound. Kickers who bunt will be called out. The umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be the designated courtesy runner.
9. A runner is out when he/she is struck with a fairly batted ball in fair territory provided the ball has not passed an infielder, excluding the pitcher.
10. There is no infield fly rule.

**Base running:**

1. Runners cannot lead off. The runner can’t leave the base until the pitch is contacted by the kicker.
2. Sliding is illegal. Anyone caught sliding, other than accidental, will be called out and may be ejected from the game(s).
3. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, or catching). If the base runner does not avoid the collision, they are liable to ejection at the supervisor’s discretion.
4. A runner may not charge into a fielder hoping to dislodge the ball. The runner will be called ‘out’ and if the action was flagrant, ejected.
5. The ball may be thrown at the base runner to get them out. However it must not be a head shot. A ball thrown intentionally at the head of a base runner will result in ejection from the game.
6. Defensive players must stay out of the base paths and off of the bases unless they are in the process of making a play for an out.

**Additional rules for indoor kickball:**

1. A ball hitting the wall before crossing over first or third base is a foul ball.
2. A ball hitting the ceiling prior to passing over the pitcher’s mound is a foul ball.
3. Balls that hit the ceiling and do not make it past the pitcher’s mound will be called a foul ball, HOWEVER can be caught for an out.
4. If a ball hits a wall or basketball goal in fair territory, it is considered a live ball. Balls that hit any of the above are not eligible to be caught for an out.
5. If the ball hits the ceiling in fair territory, it is considered a live ball.
6. A ball that hits the ceiling can be caught for an out.
7. A kick will only be ruled a homerun when the ball hits the grey portion of the curtain. If it hits the black portion of the curtain at the bottom it is a live ball. If a ball rolls beyond the curtain it will be ruled a “ground rule double.”