

Kickball Rules 2016 RULES

Start of Game

The home team will field first and kick last. Kicking order must rotate genders.

The game shall consist of seven (7) innings or 50 minutes, whichever comes first. Should time expire, an inning that has started will be completed.

Mercy Rule - A mercy rule will be enforced after if one team is ahead by 15 runs after five (5) 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 15 runs.

Kicking - 3 strikes is an out with the count starting at 1 and 1. If the kicker takes a pitch or kicks the ball foul it will be counted as a strike. A fouled third strike, is an out! Kicks that hit the ceiling or lights are considered outs. NO BUNTING.

Base Running - Base runners are not permitted to steal at any time. o A base runner will be declared out if they leave their base while the pitcher is in possession of the ball in legal pitching position, or before the ball is kicked by the kicker. o Head first slides are prohibited and will result in an automatic out. No pinch running.

Pitching - Pitchers must provide fair balls for the kicker to kick. o There will be no bouncing balls from the pitcher. All pitches must stay less than 6 inches off of the ground through the entirety of the roll. o If a pitcher rolls three (3) bouncing balls or intentionally avoids the batter, a walk will be issued and the kicker will receive first base.

Home Runs - Kicks that clear the East wall and track are considered Home Runs. Teams are allowed 5 home runs per game. Home runs after the limit count as an out.

Fielding o Fielders may position themselves anywhere on the field. There are not set positions. o A kicker/runner can be declared out in one of three ways by the ball.

contacted with a ball thrown by an opposing fielder is declared out, UNLESS the player is contacted in the head. o A player tagged with the ball by an opponent is out. A fielder touches a base with possession of the ball to create a "force out"

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Overthrows: o Any ball overthrown into foul territory is still a live ball o Players may continue to advance at their own risk. o In a situation where a ball is out of play or trapped, the runner will be awarded the next two bases following the last base they had touched.

Scorekeeping: o The Intramural Supervisor on duty will be in charge of keeping track of the score for the game. o Teams are responsible for keeping track of their kicking order. Innings are a 5 run limit with the exception of the last inning which is limitless.

Overtime: o If a game is tied after seven (7) innings or 50 minutes, extra innings will be played to determine a winner with a runner starting on 2nd base from the kicking team.