

TEXAS STATE[®]

CAMPUS RECREATION

INTRAMURAL SPORTS KICKBALL RULES

Game Information

- Each game will run for 5 innings or 30 minutes (whichever comes first). A game is considered a complete game if 2 full innings have been completed.
- Your team forfeits if by 10 minutes after scheduled game start time, you do not have at least 5 players,
- The maximum number of players in the field is 7. Any combination of women & men will be allowed – it is an open league.
- **To prevent collisions, you may overrun the base by a few steps as long as you don't turn to run to the next base.**
- There will be two bases on 1st, 2nd, and 3rd – one for the runner, and one for the fielder. The runner's base is the right base. If you accidentally run to the incorrect base you will be given a warning. You must stay on the base until the ball is hit.

Offense

- All active players will be put into the kicking order. If you will be playing in the field even for 1 inning, you will be kicking all game. You can change fielding positions all you would like, but once the game starts, the kicking order may not be altered for any reason. **The kicking order is at the discretion of the team, but must be listed as guy, girl, guy, girl, etc, including bottom to top of the lineup.** To keep your lineup going like this, set it up with two independent lists, one for guys and one for girls. Go through until each person has kicked, then go back through the list and make tally marks after they go again. This makes sure you keep the order consistent.
- The pitcher is only allowed to gently roll the ball to the kicker. No bounce **AT ALL** and not fast. If there is any bounce the umpire will call it too bouncy and it will be re-pitched. Just pitch it slow and right to the kicker. We're doing this minimize kicking the ball into the ceiling which we don't want.
- You must kick from behind the home plate box. If the ball is kicked in front of this the ump will yell that it is a strike and it will be re-kicked. **BUT, if you kick it from in front of the plate, the fielding team may still catch the ball and you are still out and runners may not advance.**
- Everyone starts with a 1-1 count. A kicker has two chances to kick the ball. If you kick the ball playable the first time, you will run to the first base mat. If you kick the ball foul, meaning that the ball failed to go as far as the determined line in the gym in front of the home base area, or you kicked it out of play, that's a strike and you get just one more kick. If you kick the ball foul a second time, you're out.
- Bunting is allowed.
- **The foul line is the line on the court in front of home plate. All walls are in play. Any ball caught off of a deflection from the wall. A home run will be awarded if the ball hits the back wall. If the kicked ball hits any part of the ceiling or light it will be an automatic out.**

- **THERE IS ABSOLUTELY NO SLIDING OR DIVING ALLOWED.** You may not slide or dive to avoid getting hit by a ball or get to a base. If you do you are out. You can definitely still dodge and jump to avoid the ball being thrown at you.
- No leading or stealing bases.
- If a ball is caught for the 3rd out, runners crossing home plate before the ball was caught will NOT count as runs scored.
- If you are a runner and the ball hits you anytime going in between bases, you are out.
- There is a 10 run limit for innings 1-4, unless one of those innings is declared the final inning of the game. **The 10 run limit rule does not apply if your team is losing by 6 or more runs going into that inning.** There is no mercy rule.

Defense

- Runners may keep advancing until the defense brings the ball back into the circle at the pitchers mound. At this time the ump will call "time" that the play has ended and runners may no longer advance. Runners already a good distance away from the base they were on and heading toward the next base may continue to run to the base they were headed to. Because there are no force outs at 2nd, 3rd and home, this prevents players from being ridiculous with their running and leaving the base right as the ball is thrown back to the pitcher. If runners have stopped running and the play has stopped, the ref may call time before the ball has physically made it to the circle. This is the ump's judgement call.

There are several ways to get players out:

1. Catch a kicked ball on the fly. You may catch the ball off of the walls or anything else to get the out. The ball can bounce off of anything at all in fair territory and until it hits the ground can be caught for the out.
2. Touch any runner that is off the base with the ball. Doesn't matter if you drop it as long as the ball touches them. If the runner tries to hit the ball out of the hand of the defender, that runner will be out and play will be dead.
3. Throw the ball at runners that are off the base and hit them. You must hit them from the shoulders down. Any ball that hits them in the neck or head will result in them automatically being awarded a home run. Only they will get a run, play will be dead and players will be awarded the base they were heading to if they had already left the base. However, if the runner ducks in any way to avoid being hit this rule does not apply. Or if the runner puts their head/neck in the path of the ball on purpose, they will be called out.

SAFETY IS THE MOST IMPORTANT THING!

There is a **STRICT NO CONTACT RULE** in effect that BOTH teams must be aware of. Runners must do everything they can to avoid contact, but fielders also must be aware of where they are in relation to the runners and do everything they can to avoid contact as well. **FIELDERS, DO NOT BLOCK THE BASES.** If you block the base or impede the runner from getting to the base, interference may be called and the runner called safe.

If you're playing home, don't block the base! If you take your last few steps while running home to go around a baseman that's blocking the base so you don't plow someone over, we'll likely call you safe. The umpire will make the call as to who's at fault with the contact and make the appropriate call as to whether it is safe or out.

Situations that arise from contact may warrant a player being ejected from the game at the ump's discretion. It's always the ump's judgment call. Just remember that this is a fun league and we're here to just have fun, so avoid contact **AT ALL COSTS.**