



Life University

Summer Intramural Kickball Rules

All intramural kickball games will take place on the upper field of the Sport Complex & Track.

Field:

- Final rosters must be set by August 13. No changes can be made after this date
- The baselines are 60 feet and the distance from the pitcher's mound to home plate is 50 feet
- A team must have 8 players to start a game
- All teams must turn in a batting order to the official scorekeeper before the game
- A player is officially in the game when his/her name is on the official score sheet
- No metal screws or screw-in cleats are allowed
- Rings, earrings, necklaces and bracelets are advised not to be worn
- Games consist of 7 innings with a 50-minute time limit
- The game will be called at the completion of the fourth inning if a team is ahead by 15 runs and in the fifth inning if a team is ahead by 10 runs
- One extra inning can be played if the score is tied and time remains

Defense:

- There can be a maximum of 10 defensive players on the field: pitcher, catcher, basemen, short stop, 4 outfielders
- Fielders must stay out of the base line unless they are attempting to tag the runner or catch a kicked ball
- Hitting a runner with the ball above the shoulder will result in the runner advancing one base
- Hitting the base with the ball does not count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run
- *Infield Fly Rule:* a fair, hit ball, other than a line drive, that is caught or in the opinion of the umpire could be easily handled by the infielder. Players must be on first and second base (or bases loaded) with less than 2 outs
- Pitching must be underhand only and the ball cannot bounce more than 1 ft in height at the plate
- The catcher must be positioned at least 3 feet from the kicker and behind home plate until the ball is kicked

Kicking:

- Players must kick in the order on the official score sheet
- If a team has more than 10 players (up to 14), all players must kick
- All kicks must be taken at or behind home plate or a strike will be called
- *Strikes:* are called by the umpire for each legally pitched ball inside the strike zone when the batter does not kick and for each pitched ball kicked at and missed by the batter
- After 2 strikes, only 1 foul ball is allowed. The second foul ball will be considered strike 3
- *Balls:* are called by the umpire for each pitched ball that is not within the strike zone and for each illegally pitched ball
- Kickers may not stop the ball with their foot and then kick it
- Runners must stay within the base line

- Leading off base is not allowed. The runner may leave base when the kicker makes contact with the ball
- All ties will go to the runner
- An out is:
 - Count of three strikes
 - When the runner is hit by the ball
 - When the runner is touched by the ball at any time while not on base
 - A runner who is on the same base with another runner and is tagged with the ball
 - Any kicked ball (fair or foul) that is caught
 - A ball tag on a base to which the runner is forced to run
 - A runner leading off base before a ball is kicked

Code of Conduct:

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and Life University staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language (Anyone failing to abide by these codes is subject to disciplinary action including possible suspension or dismissal from the league.)
6. Teams using any illegal player(s) will forfeit those games in which the illegal player(s) participated.

*Any rule clarification not stated here will be decided on the court by the game officials and/or Life University staff...all rulings are final.