

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL KICKBALL RULES

1. Game time is forfeit time. There will be no grace period. The Washburn University Sportsmanship Rating System will be in effect for all games. ASA rules will govern play except where Washburn Intramural modifications are stipulated.
2. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO PLAY.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
3. Prior to each match, team captains must check the roster on the score sheet for accuracy and write in jersey numbers. **To be eligible, players must sign the official team roster prior to participating. THE SCORE SHEET IS NOT THE ROSTER!!** Roster checks will be made throughout the season. Players may sign the team roster at the field of play prior to any regular season game or at the SRWC front desk Monday through Friday, 8am – 5pm.
4. Each team will consist of a maximum of ten (10) players. Game time is forfeit time. Teams must begin the game with a minimum of seven (7) players and may end the game with a minimum of six (6) players. Teams failing to be represented by at least seven (7) eligible players game time shall forfeit the game. The intramural supervisor shall have the official time piece.
5. Shoes with metal, ceramic, screw-in, or detachable cleats are illegal.
EXCEPTION: Screw-in cleats are allowed if screw is part of the cleat.
6. Kicking Order: A team must kick all members of their team. A team must keep same kicking order in game's entirety. Any batter kicking out of order will be an out. Kicking order must alternate by gender until unable to do so. Anytime two successive kickers are of the same gender, an out shall be recorded.
7. Players entering the game after the game has begun shall be placed at the end of the batting order, unless there is a slot they could be placed to avoid two players of the same gender batting back to back.
8. A game consists of seven (7) innings or 55 minutes past scheduled start time, whichever comes first. No new innings can begin after the 50 minute time limit has expired. Three (3) outs per inning. During playoffs extra innings will only be played if there is a tie.
9. A "Mercy Rule" will be in effect.
 - a. After the 3rd inning, if a team has a 15 run lead and the team trailing has had its turn to bat, the game will be ended.
 - b. After the 4th inning, if a team has a 10 run lead and the team trailing has had its turn to bat, the game will be ended.
10. Kicking the ball
 - a. The kicker may not run past home plate before kicking the ball.
 - b. Bunting is illegal
 - c. The offensive team will supply the pitcher.
 - d. Each kicker will receive a maximum of two pitches per at-bat.

11. The infield fly rule will be in called when the requirements are met.
12. An out is recorded when:
 - a. A kicker fails to place a kicked ball into play after two pitches.
 - b. A runner gets hit by the ball below the shoulders before reaching the base.
 - i. EXCEPTION A: a player who is not in a regular standing/running position and is hit in the face/head will be ruled out (Example: bending down to avoid getting hit, the runner falling down/ sliding, the runner dodging down).
 - ii. When a runner is hit in the head with the ball, the play shall become dead and the runner shall be awarded home base with all runners in advance of the runner hit in the head also scoring.
 - iii. EXCEPTION B: If the thrown ball contacts the ground and *then* the runner, no out will be made and play will continue. This is an official's judgment call which cannot be protested.
 - c. A kicked ball is caught on the fly in either fair or foul territory.
 - d. A runner is forced out.
 - e. The pitcher intentionally interferes with a kicked ball.
 - f. A kicked ball contacts a baserunner or their clothing.
 - i. RESULT: The ball becomes dead, the runner is out, the kicker is awarded first base, and all other runners are returned to the bases last occupied unless forced by the runner advancing to first.
 - g. A runner is off the base before the ball reaches home plate. Leading off and stealing is not allowed.
 - h. A kicker intentionally bunts the ball (Anything not deemed a full attempt at the ball; official's judgment).
 - i. The kicking team kicks out of order.
 - j. 2 kickers of the same gender kick back to back. (Out will be assessed after the first kicker has completed their at-bat).
13. Defensive positioning is restricted by the following:
 - a. No more than 6 players may position themselves within the traditional infield area prior to the ball being kicked.
 - b. All infield players, except the catcher, must position themselves behind the imaginary line between first and third base prior to the ball being kicked.
 - c. A maximum of 3 players of either gender may play the infield.
14. Overthrows must be retrieved by the defensive team unless obstructed by a fence or other immovable object. In the event of an obstructed ball, play will become dead and all runners will advance to the next base.

