

STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY
INTRAMURAL INDOOR KICKBALL RULES

Location

- Games will be played at the Indoor Athletic Facility, on the turf side.

Schedule

- Regular season will be played for 3 consecutive weeks at your scheduled day and time. Playoffs for qualifying teams will follow the regular season.
- If your team is unable to make your game contact the Intramural Office at 785-670-1314 by 3:00pm the day of your game to default.

Eligibility

- ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC. 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.

Players

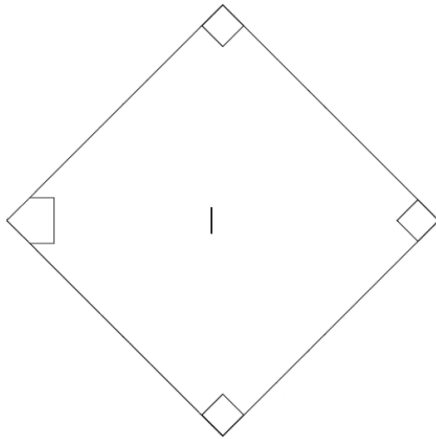
- Each team will consist of six (6) players. Game time is forfeit time. Teams must begin the game with a minimum of four (4) players. Teams may list up to nine (9) kickers.
- Teams must have a minimum of six (6) players registered on IMleagues to be entered into the league.
- Players may be added to the roster via IMLeagues, before the end of the regular season. Roster addition instructions are available at the SRWC or online at www.washburn.edu/getfit.
- A speaking captain must be designated for each team. S/he alone may appeal to the Supervisor.
- Games are self-officiated. Any discrepancies must be settled by team captains within 1 minute or the match will be declared a forfeit for both teams by the Intramural Sports Supervisor. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

Equipment

- No jewelry is permitted.
- Head decorations, headwear, hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- All players must wear athletic shoes with non-marking court soles. Hard sole shoes or sandals of any kind will not be permitted.

Gameplay

- **The Playing Field**



- Played on the turf side of the Indoor Athletic Facility.
- Foul territory is anything outside of the first and third base line
- The walls are live off the bounce if in fair territory
- If a thrown ball goes past the curtain, the ball becomes dead and runners advance to the base they are heading to.

- **Game Timing**

- A game will consist of nine innings or 45 minutes past scheduled start time, whichever comes first
- No new innings can begin after 40 minutes have passed
- **Play is stopped when the ball is given back to the pitcher and a defensive player verbally calls “TIME”.**
 - **If a player is not on base when “TIME” is called they must advance or go back to the closest base they are occupying (to prevent stealing bases)**
- Three (3) outs per inning

- **Kicking Order**

- A team may kick up to 9 people during a game (roster cap)
- A team must keep the same kicking order the entire game
- Any batter kicking out of order will be an out
- If a player is up to kick but is still on base, the player loses the base they are on and must go kick.
 - No out will be awarded for the lost base
 - There are no “ghost runners”
- **Games are self-officiated. The kicking team is responsible for making calls. If there are discrepancies the team captains must reach an agreement. If no agreement can be reached, then the preceding play will be replayed. If it is not resolved in one minute the game will be a double forfeit. Please be fair and use best judgement on calls.**

- **Kicking**
 - The kicker must kick the ball near home plate.
 - It is the responsibility of the kicker to make all fair and foul calls since s/he is in the best position to look down the line
 - Bunting is illegal and will result in an out
 - The kicking team will supply the pitcher
 - Each kicker will receive a maximum of two (2) pitches per at-bat
 - There are no walks

- **Base Running**
 - Runners must stay on base until the ball is kicked. Stealing is not allowed. If a runner attempts to steal or leaves a base before the ball is kicked, the runner will be called out.
 - Sliding or diving towards a base will not be permitted. Any attempt to do either will result in a warning on first offense or an out on second offense. The third time it happens per team will be an out and ejection.
 - Any runner who is off base after the ball is kicked and contacts the ball will be called out
 - Runners must tag up before legally advancing to a new base on a caught fly ball

- **Scoring**
 - Teams may score up to 10 runs per inning.
 - Mercy Rule will be in effect.
 - After the 7th inning, if a team has a 21 point run lead and the team trailing has had its turn to bat, the game will be ended.
 - If the game is a forfeit the score will be 10-0 with winning team receiving a 4 Sportsmanship Ranking and the losing team receiving a 0.

- **Outs**
 - An out is recorded when:
 - A kicker fails to place a kicked ball into play after two pitches
 - If second kick is a foul ball that is an out
 - A runner gets hit by the ball below the shoulders before reaching the base
 - If a head shot occurs without ducking the ball becomes dead and players go to next closest base
 - A kicked ball is caught on the fly in either fair or foul territory
 - A runner is forced out by tagging a base
 - The pitcher intentionally interferes with a kicked ball
 - A kicked ball contacts a baserunner or their clothing
 - A runner is off the base before the ball reaches home plate.
 - Leading off and stealing is not allowed
 - Kicker intentionally bunts the ball
 - The kicking team kicks out of order

Sportsmanship

Washburn University takes Sportsmanship very seriously. Teams will be ranked after each game and need a 3 or greater average to advance to playoffs. Any team receiving a 0 or 1 for non-forfeit related games will need to meet with the Assistant Director before their next game. Any person being ejected from a game will need to leave the SRWC immediately and also will need to meet with the AD before being eligible again. More information about Sportsmanship Rankings can be found online in Intramural Policies and Procedures.