

## INTRAMURAL KICKBALL RULES

All participants are required to follow normal guidelines set forth in the Intramural Handbook online.

Current W.A.K.A rules will govern kickball rules with the following exceptions:

- 1) Kickball is a simple game consisting of two teams, 10 fielders, 5 innings, 2 base coaches (if desired), one base on an overthrow, forced outs, no ghost runners, and bunting is allowed. (highly discouraged since Pitcher's Hand rule is in place).
  - a. There is NO "pegging" of the ball. If a base runner is hit by a ball kicked by their teammate, that base runner is out. If a fielder throws the ball and the base runner is hit, the base runner is still safe, if they beat the tag/force out.
  - b. Games will be played at Henderson Field.
- 2) Teams will provide a pitcher to their own team. Each batter will get a maximum of 3 pitches. If a ball is kicked foul on the third pitch, the batter will be called out. There will be a designated defensive pitcher in order to use the Pitcher's Hand rule.
- 3) There is no stealing base when the pitcher has the ball in their possession. If the runner is past halfway at the point when the pitcher calls time, the runner is then allowed to advance to the next base. You cannot tag a player out after the pitcher calls time. You automatically get one base on a throw that goes out of play, but if the ball stays in the field of play during an over throw, runners may advance at their own risk.
- 4) A player can be called out by: Pitcher's Hand rule (explained below), a caught ball that has been kicked legally, stepping over the plate on a kick (stepping on the plate is allowed), striking out, forced out at a base, or tagged out.
  - a. Pitcher's Hand rule – The defensive pitcher must be within the infield to call time. If the pitcher calls time while not in the infield or without the ball, runners are automatically safe. If the pitcher calls time with the ball in the infield before the kicker gets to first base, the kicker is out. Pitcher's Hand is only in effect for first base. (A pitcher can tag second base, and then call time AFTER the tag to induce a double play).
  - b. Players CANNOT knock a ball loose from a fielder's hands for them to "drop the tag." Player will be called out, as long as possession was established before the tag.
  - c. NO sliding allowed!
- 5) The player who is up to kick cannot step in front of the plate to kick the ball. They are allowed to step on or next to home plate.
- 6) There are 3 outs each inning, and 5 innings played.
- 7) If a ball that is legally kicked lands in bounds but then goes foul before the third and first base, it is a foul ball. If a legally kicked ball lands in bounds AFTER first/third base, then goes foul, it is considered a fair ball.