



Kickball Rules

Only currently enrolled and/or employed UMF students, faculty, and staff are eligible to participate in the Intramural Sports program.

I. ROSTER

- 1) Roster size - teams must consist of no less than 8 and no more than 12 players
- 2) Gender - there are no restrictions or requirements regarding the gender of players
- 3) Captain - one player is designated as captain on the roster. If that player cannot attend a game, another player shall fill the role of captain for that game.
- 4) All team participants must be registered on the team roster. Any players added to the roster during the regular season must participate in at least one regular season game. No additions to the roster can be made during the playoffs.

II. FIELDING A TEAM

- 1) All rostered players on the day's scoresheet will kick in the order that they appear on the scoresheet
- 2) The pitcher will be a player from the kicking team
- 3) The fielding team shall consist of 9 players; a catcher and 8 additional player
- 4) Teams may play with as few as 7 players
- 5) Field players may position themselves anywhere inside the foul lines (with the exception of the catcher who is behind the plate) except between the pitcher and home plate
- 6) Substitutions can be made freely throughout the game during dead ball situations

II. EQUIPMENT

- 1) Only the balls provided by the IM program will be used
- 2) Shoes are required
- 3) Cleats, spiked shoes, and sandals are prohibited

III. PLAY

- 1) The game shall last 9 innings or 50 minutes, whichever is first. A game is official after 5 innings or 30 minutes.
- 2) During the regular season, there will be no extra innings
- 3) Play is dead while the pitcher is in possession of the ball
- 4) Pitching
 - a) Each pitched ball not put into play is a strike

- b) Each kicker can receive a maximum of 3 pitches. If the ball is not put into play on the third pitch, the kicker is out.
 - c) If the pitcher interferes with a kicked ball, the kicker will be out
- 5) Kicking
 - a) 'Bunting' is prohibited
 - b) Double kicks are an out
- 6) Baserunning
 - a) There is no leading, stealing, or sliding. These result in the runner being out
 - b) Runners must tag on caught fly balls
 - c) Baserunners struck by a kicked ball are out
 - d) Runners leaving the base path to avoid be tagged/hit will be out
 - e) Baserunners must avoid colliding with a field player in possession of the ball
- 7) Throws
 - a) Fielders may throw the ball at a runner to get them out. The ball must strike the shoulders or below for the runner to be out, UNLESS the runner has ducked into the throw.
 - b) Balls thrown out of play will result in a one base award
- 8) There is a 10 run limit per inning, except for the last inning.
- 9) Mercy Rule - If a team is winning by 15 runs after five innings or 10 runs after seven innings, the game shall end.