

EMORY & HENRY COLLEGE



Emory & Henry College
Intramural Kick Ball



Rule 1: The Game, Field, Players, and Equipment

1. The game must be played between 2 teams consisting of 7 players. Teams need a minimum of 5 players to play.
2. The Daily Roster can consist of no more than 10 players.
3. Abusive or insulting language, acts of unfair play, and coaches, captains, or substitutes on the field of play without permission will result in suspension or forfeit.
4. A half of inning will consist of 3 outs. A game will consist of **5 innings or 30 minutes**.
5. If a team is up by 20 or more runs after the 4th inning the game will be called.
6. All participants must wear closed toed shoes and proper athletic attire. No metal cleats will be allowed.
7. All players must wear shirts. Hats and sunglasses are permitted for this event.

Rule 2: Starting the Game

1. The pre-game conference: each team manager will meet with the official before the game to go over ground rules.
2. Score sheets must be filled out before the game (kicking order- first and last name of each player).
3. the home team is listed as the second team on the schedule.
4. Forfeit time will be three minutes after game time.

Rule 3: Pitching and Defense

1. The defensive team may set in any order the team wishes. There is no set rule for placing defending players, except that they must be behind the pitcher.
2. The defensive team may have a catcher but are not required to have one.
3. The offensive team will supply the pitcher. There will be three pitches allowed. If fouled on the third pitch, the kicker will be out.
4. To end play, a defensive player must take the ball into the pitchers circle/mound. Players will not be able to end play by throwing the ball to the pitcher. (Example 2nd baseman must take the ball into the circle. Once he has control of the ball and is in the circle, the play is dead.

Rule 4: Kicking and Running

1. Kicking Order: Teams must kick all players in their line up.
2. The kicker may not run past home plate before the kicking the ball. (Result is a foul. If the ball is the 3rd pitch the result is an out.)
3. The offensive team will supply the pitcher. There will be three pitches unless it is fouled off, and then the kicker will receive another pitch. If fouled on the third pitch, the kicker will be out.
4. If the player that is kicking hits the pitcher the kicker is out and runners must return to the original base.
5. No bunting. If player do not get the ball past the pitching rubber the ball will be considered foul.

Rule 5: A player is out when...

1. A player will be ruled out if he/she kicks a foul on the third pitch.
2. Gets hit by the ball from the shoulders down before reaching the base. EXCEPTION: A player who is not in a regular standing/running position and is hit the face/head will not be ruled out (Example: bending down to avoid getting hit or the runner falling down/sliding).
3. A pop fly is caught.
4. The runner is forced out.
5. The base runner is off the base before the ball is put into play by the kicker.
6. There will be no infield fly rule.

7. A runner, who leaves the base before the pitch reaches home plate or is kicked, is out and the ball is dead. Leading off and stealing bases is not allowed.

Rules 6: Substitutions

1. Teams are allowed to change defenders freely but they must remain in the same spot in the kicking line up.