**2015 KICKBALL RULES**
(Updated 6/15)

Recent rule changes appear in hi-lighted and italicized font.

**Rule 1: Facility**
1) All games will be played at the Hawkeye Recreation Fields, weather permitting. Alcohol and tobacco are not permitted inside the complex or in the parking lot.

**Rule 2: Player Eligibility**
1) All Intramural Sports eligibility rules apply. Please check the Intramural Sports Rules and Regulations carefully.
2) All players must check-in with their valid, UI or state-issued ID cards with the supervisor prior to the start of their first matches.

**Rule 3: Team Composition**
1) A team can begin with as few as six players, but the maximum number of players on one team in one game is 10. Teams with fewer than 10 players are at a severe disadvantage.

**Rule 4: Equipment**
1) All players must wear athletic shoes. We encourage teams to wear cleats, but shoes with any type of metal spikes or shoes with detachable metal cleats are not allowed.

**Rule 5: Ground Rules**
1) A coin toss will determine home and away teams.
2) Each team will “kick” its entire line-up (max of 10). The inning is over after the last kicker has scored or an out has been made during the play in which the last kicker kicks.
3) Teams will be allowed to kick fewer than what it started with without taking an out if an injury occurs to a player in the line-up during the game.
4) Any eight players from the line-up can play in the field each inning.
5) The game shall consist of five innings or a 30-minute time limit, whichever may occur first. No new inning will start after the 30-minute time limit.
6) Teams will pitch to their own kickers. There are no strikes or walks. The kicker gets a maximum of two pitches to kick a fair ball.
7) A female scoring a run will count as two runs towards the team total.
8) The amount of runs scored per half inning is limited to 10 runs. Exception: If a females are in the lineup, the maximum depends on the number of females in the lineup.
9) Additional field markings include:
   a. Kick Line – 5 feet from home plate
   b. Bunt Line – 35 feet from home plate
   c. Fielding/Pitching Line – the imaginary line that connects first and third base
      • A field diagram is available on the last page.
10) All kickers must be behind the Kick Line when contacting the ball.
11) An out for a kicker can be made in the following ways:
   a. After two pitches – pitches that are not kicked also count as pitches.
b. If the pitcher intentionally contacts a kicked ball. In this instance, all runners will return to the base(s) last occupied. If the pitcher is contacted by a kicked ball in any other way, the ball will become dead, runners will return to their bases last occupied, and the pitcher will re-pitch to the kicker. The unintentional dead ball contact will not count as a pitch to the kicker.

c. When the kicked ball lands in or, prior to passing first or third base, rolls into foul territory after either the first or second pitch.

d. Fly balls caught in fair or foul territory.

e. Ground balls fielded to a base for a force-out.

f. The kicker contacts the ball beyond the Kick Line.

g. If a legally kicked ball does not cross the Bunt Line.

h. Tagging the runner out or throwing the ball at the runner and hitting him/her between bases (if, in the attempt to get the runner out, a thrown ball hits the ground before striking the runner, NO out will be made).

i. The ball can be thrown at the runner as long as the throw is below the shoulders. A ball that hits a runner’s head will be deemed dead and the runner will be awarded one base from the last legally touched base. (Exception: a player who is not in regular standing/running position and is hit in the face/head will be ruled out. Ex: bending down to avoid getting hit)

12) To end the inning, the fielding team must get the last kicker out in any of the ways above, or a fielder may, while in possession of the ball, touch home plate. Any kicking team member who has not yet touched home plate when the fielding team member in possession of the ball touches home plate will be out and the inning is over.

13) A runner may not lead-off or steal. He or she must remain on the base until the ball is contacted by the kicker. PENALTY: The ball becomes dead, the pitch does not count, and the runner is out.

14) Pinch runners are only allowed in cases of injury. The pinch runner shall be the person on that team who has made the last out.

15) Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball. If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first (unless involved in the collision), and all runners return to the previously occupied base(s) unless forced to the next base.

16) A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event the defense obstructs a runner, the runner, and any other runners affected by the obstruction, will be awarded the bases he/she would have reached had there been no obstruction.

17) A kicked ball that strikes an advancing runner is considered dead and the struck runner is out. The kicker will receive first base, and other runners may only advance if forced.

18) Any kicked ball must pass the Bunt Line before stopping or being touched by the defense. Kicked balls that do not cross the Bunt Line will result in the kicker being out.
19) Defensive players must stay behind the Fielding Line until the ball is kicked. If a defensive player begins the play in front of the Fielding Line and contacts a kicked ball in fair territory, the kicker will receive first base, and all runners on base will advance to the next base.

20) **No sliding or diving to a base.** If this occurs, the runner is automatically out. No sliding or diving is allowed in order to tag a runner. If this occurs, the runner is awarded one base from the last base touched.

21) Play stops when the ball is controlled in the infield by a defensive player.

22) A ball that is played by the defense and subsequently thrown out of play will result in the base runner(s) being awarded 2 bases from their last base safely achieved.

23) A ball that goes out onto cement is considered out of play, and will follow the overthrow rule as stated above.

**Rule 6: Game Time, Length, and Mercy Rule**

1) All matches will start at their designated times. There is a 10-minute grace period until forfeit is declared. Intramural Supervisors will declare a contest a forfeit and have the discretion to amend the 10-minute forfeit time rule in the event of unforeseen circumstances.

2) If a team cannot mathematically win a game they will have the choice of finishing the game or putting an end to it via mercy.