Kickball Rules

Intramural Sports Participant Manual
• All participants are required to adhere to the policies of Intramural Sports. This information is located online at http://www.cmu.edu/athletics/recreation/intramurals/
• In the Intramural Sports Participant Manual, you will find important information and policies for individuals and teams. It is the captain’s responsibility to ensure that all players are made aware of these guidelines.
• Participants must have their Andrew ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
• All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
• Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
• Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
• IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

Fields
• All games will be played on Gesling.

League Format
• Kickball offers a co-rec league only
• The season will be 4 weeks long. All games are played on Thursdays only.
• Games that are cancelled due to inclement weather may not be rescheduled.

Players
• A full team consists of ten players and teams can begin and end with as few as eight.
• If more than ten players are present for the game, everyone can kick but only ten people can play in the field at a time.

Player Equipment
• A player is required to wear a shirt, shorts/pants, and footwear (athletic attire). Footwear that is permitted must be made of canvas or soft-leather training or gymnastic shoes with rubber soles.
• All jewelry must be removed before participating.
• Players may not wear headwear containing any hard, unyielding material, or items containing exposed knots.
• Players may not wear pads or braces above the waist, and may not wear casts anywhere on the body.
• Players may wear soft headbands, and knit or stocking caps, provided that the cap does not have a bill or a knit ball on top.
• Players may wear soft, pliable kneepads. Players may wear leg or knee braces only if the brace is covered with at least ½” of closed cell, slow recovery rubber, or a material of similar thickness and physical properties.

General Rules
• The game consists of seven innings or a 45 minute time limit (no new inning after 45 minutes of play).
• Home/Visitor will be determined by rock, paper, scissors.
• No balls or strikes, everyone must put the ball in play
• While at bat (kick), each team gets three outs. If a team scores six runs in a half-inning, the half-inning ends and the teams switch. The last inning, teams may score as many runs as they can.
• 2 female in in filed, 2 in outfield. Pitcher does not count as an infield player but catcher does
• A player will be ruled out if s/he:
  o Kicks two fouls
  o Gets hit by the ball from the shoulders or below before reaching the base.
  o Is forced out at a base.
  o Kicks a ball in the air that is caught.
  o Is off of the base before the ball is kicked (leading/stealing is not allowed).
  o Infield fly rule takes effect
• The game will end if a team is ahead by fifteen runs after three innings or ten runs after four innings.
• If the ball goes out of play (off the turf on the sides), the runner will receive the base they are running to plus one additional base.
• No bunting

CoRec Modifications
• Teams must start and finish with at least four males and four females.
• Teams must alternate the kicking order with male and female players.

All rules not specifically covered in this document will be enforced as WAKA Kickball Rules. All rules are subject to change by the Intramural Sports professional staff.