Colorado School of Mines ~ Intramural Sports

Kickball Rules

I. Eligibility
   1. All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.

II. Game, Players and Equipment
   1. Games will be self-officiated by the teams. The supervisor on duty will help to settle disputes.
   2. Games shall consist of 6 innings or 50-minute time limit, whichever comes first. No new inning shall be started after the time limit has expired; however, if an inning is in progress, that inning must be completed.
   3. Teams shall consist of eight (8) players. Teams may start and continue a game with six (6) players. Sixteen (16) players MAX on roster.
   4. IM Staff will provide kickballs for all games.
   5. All games will be played on IM South.
   6. The distance between bases shall be 60 feet. The distance from home plate to the pitcher’s stripe shall be 45 feet.

III. Pitching
   1. The kicking team will pitch to themselves.
   2. The pitch must be released underhand, at a moderate speed, with minimal bouncing.
   3. Each batter will get 3 pitches (rolls), provided the pitches are kickable. The supervisor on duty will determine if a pitch was kickable. On the 3rd pitch (if kickable), if the kicker does not kick or kicks the ball into foul territory, the kicker is out.

IV. Kicking
   1. A team may have all of their players kick in the lineup, even if the player does not play defense in the field. This means if a team has 16 players listed on their
roster, all 16 players may kick in the lineup, but then only 8 players will play in the field.

2. Players may run up to the ball to kick it, however the player must be behind the front of home plate when they make contact with the ball. If the player is in front of home plate when they contact the ball, the pitch will be counted as a strike to the kicker, regardless of the result of the kick.

3. NO Bunts! The ball must travel past the pitcher’s stripe for a legal kick. If the ball does not go past the pitcher’s stripe, the kick will be recorded as a strike for the kicker.

V. **Fielding/Getting Players Out**

   1. When a team is in the field, they must have a catcher.
   2. The 7 other position players may play anywhere on the field they choose.
   3. A player may be called “out” in any of the following ways
      i. They can be forced out by a field player gaining possession of the ball while touching the base before the runner touches the base.
      ii. Tagged out with the ball or thrown out by getting hit with the ball below the shoulders. If the runner tries to dodge the thrown ball and then gets contacted in the head, the runner will be out.

VI. **Sportsmanship**

   1. All players are expected to play with good sportsmanship and uphold Intramural Sports Spirit of Competition.
   2. Self-officiate with sportsmanship & class. Please respect your opponent(s) at ALL times and call a fair game to ensure a quality recreational experience for everyone involved.
   3. Players should resolve their own disputes. If there is a call or dispute that cannot be resolved, the Intramural Supervisor has the right to make a ruling or stop the contest.
   4. **HAVE FUN!**