INTRAMURAL SPORTS
KICKBALL RULES

PLAYERS & EQUIPMENT
1. Each participant must present a current JSU student or faculty/staff ID card in order to be eligible to participate.
2. Field: Intramural Fields on Poindexter Street
3. Each team shall consist of twelve (12) players. Each team must have a minimum of five (8) players in order to begin a game.
   a. Outs will be assessed for holes in the batting order if a team does not field at least 8 players.
   b. A team can have seven (10) kickers in the lineup, but only six (8) will play in the field on defense.
4. Rosters will be frozen after all weeks of league play. Only players listed on at that time and who have played in at least one game will be eligible for playoffs.
   a. Roster additions must be made by 12pm the day of your game in order for the new players to eligible to play.
5. Shoes: Tennis shoes are the recommended footwear. Metal cleats are not permitted.
6. Jewelry: No jewelry or any other item deemed dangerous by the intramural staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.
7. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
8. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
9. Eyeglasses: If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.
10. A player with blood on his/her clothing or body must leave the game immediately. The bleeding must be stopped and the open wound covered. If there is an excessive amount of blood on the uniform, it must be changed before the athlete may participate any further.

GAME FORMAT
1. Game time is forfeit time.
   a. Two forfeits will result in a team being dropped from their league. The team will also lose their forfeit fee.
   b. Forfeited games will result in a score of 7-0 in favor of the winning team.
2. Each game will consist of 7 innings or 50 minutes, whichever comes first.
   a. Once an inning begins, the inning must be finished, even if time has expired.
3. A coin toss will be used to determine home/away teams.
4. A team will be allowed a maximum of 10 runs per inning.
5. Mercy Rule: The game will end if a team has a 15-run lead after 4 innings or a 10-run lead after 5 innings.

GAME PLAY
1. Kickers will get two (2) pitches to put the ball in play. The offensive team will roll the ball to their teammates.
   a. If the kicker doesn’t kick the 2nd roll or kicks it foul, the kicker will be out.
   b. All kickers must make a legitimate kick of the ball. If not, the play will be replayed. If it is their 2nd roll, the kicker will be declared out.
   c. Kickers cannot come out in front of home plate to kick the ball. If they kick the ball in front of home plate, they will be called out.
2. If a runner is out of the baseline and interferes with a defensive player when playing the ball, the runner is out.
3. Courtesy runners will be allowed, only if a runner on base is the next scheduled kicker. The courtesy runner is the player who committed the last out.
4. Fake tags are not permitted.
5. Sliding or diving into bases is not permitted. Sliding or diving may only be done to catch a ball.
6. Players cannot be hit by other players above the shoulders. If so, the runner is not out.

EJECTIONS
1. Players who are ejected twice will be suspended from the league.
2. Any ejected player must leave the field area within 2 minutes, in order to avoid his/her team forfeiting the game.
3. All ejections are an automatic one-game suspension and the suspension can be raised to two (2) games, depending on the situation.