

# Princeton University Intramural Sports Kickball Rules



## **I. EQUIPMENT/UNIFORM/ELIGIBILITY**

- a. All players must present their Princeton University ID in order to participate.
- b. Balls will be provided at the site of the game and checked out to captain with I.D..
- c. Shoes must be worn by all players. No metal, hard plastic or polyurethane spikes or shoes with detachable cleats are allowed.
- d. No hats with brims, or jewelry are allowed to be worn during play.
- e. Players are only allowed to play on **ONE** team.
- f. All players must play in at least **ONE** regular season game in order to be eligible for the playoff games.

## **II. NUMBER OF PLAYERS/GAME TIME/FORFEIT PENALTY**

- a. A team consists of 8 players, with a minimum ratio of 5:3. A team must play with a minimum of 6 players.
- b. Open League – combination of both men and women participants. There is not a gender ratio requirement for teams.
- c. Playing time is 6 innings or 1 hour time limit.
- d. Each inning will consist of 3 outs.
- e. A team that fails to have 6 players within 10 minutes after the starting time will forfeit/default the game. A default loss is only awarded if the teams agree to scrimmage, and utilize the space reserved for this game. If a scrimmage does not occur, the game will result in a forfeit and \$25.00 will be charged to that team.
  - i. Teams with 2 forfeits will be removed from the league.
  - ii. Teams with 2 defaults will be removed from the league.
  - iii. Teams with a combination of 1 default and 1 forfeit will be removed from the league.

## **III. GENERAL RULES AND REGULATIONS**

- a. Kickball is self-officiated by players. Teams must abide by rules provided by the Intramural Office to ensure safety and consistency within the league. Intramural Supervisors are on-site to supervise game play, handle emergencies, and address concerns of participants.

- b. A coin toss or any other decision process with probability of one-half will determine which captain decides if his/her team will be the home or away team.
- c. The defensive team may be set up in any order the team wishes. There is no set rule for placing players.
- d. A player will be ruled **OUT** if they kick two (2) fouls, get hit by the ball from the shoulders or below before reaching the base, a pop fly is caught or if the base runner is off the base before the ball is put into play by the kicker. **EXCEPTION:** a player who is not in a regular standing/running position and is hit in the face/head will be ruled out (i.e. bending down to avoid getting hit or the runner falling down).
- e. Leading off and stealing bases between pitches is **NOT** allowed.
- f. The ball is put into play when the pitcher rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three (3) feet of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it and another pitch will be thrown. Limit of 5 pitches per person.
- g. In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called **OUT**, if he/she remains on his/her feet and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall be ejected.
- h. No infield practice is allowed after the first inning.
- i. Bunting will not be permitted and is a dead ball.
- j. Injured runner: if an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner of the same sex will be permitted. If no substitutes are available, the player of the same sex who made the last out will run.

#### **IV. Tie Game**

- a. Regular season, a tie game will remain a tie.
- b. Playoff games, extra innings will be played until a winner is declared.