

Intramural Kickball Rules

The following set of rules addresses gameplay for intramural kickball. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Eligibility: All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

Pre-Game: All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

Equipment: Intramural staff reserve the right to request equipment be removed if it is deemed dangerous.

Forfeits: To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

Timing: Each game will be 6-innings in length. Similar to baseball, an inning ends when three outs are recorded.

No new inning will begin after 45 minutes of play.

If a game is cancelled due to inclement weather, the score will stand if 3 full innings have been completed.

Extra Innings: There are no extra innings during the regular season.

During playoffs, extra innings will be played until there is a winner.



- Mercy Rule:** The mercy rule is 10 runs after the 4th inning of play.
- Players:** The game is played by teams of 5 players. Teams must have at least 4 players to begin and continue a game.
- While fielding, teams must have a pitcher, catcher, and three fielders. When a team is playing shorthanded, they are not required to provide a catcher.
- Pitching:** For a pitch to be legal, the pitcher must be in contact with the rubber when their forward motion begins. The pitch must be rolled underhand.
- Strike Zone:** The strike zone is one foot on either side of home plate and the bottom of the ball must be within 6 inches of the ground when it crosses the plate.
- Kicking:** Teams may have as many players in the kicking order as they wish. However, the kicking order must remain the same for the entire game. Players may be removed from the batting order due injury or personal reasons, at the discretion of the umpires.
- Kickers begin each at-bat with one ball and one strike. That means that only two strikes are needed for a strikeout.
- Foul balls are considered strikes. Unlike baseball, a player who fouls off a pitch with two strikes will be considered out.
- Bunting is not permitted. It is considered a foul ball if the kick does not travel at least 30 feet. If the ball is fielded before eclipsing the required distance, the umpire will make final determination of whether the kick should be considered a foul ball.
- Base Running:** Runners may not leave the base until the kicker has kicked the ball.
- Additionally, there is no sliding allowed. Runners who slide will be called out.
- If a ball is thrown out of play, all baserunners are awarded two bases from the time of the throw.
- If a base runner contacts the ball, that runner is out and play continues. Fielders are permitted to intentionally throw the ball at a baserunner to get them out.
- If the next scheduled kicker is currently on base, a “ghost runner” will be used. A ghost runner only advances as many bases as they are forced to advance by the runner behind them.



Additionally, a ghost runner does not need to be tagged out. Rather, if a fielder tags the base before all trailing runners are safely on base, the ghost runner is out.

Interference:

Any act by an offensive player or team member, which impedes a defensive player attempting to execute a play on the ball, is considered interference. This will result in the assessment of any outs that may have resulted as judged by the umpire.

Player Conduct:

The following situations may result in a warning or an ejection based on the severity of the infraction:

- Verbal abuse or taunting of other players or an umpire.
- A Fake Tag.
- Thrown bat or other equipment.
- Intentionally delaying the game.
- Physical contact with other players or the umpire.
- Violation of the alcohol policy.

