

Penn State Behrend Office of Intramural and Recreation Programs  
Kickball Rules

Teams

1. Men's Teams are made of eight people.
2. Coed teams are also made up of eight people (at least three of each sex has to be playing)
3. Teams may never play with less than seven

Equipment

1. Equipment representing possible hazards are not allowed. No hard toed shoes, no flip flops (bare feet are ok).
2. This Office will provide official ball.
3. No Baseball/softball gloves allowed.

Game

1. Game consists of 5 innings or 30 minutes, whichever comes first, a new inning cannot start after 30 minutes time limit has expired. Rock – Paper – Scissors will decide home & away.
2. Batting order is determined by the order of names as they are on score sheet.
3. If any team up by 15 runs after three innings the game is over.
4. If game is tied there will be extra innings
5. The team in the field may put their fielders wherever they want, however, coed teams must have at least one female and male in outfield and infield.
6. Team in the field must provide a catcher
7. An inning is over once there are three outs
8. No infield fly rule

Pitching

1. Teams will pitch to there own team members. Pitchers may not intentionally interfere with a kicked ball.
  - a. If the pitcher interferes intentionally the batter is out and ball is dead and all base runners return to their original position before batter was up.
  - b. If the pitcher interferes unintentionally you will play out the pitch and then the team at bat has the option of re doing the play or keeping it as it happened.

Kicking (batting)

1. A batter has a maximum of two kicks to get the ball fair (you cannot take pitches). If the ball is not put into fair play within the two pitches they are out.
2. Bunting is an automatic out.
3. Running more than one step in front of home plate to kick the ball is an automatic out.
4. Hitting any of the hanging lights in the gym is an automatic out.
5. If a ball hits a wall, bleacher, curtain or backboard or the ceiling (not lights) in fair territory it is live and can be caught for an out.
6. Kickers are considered out if ball is caught in the air or if they are forced out (as in normal softball) or hit by the ball (see below) while running to a base.
7. Coed Batting is male/female as best that can be done if there are more of one sex playing.

Base running

1. No leading or stealing. You may leave the base only after the ball is kicked. If you are hit by a kicked ball when you are off the base you are out. **NO SLIDING.**
2. The ball may be thrown at the runner at the shoulders and below. Any head shots equal an automatic dead ball and everyone moves up two bases. If the head shot occurs while the runner is ducking or dodging the throw the head shot is legal and play continues.
3. There is no over throw rule. Runners may advance at their own risk until the play is dead or the first baseman has the ball.

Junker ground rules

1. Any ball kicked over and staying behind or on top of the bleachers is a ground rule double
2. Any ball making its way onto the track (in fair territory) by flying or rolling through the openings in the white curtains is a home run.

With the exception of rules above regular softball rules are governing the game.