

**Christopher Newport University**  
**Intramural Sports**  
**Kickball**  
**Rules of the Game**

**Each player must present a valid CNU ID card before each game. The CNU ID card is the ONLY VALID FORM OF IDENTIFICATION ACCEPTED BY INTRAMURAL SPORTS! NO EXCEPTIONS!**

**All intramural participants are responsible for their own medical expenses. Any participant unsure of his or her physical condition should check with their family physician before participating in Intramurals.**

**Game time is forfeit time.**

**This is a self-officiated sport.**

1. Teams are composed of 8 total players or at least 6. At least two of the team members must be women.
2. The defensive team may be set up in any order the team wishes (guys and gals in either the infield or outfield). There is no set rule for placing defending players.
3. Kicking order does not have to alternate gender.
4. Game time is forfeit time!
5. **A game will consist of 4 innings or a 40-minute time limit. An inning is considered complete after the third out is made.**
6. The offensive team, (considered kicking), will supply the pitcher. There will be one pitch unless it is fouled off, then the kicker will receive another pitch. If fouled off again, the kicker will be out.
7. A player will be ruled out if they kick two 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 of 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! (ex. bending down to avoid getting hit or the runner falling down)
8. Home/Visitor will be decided by a coin toss conducted by the intramural supervisor.
9. There will be no official, however, the supervisor for the game will decide on all arguments on the field at the time the problem arises.
10. There will be no infield fly rule.
11. The kicker must wait for the ball to be behind home plate before kicking the ball. Once the ball is kicked, the ball must go past the set of cones 12 feet in front of the plate.
12. A runner who leaves the base before the pitch reaches home plate or is kicked, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
13. 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 also be ejected.
14. Bunting will not be permitted and is a dead ball and an automatic out.
15. Mercy Rule: If a team is up by ten runs or more (home team: 3 1/2 innings, visitors: 4 innings) the game will be called.
16. With the exceptions listed on the rule sheet, Intramural Softball or ASA softball rules will govern this event.