

TOWSON UNIVERSITY
INTRAMURAL SPORTS
2009-2010 INDOOR KICKBALL RULES

INDOOR KICKBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE FOLLOWING RULES:

STARTING THE GAME:

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Towson University identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** The Intramural Program Assistant will keep score for each game.
4. **TEAMS:** Six (6) players constitute a team; a team may play with no less than four (4) players. In Co-Rec three (3) men and three (3) women constitutes a team. If there are fewer than six (6) players the male/female ratio must be 3:2, 2:3, or 2:2.
5. **EXTRA KICKERS:** Teams are permitted (but not required) to have extra kickers in the lineup. An extra kicker is considered a spot in the lineup, but the player(s) does not play in the field. An extra kicker may switch positions with a field player. The only stipulation is that the kicking order may not change. A substitute may enter the game into an extra kicker's position. That player is now considered an extra kicker. The extra kicker may kick anywhere in the line-up. A team may use up to four (4) extra kickers, but the total number of places in a lineup may not change once the game begins unless due to injury or ejection.
6. **GAME TIME:** No new inning may be started after the supervisor has made the announcement that the forty (40) minute time limit has expired.
7. **GAME EQUIPMENT:** Towson University will provide a kickball.

PLAYING THE GAME

8. **INNINGS:** Six (6) innings constitutes as a game.
9. **TIE GAMES:** If a game ends in a tie score extra innings will be played to determine a winner.
10. **SUBSTITUTES:** All starters and substitutes will be permitted unlimited re-entries, provided they return to the same spot in the batting order.
11. **PITCHING:** All pitches must be rolled on the ground.
12. **KICKING:** Each kicker will receive three (3) pitches to put the ball in play. If the kicker is unable to put the ball in play after the third pitch, the kicker is out.

13. **OUTS:** There are three (3) outs in an innings. The ball can be thrown at the runner for an out; however, it must hit the runner below the shoulders. If the ball hits the runner above the shoulders, the runner will be safe and will advance to the next base.
14. **BASE RUNNER:** A runner that is hit by a teammates kicked ball is out even if her/she is still on base.
15. **GROUND RULES:** Balls that hit the ceiling or basketball hoops in fair territory are not considered in play. The kicker will have a chance to replay the ball, unless it was his/her third attempt to put the ball in play. Balls that hit the wall or ceiling in foul territory can not be caught for an out.
16. **OVERTHROWS:** There is no out of play rule when the ball is overthrown. Runners may advance at their own risk until the play is called dead by the umpire.
17. **BASE RUNNING:** Stealing and leading off are prohibited. Sliding is not permitted, a player who slides will be called out. A player who initiates malicious contact will be called out and ejected from the game. Designated hitters are not permitted.
18. **RUN LIMIT RULE:** A team may score more than ten (10) runs in an inning. Once the tenth run crosses the plate, that team's inning will end, regardless of the number of outs recorded.
19. **MERCY RULE:** Games shall end if one team is ahead by twenty-one (21) runs after the fourth inning or eleven (11) runs after the fifth inning, providing the team behind has had its turn to bat that inning.

SPORTSMANSHIP

20. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, argument with officials by any player, coach, manager, or spectator, flagrant fouling, fighting etc. will result in expulsion of that individual an/or team from further participation in that schedule game. Officials/supervisors have the authority to impose penalties from teams behaving in an unsportsmanlike manner.
21. **UNSPORTSMANLIKE CONDUCT FOUL LIMIT:** If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.
22. **BENCH CONDUCT:** All substitutes, coaches, and spectators, must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
23. **DRUG, ALCOHOL & TABACCO POLICY:** Teams and fans are permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Violators may be removed from facilities with possible forfeiture of the game, at the discretion of the Supervisor.
24. **INTRAMURAL POLICIES:** Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports policies and rules. Captains are responsible for their team's sportsmanship, and may be held accountable for the action of individuals on their team