



NU Intramural Sports

Kickball Rules

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

THE GAME AND FIELD:

1. All games will be played at the Fens.
2. **Team:** A team consists of eight players- a minimum of six players is required to start and continue the game.
3. **Game Length:** All games will be limited to seven innings or 30 minutes- **no innings start after 30 minutes.**
4. **Mercy Rule:** There will be a 20-run mercy rule after three innings; 15-run mercy rule after four complete innings and a 10-run mercy rule after five complete innings.

RULES OF THE GAME

1. A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out. There are no walks or strikeouts.
2. The batter/runner is out in situations similar to softball (force-outs, pop-outs, etc.)
3. Players hit while running to a base are out when hit by a **ball thrown below the shoulders.**
4. The ball is put in play when the pitcher rolls the ball toward home plate and the batter attempts to kick it. The batter must wait for the ball to be within three feet of home plate before kicking it. If the batter does not like the pitch, they should not attempt to kick it; another pitch will be thrown.

5. A runner who leaves the base before the pitch is kicked is out and the ball is declared dead. There is no leading off or stealing allowed.
6. There will be no sliding into any base. Anyone who slides will be called out automatically.
7. All bases that slide away from the spot are still considered to be on the spot. If a runner was safe and the base slides away, the runner cannot be tagged out. If a runner approaches a base that has been moved due to a previous play, that runner does not need to go out of their way to find the base. Runners only need to go into the area where the base would have been. This is a judgment call and cannot be appealed.
8. Tennis shoes must be worn by all players. **NO cleats will be allowed.**
9. Defensive teams may align themselves anyway they would like; however, there must be a catcher and a pitcher. All players are eligible to hit/kick. Players do not have to play in the field to hit/kick. Once a player leaves the batting order, he/she cannot re-enter the game.

General Participant Play

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.