



INDOOR KICKBALL RULES

All players must show their Blugold ID Card before every game to participate.

- A. PLAYER ATTIRE
 - a. Jewelry is not allowed. All jewelry must be removed before playing – no exceptions.
- B. THE GAME
 - a. Each team will consist of eight (8) players with a maximum of sixteen (16) players on the roster
 - b. Each team must have a minimum of six (6) players on the court to play. Teams having less than six (6) players are subject to forfeiture of the game.
 - c. Each team shall designate a captain. The captain will act as the spokesperson for the team and help make necessary decisions. Only the captain should talk to officials.
- C. CLOCK
 - a. The game shall consist of seven (7) innings or a 55-minute time limit, whichever may occur first.
- D. SUBSTITUTIONS
 - a. Teams may kick all sixteen (16) players. The kicking order shall remain the same throughout the game. Players that arrive after the game has begun may only be added to the order if the kicking team has not gone through the full kicking order. Otherwise, they may be added to the end of the kicking order.
- E. SCORING
 - a. Each run is worth one (1) point.
- F. MERCY RULE
 - a. The game shall end if one team is ahead by:
 - i. 20 runs after 3 innings
 - ii. 15 runs after 4 innings
 - iii. 10 runs after 5 innings
 - b. Game time is forfeit time. Teams should report to the court a minimum of 15 minutes before the scheduled start of the game.
- G. PLAYER CONDUCT
 - a. Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.
 - b. Team conduct will be registered, by the officials, following the game, on a 0 to 6 scale.
 - c. Teams need a minimum of four (4) for a sportsmanship rating to qualify for playoffs.
- H. POSSESSION
 - a. Possession will be determined in Captain's Meeting by game of Rock, Paper, Scissors.
 - i. The winner may choose to field or to kick first.
- I. TEAM BOX
 - a. Only players and one (1) coach may be on the sideline.
 - b. All other fans and spectators must remain in the spectator viewing areas designated by the Competitive Sports staff.
 - i. Any player, coach, or fan that interferes with the play of the game is subject to removal from the playing area.
- J. DEFINITION OF PLAYING TERMS
 - a. Catcher: The defensive team MUST field a catcher. All other field positions are up to the defensive team to decide.
 - b. Pitcher: The kicking team will designate a pitcher to pitch to their team. Each kicker will have a maximum of 2 pitches to put the ball into play. When the kicker has a missed attempt, foul, or passes on the pitch it counts as a one of the tries. After two unsuccessful tries, the batter is declared out.

- i. The pitcher must make every attempt possible to avoid interfering with the defensive team's ability to make a play on the ball. Should it be determined that the pitcher impeded the defensive team's ability to make a play, the batter will be declared out and all runners must return to their original base.
- c. The ball is put into play when the pitcher (provided by the kicking team) rolls the ball toward home plate and the kicker attempts to kick the ball. The kicker must wait for the ball to be within three feet of home plate before kicking the ball. There are no walks.
- d. The kicker is out in situations like softball (force outs, pop outs, etc.) There is no infield-fly rule. In addition, a runner is out when they are hit by a thrown ball at or **below the shoulders**. If a batter/runner is hit directly in the head with a thrown ball, the ball will be declared dead, and all runners will advance to the base they were proceeding to.
- e. Bunting: bunting is not permitted. You must make a full kick through to not be penalized. *Any attempt at a bunt will be an automatic out.*
- f. Leading off and stealing bases between pitches is NOT allowed. *A runner who leaves the base before the pitch reaches home plate or is kicked, is declared out and the ball is dead.*

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Competitive Sports

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