Augustana College Co-Rec Indoor Kickball Rules

1. A team may have up to 8 players on the field at one time.
   a. A maximum of 4 males may be on the field at a time.

2. Two males are not allowed to kick in a row.
   a. If a team does not have an equal number of females, they will rotate through the order in the “girl” spots in the batting order.

3. If seven or eight players are present, you must provide a catcher.
   a. If a team only has six or less players the umpire will serve as catcher, but will not partake in fielding activities.

4. Each team will pitch to themselves. A defensive fielder will be positioned next to the pitcher.
   a. The umpire may pitch if both teams agree.

5. The following will be considered an out:
   a. Two foul kicks
   b. Any ball caught in the air is an out.
   c. Leading off or stealing
   d. Bunting
   e. A ball hitting a runner in the shoulders or below
      i. If a runner ducks and they get hit in the head they are out
   f. A ball contacts the ceiling or anything attached to the ceiling. (hoops, scoreboards, etc.)

6. There are no walks or strikeouts.

7. All games will last 9 innings or 40 minutes, whichever comes first. In the case of a 40 minute game, the inning will be finished and the game will be considered final.
   a. There will be no time limit for championship games.

8. Run rules will be utilized as follows:
   a. 20 runs after 4 innings
   b. 15 runs after 5 innings
   c. 10 runs after 7 innings

9. If a game enters extra innings, the last out of the previous inning will start at second base and play will continue.

10. On a fly ball, runners must tag before running.

11. Runners will be awarded one base on a throw that goes out of play.

12. Substitutions in the field may be made freely throughout the game.

13. A kick made in front of home plate will be considered a dead ball and will be called a foul ball.

14. Infielders may not block the bases or the baseline; this will result in the runners being awarded an extra base.

15. Every player must bat, the batting order is determined before the game; no changes are allowed to be made mid game.