



KICKBALL RULES

Mission Statement

To Serve, Educate and Promote Wellness

Vision Statement

We are a service-oriented department dedicated to excellent fitness, and recreation programs that enhance the university experience.

- A. Current ASA Softball Rules will govern Kickball with the following emphases and modifications.
- B. All participants are subject to Intramural Sports Eligibility Rules which are listed in the current Intramural Sports Handbook
- C. Current U of A ID must be presented at each game.
- D. NO ID, NO PLAY, NO EXCEPTIONS!

A. POINTS OF INTEREST

1. Kickball's will be provided on site.
2. A team consists of eight players. A minimum of six is needed to start and continue a game.
3. Games are 7 innings or 50 minutes. Kickball is played on a regulation softball field.
4. Everyone bats each inning. When the last batter of an inning puts the ball in play, the inning will end either when the batter has been put out, or when the defense is in possession of the ball while touching home plate. No tag is necessary at home plate.
5. The batter is out in situations similar to softball (force outs, pop outs, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the waist.
6. The ball is put in play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out.
7. A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.

8. 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.
9. Bunting will not be permitted and is a dead ball and an automatic out.
10. A line will be placed along the infield base path. The line will extend from the left infield foul line to the right infield foul line. ALL infielders will be required to remain behind this line until the ball is swung at by the batter. If the pitch is not swung at and the infielder is in front of the line, there is no penalty. If the ball is caught by an infielder who was illegally across the line, the ball is dead. The batter is awarded first base and all runners are awarded one base whether they are forced to advance or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue to be in play with runners being liable to be put out.

B. GENERAL

1. Shoes must be worn by all players. No metal, hard plastic or polyurethane spikes or shoes with detachable cleats are allowed.
2. Teams should report to the Intramural Sport Assistant a minimum of 15 minutes before the scheduled starting time of the game to fill out the score sheet. Teams must report to the Intramural Sport Assistant prior to going to their diamonds.
3. The manager or team representative must list the batting order prior to the start of the game. Score sheets are available from the Intramural Sport Assistant at the fields.
4. A coin flip will determine the choice of home and visiting teams. Be ready to bat/kick in proper order. Teams should hustle in and out between innings as there is a time limit in effect (except semifinal and final games).
5. First and last names must be legibly printed on the scorecard (no nicknames please).
6. A game will consist of 7 innings; however, no new inning may begin after 50 minutes has elapsed from the time the game began, unless the score is tied. In the event of rain, darkness or 10 run rule, 5innings (4 1/2 if the home team is ahead) will constitute a game (or at least 45 minutes have been played).
7. Injured Runner: If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner of the same sex will be permitted. If no substitutes are available, the player of the same sex who made the last out will run.
8. No infield practice is allowed after the first inning.
9. Any player can play any position defensively.

C. CO-REC. MODIFICATIONS

1. A female may only substitute for a female, a male for a male.
2. Teams must alternate positions in the batting order by sex. If a team has less than 10 players, positions must be alternated in the batting order as far down the order as possible. If a team is playing with more than 50 percent of one sex, a player of the majority sex must bat first.
3. Males and females do not have to alternate defensively on the bases or in the outfield. The catcher and pitcher do not have to be of opposite sexes and are considered infielders. Teams are not regulated as far as the number of infielders or outfielders or gender of each.
4. A line will be placed along the infield base path. The line will extend from the left infield foul line to the right infield foul line. ALL infielders will be required to remain behind this line until the ball is swung at by the batter. If the pitch is not swung at and the infielder is in front of the line, there is no penalty. If the ball is caught by an infielder who was illegally across the line, the ball is dead. The batter is awarded first base and all runners are awarded one base whether they are forced to advance or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue to be in play with runners being liable to be put out.
5. A team consists of 8 players, 4 of each gender. If a team has 7 players then 3 must be female. A team must play with a minimum of 6 players, 3 of which must be female. If a team plays with 7 or 6 players they will not be assessed automatic outs when the missing player(s) turn comes up in the batting order.

ADDITIONAL INFORMATION

1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)
2. Forfeit Policy:
 - If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
 - The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
 - If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
 - A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
 - A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
 - A team may receive a forfeit due to improper team attire.
 - Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
 - Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
 - Forfeited games will not be rescheduled.

- If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$20.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- If a team forfeits or defaults twice (in league) it is dropped without notice.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a “win” for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

3. Forfeit Penalties:

- Lose right to protest the game
- All possession in a jump ball situation go to the opposing team
- Start the game with a 10-point deficit

4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- Default is recorded as a loss but does not require a fee payment.

5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to “OUR” participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. NO ID, NO PLAY, NO EXCEPTIONS!