



## **Intramural Kickball Rules**

### **A. Key Dates**

1. Rosters are due on Wednesday, September 13. Rosters must be returned to the Office of Student Activities. Only the FIRST 8 TEAMS that return completed rosters will be eligible for the tournament.
2. The captains meeting will be Thursday, September 14<sup>th</sup>. All teams must have a representative present.
3. The first round of play will be Sunday, September 17<sup>th</sup>. All teams will play, beginning at 1:00pm. Winners of each of the 4 games will move forward.
4. The second round of play will be Monday, September 18<sup>th</sup> at 6:00pm.
5. The championship match will be Tuesday, September 19<sup>th</sup> at 6:00pm.

### **B. Game Rules**

1. Starting the Game
  - i. The team appearing first on the schedule posted will be the home team.
  - ii. Games must begin as quickly as possible; each team will be given 5 minutes to warm up.
  - iii. All games must begin with 8 players per team (4 men and 4 women).
  - iv. If a team begins with at least 8 players, it may continue to play until injuries, ejections, or other problems force them below 2 players.
2. Inning Procedure
  - i. There shall be no infield ball after the first inning and only 2 warm-up pitches between innings.
  - ii. Innings will continue until the team has received three outs or until the team has scored over 15 runs.
3. Ending the Game
  - i. The supervisor will announce “no new innings” at 45 minutes past the schedule start time or the game will be 7 innings. If the inning has begun, it shall be continued until it is completed if the visitors are ahead, or until the home team is ahead in the bottom of the inning. If time is to be added to the game the supervisor will announce this separately.
  - ii. Fifteen Run Rule: We will use a 15-run rule in all intramural kickball leagues. If either team is winning by 15 or more runs after five complete innings of play (4-1/2 if the home team is ahead by 15 runs) that team is the winner of the game.
4. Teams, Kickers, and Runners
  - i. Teams will consist of at least 8 players and no more than 15 players. Teams must be at least 50% female.
  - ii. An equal number of male and female players must be playing at all times, unless ejections, injuries, or other problems force the team to make modifications.
  - iii. Teams must alternate kickers: male, female, male, female, etc.

- iv. Three outs to an inning. An out can be made in any of the following ways:
  - 1. The kicker is out after two foul balls.
  - 2. Fly balls caught in fair or foul territory.
  - 3. Ground balls fielded to the base. Players may tag the base if the run is a forced run. Otherwise, the player must be touched with the ball.
  - 4. A kicker/runner is out when he/she is hit from the shoulders to the knees by a thrown ball before reaching the base. **EXCEPTION: a player who is not in a regular standing/running position and is hit in the face/head will be ruled out (ex. Bending down to avoid getting hit or the runner falling down)**
  - 5. A runner leaves the base before the ball is put into play by the kicker.
  - 6. A runner is hit by a kicked ball or interferes with a defensive player attempting to play the kicked ball.
  - 7. A kicker bunts the ball.
  - 8. A base runner will be called out if he/she remains on his/her feet and deliberately 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. A kicker moves in front of home plate when kicking the ball.
- v. Bunting is illegal. If a player bunts the ball it is an automatic dead ball, the kicker is out, and all runners must return to the base last occupied.
- vi. If a base slides away from its proper position (when a runner goes into it) the runner is assumed to be on the base and non in jeopardy to be put out unless they try to advance.
- vii. A kicker may move towards home plate while kicking the ball, but may not pass home plate. If a kicker passes home plate when kicking the ball, an automatic dead ball occurs and the kicker is out.

#### 5. Pitching

- i. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. If a step is taken it can be forward, backward or to the side provided that the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- ii. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.
- iii. The pitch must roll along the ground with a minimal amount of bounce. The umpire may declare "ILLEGAL PITCH" if the pitch is deemed to have too much bounce.
- iv. The pitcher shall not make "quick return" pitches nor shall they unduly delay the pitch after the kicker is ready.
- v. The pitcher will receive one pitch that is rolled along the ground.

1. If the kick is unkickable, the official will declare the pitch an “ILLEGAL PITCH”. The kicker will receive a second pitch. After two illegal pitches, the kicker will be walked.
  2. If the kick is fouled, the kicker will receive a second pitch. If the second kick is declared unkickable, a third pitch will be offered. If both pitches are declared unkickable, the player will be walked. If the second or third pitch is fouled, following a previous foul ball, the kicker will be out.
  3. If the player does not kick the first kick, and official does not declare it to be unkickable, the player may return it to the pitcher. If a second kick is not taken nor declared unkickable, the player will be ruled out.
- vi. “NO PITCH” shall be declared and the action following will be ignored when:
1. Base runner is called out for leaving base too soon.
  2. The pitcher pitches during the suspension of play.
  3. The ball slips from the pitcher’s hand during the windup or during the backswing.
- vii. “ILLEGAL PITCH” shall be declared and the action following will be ignored when:
1. The official deems the pitch to have too much bounce.
  2. The official deems the pitch to be unkickable.
6. Overthrows
- i. No overthrow rule will be in place.

### C. Structure

1. Total number of teams eligible for the event will be identified on the roster submission form.
2. Tournament Play Only:
  - i. Each team will be randomly placed in the brackets for the first round of play.
  - ii. The tournament will be single elimination.
3. Regular Season and Tournament:
  - i. Total number of teams from the regular season that will move on to tournament play will be identified on the roster submission form and during the captains meeting.
  - ii. In order to qualify for the tournament, teams must have at least a 3.0 or higher average sportsmanship score.
  - iii. The following point system will be used to determine the place a team finishes in the league: win = 2 points, tie = 1 point, loss = 0 points, forfeit = 0 points.
  - iv. Teams that forfeit more than one event will be disqualified from entering the tournament.
  - v. If a tie exists at the end of regular season play, the following tie-breaking system will be used:
    1. Who beat whom in head to head competition
    2. Total Points Scored – Total Points Against = Higher Ranked Team

- vi. Brackets will be created based on the standings from the regular season play.

#### D. Rosters

1. Additions to the roster may be made up until the captains meeting, provided that their addition does not violate any other rules.
2. The maximum number of players allowed on a team will be noted on the roster submission form.
3. In activities that are required to be coed, teams must be comprised of at least 50% females.
4. All team members must SIGN the team's roster. Any member of the team that has not signed the roster will be ineligible to participate.
5. Rosters must be returned by the deadline. Late rosters will be not accepted.

#### E. Waiting List Teams

1. If more rosters are returned than the maximum number allowed in the activity, a waiting list will be created.
2. Waiting list teams will be contacted during regular season play if a team withdraws from the activity or forfeits more than one event.

#### F. Eligibility

1. Students, faculty and staff at Averett University will be eligible to participate in Intramural Sports.
2. Alumni ARE NOT eligible to participate in any Intramural Sport activity.
3. Participants may play for only one team during each activity.
4. Teams in sports that are also varsity sports can have no more than 1 varsity athlete from that sport on a team.
  - i. Varsity athletes are defined as anyone who is on a varsity athletic team roster during the academic year, anyone participating with a varsity squad in an attempt to make a roster, or anyone red shirted for a team.
5. As long as the game begins on time, any player that arrives after the game has begun can play during that game.
6. Teams not required to be coed can be composed of men only, women only, or any mix of the two.
7. If a team is found to have an ineligible player, all previous games for that team will be forfeited and the player will no longer be able to participate with that team.

#### G. Protests

1. All protests must be submitted in writing to the Director of Student Activities by 12:00 noon the day following the incident. Protests for events held over the weekend must be turned in by 12:00 noon on the following Monday.
2. Eligibility Protests
  - i. Teams must protest the eligibility of a player before the beginning of the second half of an event, the beginning of the 3<sup>rd</sup> inning of an event, or the beginning of the second game (in events with the best of).
  - ii. Eligibility protests should be filed with the official for that event. If the official is hesitant to consult with the supervisor, it is the team captain's responsibility to secure the supervisors input. Team captains should

refuse to continue play until a ruling has been made. The official and supervisor will hear the protest and make a ruling.

- iii. If the player in question is removed from the game, no other action will be needed.
  - iv. If the player in question is allowed to continue, and the team is still unsatisfied, they should continue play and file a formal protest the following day with the Director of Student Activities.
3. Rule Misapplication or Misinterpretation Protest
- i. Teams must protest the interpretation of a rule immediately following the ruling. Team captains should notify the official of their protest and request that the supervisor be consulted to make a ruling. If the captain disagrees with the ruling, he/she should notify the supervisor that they remained of the game is being completed in protest and a note will be made as to the ruling, time, and score at the point of protest. An official protest should be filed with the Director of Student Activities the following day.

#### H. Inclement Weather

1. All decisions concerning game cancellations will be made as early as possible, but may be made onsite prior to the game.
2. If games are postponed or canceled, the team captains will be notified by phone as soon as the decision is made.
3. For information regarding cancellations, contact the Office of Student Activities at 791-5627.
4. Unless otherwise noted, games canceled during regular season play (when tournament play will follow) will not be rescheduled.