

Intramural Kickball Rules

PARTICIPATING WARNING

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

I. Players & Substitutions

- a. Teams are comprised of seven (7) players. A team may not begin or continue a game with less than five (5) players. When the sixth and seventh players arrive, they may enter the game and bat in the sixth and seventh position. Defensively, teams may play as many players in the infield or outfield as they choose, up to six, but they must have a catcher at all times. If a team has less than seven (7) players, they must still have a catcher.

Co-Rec: Teams are comprised of seven (7) players. A team may not begin or continue a game with less than five (5) players. To start the game, teams need a 3:2 ratio of genders. A minimum of three (3) of each gender must be present on the field and in the batting order at all times unless playing with 5 players, in which case the ratio of males to females, or females to males, can be 3:2. Up to four (4) of one gender are allowed to play defense in the field.

II. Length/Timing of Game

- a. **The game time limit will be enforced from game time! Teams not present with the required minimum number of players ready to play five (5) minutes after start time will forfeit the game and it will not be played.**
- b. Games will consist of seven (7) innings. No inning will begin forty-five (45) minutes past the original start time of the game.
- c. All games tied after the game has ended during regular season league play will be recorded as a tie. Playoffs: Games will use additional innings as needed to settle ties.
- d. **Mercy Rule:** After three (3) innings or any inning thereafter if either team is ahead by 15 runs at the completion of an inning, the leading team will be declared the winner and the game will be over. After five (5) innings or at the completion of any inning thereafter, if either team is ahead by ten (10) or more runs, the leading team will be declared the winner and the game will be over.
- e. **Time-Outs:** No time-outs will be granted during play unless for injury at the discretion of the official.

III. Scoring

The team scoring the most runs after seven (7) innings or forty-five (45) minutes will be declared the winner.

IV. Game Rules

a. Pitching

1. Teams are responsible for pitching to their own kickers, and pitchers will not be responsible for playing defense.
2. If the ball strikes the pitcher before it passes a member of the defensive team, the kicker will be called out. All runners will return to the base they occupied before the ball was kicked. All other situations, the pitcher must move clearly out of the way of any defensive play. If, in the umpire's opinion, the pitcher interferes

with any defensive play, the kicker will be called out, and all other runners must return to the base they most recently occupied.

3. **Each kicker is allowed no more than three (3) pitches.** If a kicker does not successfully kick the ball into fair territory after three (3) pitches, they will be called out.
4. After each pitch that is not kicked, the catcher must return the ball to the pitcher. **No pick-off plays.**
5. If the ball slips from the pitcher's hand during the wind-up, it will not be a pitch.
6. Kickball does not allow for walks

b. Kicking

- a. A kick is considered a legal kick if contact with the ball is made with the leg or foot, below the knee.
- b. All kicks must occur at or behind home plate.
- c. Each kicker is allowed no more than three (3) pitches to successfully kick the ball into fair territory. The kicker will be called out after three (3) unsuccessful kick attempts.
- d. A ball must be kicked past the pitcher in order to be considered in play. A defensive fielder may play any kicked ball, however if the ball is touched before it crosses the pitcher the ball will remain live.
- e. Any foul ball above the kickers head can be caught for an out. The ball remains live.
- f. A kicker shall not kick the ball a second time or deflect the ball's course in any way while running to first base. If this occurs, the ball is dead, the kicker is out and the runners may not advance.
- g. Infield Fly Rule: The kicker will be out if he/she hits a fair, infield fly ball, other than a line drive, with runners on first and second or first, second, and third. The fielder need not catch the fly ball. Runners may advance at their own risk from the time the ball has been or would have been caught.
- h. A kicker is out if a fielder intentionally drops a fair fly ball or line drive with first and second, first and third, or first, second, and third base occupied with less than two (2) outs. Runners need not tag up and may advance at their own risk. This is a judgment call.

c. Base-Running

- a. No stealing of bases is allowed.
- b. Anyone who leaves a base before it is kicked will be called out. If a player misses a kick attempt and a base runner leaves his/her base then he/she will be called out.
- c. An out may be recorded by throwing a ball at a runner, but the runner must be hit below the shoulders. If a runner purposely moves their body in order to be struck above the shoulder, the runner will be called out. The ball must hit the runner before hitting the ground to be called out.
- d. **All players are encouraged to slide to avoid contact. When going into a base where there is a force play the runner must either slide into the base or get out of the way in the event of a possible double play. If this is not followed both the runner and the immediate succeeding runner will be called out.**
- e. A run or runs may be scored, or runner advance, only as a result of a kicked ball or play resulting from a kicked ball. Runs may not be scored as a result of a wild pitch or passed ball.
- f. Two (2) baserunners may not occupy the same base simultaneously. The runner who first legally occupied the base shall be entitled to; the other baserunner may be put out by being tagged out.
- g. A runner may not pass another runner. The passing runner will be called out.
- h. If a team desires to walk a kicker intentionally, they may do so by notifying the plate umpire, who will award the kicker first base immediately. The ball is dead.
- i. A runner is out when, while advancing or retreating, he/she interferes with a fielder attempting to field a kicked ball or intentionally interferes with a thrown ball. If, in the judgment of the umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding runner will also be called out.
- j. If a fair ball strikes the umpire or a baserunner after having passed a fielder (other than the pitcher), or having been touched by a fielder, the ball shall be considered in play.

- k. Baserunners are entitled to advance without liability to be put out when a fielder obstructs the baserunner from making a base. The ball is still in play so far as the other runners are concerned. The umpire's judgment will prevail as the number of bases to be awarded to baserunners.
- l. When the ball is in play and overthrown (beyond the boundary lines) or blocked, the ball will be declared dead and every baserunner will be awarded two (2) bases from the runner's spot at the time of the throw. The awarded bases will be governed by the position of the runners when the ball left any fielders hand. If a fielder catches the ball and momentum carries them beyond the boundary lines, runners are awarded one base from the moment the fielder steps out of bounds.
- m. Pinch Runners:
 - i. If a pinch runner is requested, the pinch runner must be the person who completed the last out.

d. Interference

- a. Because of the necessary arrangement of the diamonds, the following is a general rule for IM kickball:
A fair ball that goes by the fielder or over his/her head and lands in an adjoining playing field will be in play. If the ball is intentionally or unintentionally interfered with, it will be the judgment of the umpire what affect the interference had on the resulting play, and the umpire will rule accordingly. Fielders and players should not stop play unless requested by the umpire.

INJURED PLAYER POLICY

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

ELIGIBILITY REQUIREMENTS

Eligibility to participate in the Intramural Sports Program at Utah State University is restricted to certain members of the campus community. Review the following requirements carefully to ensure you and your teammates are, and remain, eligible. For questions concerning eligibility, please call our office at 435-797-8388 or email intramurals@usu.edu.

- Students: If you are enrolled at Utah State University with at least one (1) credit, paying the Campus Recreation fee, or are doing research and possess a current student activity card or proof of enrollment.
- Faculty and Staff: If you are currently employed by any department of Utah State University you can pay the Campus Recreation fee for \$35.61 at the Registrar's Office.
- Spouses of Students/Faculty/Staff: You can purchase a spouse pass at the Registrar's Office that will give you access to participate for \$40.
- Intercollegiate/Club Sport Athletes: You can only have two or three Intercollegiate or Club Sport athletes (depending on the sport) on an Intramural team that at one point were on the team roster during that current school year. See tables below for Intercollegiate and Club Sport Athletes on eligibility for Intramural Sports.

Adding Players

Team captains are responsible for monitoring participants who join their team. If players are not on the team roster before 4pm of your scheduled game day, those players will need to get permission from the Competitive Sports Supervisor on duty. The cut off for adding players to rosters is one day

after the season ends.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 ("B") average in order to qualify for tournament play. Teams must also maintain a 3.0 ("B") average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team's sportsmanship rating can do so in a few ways:

- Contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu the next day
- Asking the Supervisor at halftime of the game that is currently being played
- Checking online in the "Rankings" area of FusionIM

The sportsmanship rating system is based on the following criteria, **but not limited to:**

4.0 = Excellent Conduct and Sportsmanship (A)

- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

3.0 = Good Conduct and Sportsmanship (B)

- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
- Teams receiving one unsportsmanlike conduct penalty will receive no higher than a "B" rating.
- A team defaults the contest, meaning they contact the Intramural Sports office before noon on the day they are scheduled to play to let them know they will not attend.

2.0 = Average Conduct and Sportsmanship (C)

- Team shows verbal dissent toward officials and/or the opposing team throughout the game, which may or may not result in an unsportsmanlike conduct penalty.
 - There may be one player who consistently question calls in a rude behavior or speak negatively towards the opposing team throughout the game. A penalty may not be enforced as no one instance may warrant that, but the overall behavior may award the team a "C" in sportsmanship.
- Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
- Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than a "2.0" rating.
- Team is unable to produce a team at game time resulting in a forfeit.

1.0 = Below Average Conduct and Sportsmanship (D)

- Team continually dissents the officials and/or opposing team from the court/sidelines.
 - There may not be an unsportsmanlike penalty enforced as no one scenario may mandate that, but if multiple players exhibit rude or negative behavior toward the staff or the opposing team they will be awarded a "D".
- Team manager exhibits little or no control over team/spectators or himself/herself.
- Teams that have a player ejected will receive no higher than a "D" rating.
- The team captain will be required to meet with a Competitive Sports Administrator

0.0 = Poor Conduct and Sportsmanship (F)

- Team is completely uncooperative; manager has no control over team/spectators/self.
- Teams play with ineligible participants or withhold any information requested.
- Damage or destruction of any Campus Recreation facility/equipment.
- At least one player ejection or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
- Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.
- The team captain will be required to meet with a Competitive Sports Administrator

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit

https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistants of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388.