

## **Kickball Rules**

Kickball resembles many of the rules you will see in softball, however players use their legs rather than a bat.

Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

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## **GENERAL INFORMATION**

The team captain is responsible for all information contained in the Intramural Rules and 2016- 2017 IM Handbook. [www.campusrec.illinois.edu/intramurals/docs/IM\\_handbook.pdf](http://www.campusrec.illinois.edu/intramurals/docs/IM_handbook.pdf)

**Location:** All Intramural Kickball games are played at the COMPLEX FIELDS located on Florida Avenue and Lincoln Avenue in Urbana.

**Advancing to Playoffs:** Teams that meet the following criteria will advance to compete in the playoffs:

- a) Team must have won
  - 3 games or more (out of 4) during the regular season = Regular length seasons
  - 2 games or more (out of 3) during the regular season = Shortened Seasons
- b) Team must have an average sportsmanship rating of at least a 3
- c) Team must have completed the online [captains quiz](#)
- d) Team must have NO regular season forfeits

Playoff criteria will only be adjusted in situations where facility or weather conditions limit play. It is the captain's responsibility to check their playoff schedules which will be made available on IMLeagues as soon as possible after the regular season has concluded.

**Game Time:** Game time is the scheduled division time, unless the previous game goes over the allotted time. Schedules can be accessed through the [IM Leagues website interface](#).

- a) Teams should be warmed up and ready to play as soon as the previous game ends on their field

- b) Teams should report to the check in table a minimum of 15 minutes prior to the scheduled game time to sign in

**i-card Sign-In Procedures:** All players must present a valid i-card in order to participate in an Intramural contest. Upon arrival prior to an intramural contest, all participants must sign in with the Intramurals staff assistant and present their i-card for identification purposes.

**Failure to Sign in:** If a player is found participating in the contest without having signed in on the official intramural gamesheet and doesn't have their i-card present or are ineligible for the One-Time Exception Policy, said team will forfeit the game and all forfeit fees and consequences will apply. If the participant has their i-card present or has not used their 1 time exception, the team may still play the game with designated disadvantages.

**One – Time Exception:** The One-Time exception policy is designed so that students who have forgotten their i-card, but are printed on the roster, may still sign-in for their game. Each participant may use this exception policy once per semester. To use the One-Time exception policy the following criteria must be met:

- a) Must be pre-printed on their team roster
- b) Must have a valid government Photo ID (Driver's License, Passport, State issued ID)
- c) Must not have previously used a One-Time Exception during that semester

**Roster Policy:** An individual is bound to the *first* team that he or she signs into a game for. Participants must sign up on the online roster before 2pm. on the day of the contest (except for Sunday games) or they will not be allowed to sign-in onsite or participate. For Sunday games, players must be added to the roster before 2pm on the preceding Friday. A participant is not formally considered to be on that team's official roster until he or she physically signs in for that team at an actual contest.

**IMLeagues Mobile Confirmation:** In the event a player has not signed up for their team before the rosters are printed, they may show the Intramural Staff their name on the IMLeagues Roster online. This must be done by an Intramural Supervisor so you will have to be patient and wait until one is available to help out. If you show as ineligible on the mobile site, nothing can be done until the office is opened. IT is highly recommended that you join your team roster before 2pm on the day of your game (2pm on Friday for Sunday games) to ensure your ability to play in the contest.

**Defaults:** Should a team know in advance that they cannot field a team on a given night; they may avoid forfeit fee and loss of playoff eligibility consequences by contacting the Intramural Office at 217-244-1344, or [intramurals@illinois.edu](mailto:intramurals@illinois.edu) to default their game. All defaults must be called or emailed in before 2pm on the business day of the contest, or before 2pm on the Friday before a Sunday contest. Please make sure to include your name (captain), team name, sport, and the day and time you are playing so that you game can be defaulted properly.

- a) Teams losing by default will lose the contest by the same scoring structure that is applied for forfeits.
- b) Teams losing by default will receive a sportsmanship rating of "C".
- c) Teams losing by default will remain eligible for playoffs.

**Forfeit:** Teams who are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the following Grace Period Exception

**Grace Period Exception:** A team may delay its right to win by forfeit and allow the other team a grace period of ten minutes to acquire a properly equipped team.

- a) Once a ten minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the ten minute period passes.
- b) If ten minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then the team that is ready to play must accept the forfeit.
- c) If the forfeiting team is able to obtain the minimum number of properly equipped players before the ten-minute grace period expires, the game shall be started the opposing team shall be given the ball and choice of goal awarded to the opposing team.

**Forfeit Consequences:** Teams who are assessed a forfeit will

- a) Be charged a \$75.00 forfeit fee.
- b) Is ineligible to advance to the playoffs.
- c) Upon a second forfeit, teams will be assessed a second \$75.00 forfeit fee, and will be removed from the league.
- d) Teams losing by forfeit will lose the contest by a score of 1-0 and a sportsmanship rating of a 0.

**Sportsmanship Ratings:** In order for a team to qualify for post season playoffs, they must have a 3.0 average in sportsmanship during regular season pool play. Any team receiving an "0" rating during the regular season will be declared ineligible for post-season tournament play.

The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for their opponent and intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning. Upholding high standards of integrity and fair play is of the utmost importance to the Intramural Activities Program. Each participant is accountable for his/her actions, and each team captain is responsible for the actions of the team members as well as team spectators.

Sportsmanship ratings are given to teams after each contest by the intramural manager, supervisors, staff assistants, and game officials. These ratings reflect behavior before, during, and after the contest. The decision reached will be final. Ratings will be given according to the following scale:

**4** = Team shows above average conduct and sportsmanship

**3** = Team shows average conduct and sportsmanship.

**2** = Team shows below average conduct and sportsmanship.

**1** = Team shows poor conduct and sportsmanship.

**0** = Team has unacceptable conduct and sportsmanship.

**Protests:** Protests are restricted to matters of rule interpretation and player eligibility. Protests concerning judgment calls by an official and protests of sportsmanship ratings will not be reviewed. In the case of a rule interpretation, notification of a protest must be made to a game official at the time of the alleged infraction and prior to the next live ball. For protests of player eligibility, a team may protest no more than three participants on any given night. All eligibility protests must be made prior to the end of the contest. Please note that captains cannot protest eligibility or a rule interpretation once the gamesheet with the final score and sportsmanship rating has been signed. **If a protest form has been filed, Captain's and or designated team members should not sign the gamesheet.**

**For additional information:** Please review the 2016- 2017 IM Handbook [www.campusrec.illinois.edu/intramurals/docs/IM\\_handbook.pdf](http://www.campusrec.illinois.edu/intramurals/docs/IM_handbook.pdf)

## Equipment

All players are required to bring a valid UIUC (I-card) to all Intramural games

**Jersey Policy:** Participants are required to wear their own team shirts during all Intramural contests. For Flag Football, Soccer, Broomball, and Basketball games teams must have a set of home jerseys and a set of away jerseys.

**Game balls:** Kickball's will be provided on site.

**Shoes:** Shoes are required. Gym or running shoes are recommended. Rubber training shoes and single molded plastic/rubber soccer-type cleats are permitted. Metal cleats or spikes of any type are not allowed. **Shoes with screw in cleats of any kind are illegal**

### **Apparel:**

- a. Players must wear athletic apparel with **no exposed metal**.
- b. Players may not wear casts/splints under any circumstances at any time and all pads/braces must be above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it.
- c. Players may wear kneepads, gloves, covered knee braces, headbands, and knit caps.
- d. Absolutely no jewelry is allowed (rings, watches, including LIVESTRONG bands, etc). Necklaces and earrings or other jewelry should be removed for player safety.
- e. All equipment is subject to the approval of the intramural staff on duty

## Game Regulations

**Rosters:** A Team consists of 8 players (players in the field), Teams may bat up to 10 players. A minimum of six is needed to start and continue a game. 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.

- a) The pitcher will be from the kicking team, but is not allowed interfere with play after the ball has been pitched.
- b) Team rosters are limited to a maximum of 20 players.

**Batting Order:** Teams may bat up to 10 people. 2 designated batters or extra batter is allowed. A batting order must be turned in before game time. Unlimited substitution is permitted at each position in the batting order. Player A & B may "share" a spot in the batting order - either may bat or either may play the field, but may not play in the field at the same time. Once a player enters the game, either as a starter or substitute, he or she may only re-enter the game in the same batting position.

**Timing:** A half inning will consist of 3 outs. The game will consist of 7 innings. In the event that the 50 minutes have elapsed, rain, or darkness, 5 innings or 4 ½ if the home team is ahead, will constitute a game.

- a) No new inning may be started, unless the score is tied, after 50 minutes have elapsed from when the game began. The umpire and/or Intramural Supervisor will keep the official game time.
- b) Playoff games will have no time limit

#### **SUBSTITUTIONS:**

- a) A batting order must be turned in before game time. Unlimited substitution is permitted at each position in the batting order. Player A & B may "share" a spot in the batting order - either may bat or either may play the field, but may not play in the field at the same time. Once a player enters the game, either as a starter or substitute, he or she may only re-enter the game in the same batting position.
- b) Pitchers (on the kicking team) may be subbed in mid inning when it is their turn in the batting order to kick.
- c) Unless a player is injured and cannot continue no pinch runners will be allowed under any circumstance. If players are sharing a spot in the order, the player that begins an at-bat must finish the at-bat. The player sharing the position may not pinch run unless the other player is too injured to continue. See Injured Runner Rule.
- d) If a team begins with less than 8 players there is no penalty for the empty spots in the batting order. Players arriving late may be added to the bottom of the line-up at any time. If a team begins with a full batting order (10 players) and a player is injured or cannot otherwise continue and the team does not have an eligible substitute, then the team must take an out for that spot in the order. An eligible substitute is one who has yet to have played in the game, either as a batter or fielder.

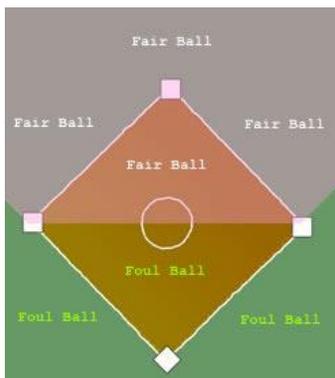
**The Playing Field:** Kick Ball will be played on an Intramural softball field.. Umpires will establish ground rules prior to the game regarding out of play areas, permanent obstacles in the field of play, etc.

**Kicking Box:** a 10'x10' box behind home plate that kickers must remain inside / behind when kicking

**Fielding Line:** Will connect first and third base.

- a) All fielders must remain behind the Fielding Line until the ball is kicked

- b) A kicked ball must go past the fielding line to be considered in play



- c) Balls that are bunted or do not make it past the Fielding Line will be considered a foul ball

**Mercy Rule:** Teams may score a maximum of 10 runs per inning; except in the 7th inning. If a team is winning by 15 runs after four innings or 10 runs after five innings, the game shall end.

**Extra Innings:** Ties will be resolved in extra innings.

**Inclement Weather:** A game shall be considered "official" and the result final if after the conclusion of the 5<sup>th</sup> (or 4 ½ inning if the home team is ahead) will constitute a game. is stopped for inclement weather. In the event that the first half was complete, but the contest was tied, an overtime period will be scheduled to determine a winner. If the first half of the game was not completed when the contest was stopped, the game will be rescheduled and started over from the beginning on the reschedule date.

Information regarding cancellations will be relayed to captains either in an email from the intramural office staff or in a message recorded to the intramural activities and club sports rain line (217-244-0329). If the weather is inclement, intramural participants should call the rain line to see whether intramural activities have been cancelled. The rain line will be updated by 4:30 PM daily. In some cases, the rain line may not explicitly specify whether intramural activities are cancelled. Unless teams have received an explicit cancellation message in regard to their sport via email or through the rain line, teams should assume that all intramural contests will play as scheduled.

## Co-Rec Modifications

- a) A female may only substitute for a female, a male for a male.
- Exception: If a team has more females than males in the line-up, a male may substitute for a female in order to bring the team to 4/4 ratio, as long as the batting order alternates.
- b) Teams must alternate positions in the batting order by gender. At any point if two players of the same sex bat back to back, an automatic out must be assessed for the vacant spot between them.
- c) A team consists of 8 defensive players. In addition, a team may play legally with 6 players, provided they have 3 male players and 3 female players. A team may play with as many as 10 players (5 men, 5 women; 8 on defense and 2 Extra Hitters).

## Legal Lineups

Men	Women
5	5
5	4
4	5
4	4
4	3
3	4
3	3

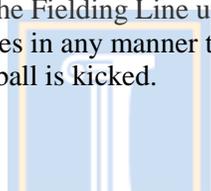
## How to Play Kickball

### **Starting the game:**

The ball is put into play when the pitcher (a player on the hitting team) rolls the ball toward home plate and the kicker attempts to kick the ball.

**Fielding:** All fielders must remain behind the Fielding Line until the ball is kicked.

- a) The defense may position themselves in any manner they wish in the field, as long as they are behind the Fielding Line when the ball is kicked.



**Infield Fly Rule:** is NOT in effect.

- a) If an infielder deliberately drops a fly ball in a force play situation, the ball is dead, the kicker is ruled out, and all runners must return to their bases.

### **Obtaining an Out:**

- a) A fly ball caught in the field of play.
- b) A player, off the base, is tagged or hit by the ball held or thrown by the defending team.
- c) If the ball is thrown at an opponent, it is only an out if it hits the runner from the shoulders down (when in the standing position).
  - If a player ducks and gets hit in the head, they are out
  - If a player gets hit anywhere with the ball while sliding, they are out.
- d) A player is subject to a force out when applicable (1<sup>st</sup> Base when no players are on base)
- e) A kicked ball hits the pitcher or the pitcher interferes with a play on a runner.
- f) Kicking the ball outside the Kicker's Box
- g) 3<sup>rd</sup> pitch is kicked foul or the kicker fails to make contact with the ball

### **Base Running:**

- a) When a defensive player has the ball a base runner may not deliberately, with great force, crash into the defensive player. Penalty: Base runner is OUT. Ball is dead and all runners return to last base touched at the time of the collision.
- b) There is NO must slide rule. A base runner must avoid contact with a fielder who has the ball. Sliding is one option to avoid contact.
- c) Balls that leave the field of play on a throwing error will result in all runners advancing one base.
- d) Runners may not advance off the base until the ball has been kicked (NO LEADOFFS/STEALS).
  - 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
- e) Runners may tag up on any fly ball once the ball has been caught.

**Pitching:** The kicking team will provide its own pitcher.

- Pitcher may not make contact with a kicked ball hits or interfere with a play on a runner.

**Kicking:** Kickers have three (3) pitches to kick a fair ball.

- The ball must be kicked within the kicking box. (PENALTY: Kicker is OUT.)
- If the 3<sup>rd</sup> pitch is kicked foul or the kicker fails to make contact with the ball the kicker is out

**Bunting:** Will not be permitted and is a dead ball and a foul ball

**End of the game:** Captains are required to check and verify all information by signing the scorecard.

