

KICKBALL RULES

Revised: July 2015



ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

CODE OF CONDUCT

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students, faculty/staff members with Recreational Sports Memberships, and significant others of eligible participants.
- 2. CHECKING IN TO AN EVENT:**
 - a. Participants who appear on the IMLeagues.com roster by noon of the day of their event may check into intramural activities with any form of a government picture ID.
 - b. Participants who wish to check in to an event but do not appear on the IMLeagues.com roster must present their Southern Miss ID or REC Card.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's A team and a men's fraternity team).
- 4. AFTER CHECK IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Each team will consist of 8 players on the field at one time. A minimum of 6 players are required to start the game. Up to 10 may kick.
- 2. CAPTAIN:** Each team shall designate a team captain to make all decisions. The team captain is responsible for the eligibility, conduct, and attendance of his/her team. He/she is responsible for the validity of the team score sheets after having the score audited by the opposing team's captain. Each captain will sign the score sheet after completion of play.
- 3. PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

- 1. FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the event, a member of the Intramural Sports staff will notify the team on time and will give them the option of taking a forfeit or waiting on opposing team. If team decides to wait the team will receive 1 run every 2 minutes that the team is not on the field prepared to play, there will be a cap at 10 minutes. After 10 minutes it will be declared a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Recreational Sports Office. The captain of the forfeiting team will be suspended from all intramural activity until that payment has been made. Teams are only allowed one forfeit per sport per season. If a team forfeits twice, it will be removed from the league for the remainder of the season.
- 2. DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by e-mailing intramurals@usm.edu or calling 601-266-5405 by 12:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.

- 3. PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, the delay shall count as an official's time out.

RULE 4: PLAYING AREA AND EQUIPMENT

- 1. LOCATION:** All games will take place at the Intramural Fields Complex.
- 2. BASES/PITCHERS MOUND:** The distance between each base will be 65 feet. The pitching rubber will be 50 feet from home plate.
- 3. BALLS:** Balls will be provided by the Intramural Sports Program.
- 4. SHOES:** All players must wear athletic shoes. Cleats without metal spikes may be worn. No bare feet, no sandals, no flip flops, and no boots.
- 5. JERSEYS/SHIRTS:** Teams are encouraged to furnish their own like-colored jerseys.
- 6. ATTIRE:** Players must wear athletic attire.
- 7. SUNGLASSES:** Players may not wear sunglasses that are metal or rigid.
- 8. PADS/BRACES:** Pads or braces made of ridged or unyielding material may not be worn.
- 9. HEADWEAR:** Players are permitted to wear baseball style caps. Knit and stocking caps are allowed.
- 10. JEWELRY:** No jewelry may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.
- 11. BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.
- 12.** The Intramural Sports Staff has the right to deem certain equipment unsafe or illegal.

RULE 5: LENGTH OF THE GAME AND TIMING

1. **LENGTH OF THE GAME:** The length of the game will be 6 innings or 50 minutes, whichever comes first. If at the end of the 50 minutes an inning is still in progress it shall be completed, but if the home team is ahead when they come to bat the game is over. In case of inclement weather, an official game will be 3 completed innings. During the regular season, ties are allowed.
2. **MERCY RULE:** If a team is winning by 10 or more runs after the 5th completed inning, the game shall be over.

RULE 6: PLAYING THE GAME

1. **START OF THE GAME:** The official shall have a captains' meeting before each game, where he/she will remind players of specific rules and take clarification questions from captains. Three minutes prior to the start of the game, the referee will toss a coin, and the visiting team captain shall call the toss. The captain winning the toss shall have the choice of taking the field or kicking first.
2. **PLAYERS:** A team shall consist of 8 players in the field. Teams are allowed to kick 10 players.
3. **SUBSTITUTIONS:** Free substitutions will be allowed and all substitutions must be reported to the umpire, who will notify the scorekeeper and opposing team. All players who play defensively must also kick and vice-versa. Players and substitutes must participate in a full inning in succession unless removed by injury (must play defense and kick before being subbed out).
4. **PITCHING:** Teams kicking will provide their own pitcher to pitch to them while at the plate. The defending team will have a fielder stand within 10 feet of the offensive pitcher. The pitcher cannot come into contact with or block a kicked ball, thrown ball or the defensive pitcher's action. The pitcher must make every effort to avoid interfering with each play. The umpire will judge whether the play was affected by the pitcher when enforcing this rule. In this situation, the ball is dead, the kicker is called out and all runners must return to the last base touched at the time of the interference.
5. **KICKING:** There are no balls or strikes; each kicker will receive 3 pitches. Each kicker may have up to 3 contacts with the ball for each plate appearance. The kicker shall be called out if on any pitch he/she:
 - Contacts the ball in front of the kick line
 - Fails to put the ball into fair territory beyond the bunt line
6. **BASE RUNNING:** Runners may not leave their bases until the ball is kicked by the kicker. If a runner leaves early, they will be called out and the ball is dead. When a defensive player has a legal play on a kicked/fielded ball and the runner remains on his/her feet and deliberately contacts the defensive player, the runner is out, the ball is dead and each base

runner must return to the last base touched at the time of the contact. If the defensive player was attempting to make a play on another runner at the time of the collision, both runners will be called out. If the act is determined flagrant or intentional the offender shall be ejected.

There will be no infield fly rule.

A runner who purposefully uses his or her head to stop a thrown or kicked ball will be called out due to interference.

7. **FIELDING:** All defensive players except a player in the catcher position must remain behind the defensive restraining line which runs from first to third base. Defensive players may throw the ball at the base runner to get him/ her out, but the ball must contact the runner below the shoulders. Malicious throws are not allowed and will be determined by the discretion of the official.

Rule 7: SPORTSMANSHIP

1. **RATING:** Each team will begin the contest with a B (3.0) sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
 - A. **(4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
 - B. **(3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.
 - C. **(2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.
 - D. **(1.0) - Below Average Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul

/ yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.

- F. (0) - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive an "F" rating and the game and season will be forfeited.

Rule 8: COREC CLARIFICATIONS

1. TEAM COMPOSITION:

- i. Teams may play with a maximum of 8 players and a minimum of 6 players
- ii. Teams may kick up to 10 players, but those extra players must be 1 male and 1 female
- iii. If playing with 8, the ratio must be 4(M) to 4(F)
- iv. If playing with 7, the ratio can be 4(M)/3(F) or 4(F)/3(M)
- v. If playing with 6, the ratio must be 3(M) to 3(F)
- vi. All players who play defensively must also kick and vise-versa.
 1. Players and substitutes must participate in a full inning in succession unless removed by injury (must play defense and kick before being subbed out).
 2. All substitutes must be male for male and female for female.

2. KICKING

- i. Teams must alternate gender in the kicking order
- ii. If a team kicks 7 players, an out must be taken for the empty 8th spot. This is to prevent teams from having the same gender kick back to back.
- iii. When a female is up to kick, all outfield players must remain behind the restriction line until the ball is contacted.

3. FIELDING

- i. Defensively, teams must have a minimum of 2 female infielders located in the front of the CoRec restriction line.

4. COREC RESTRICTION LINE