

Kickball Rules Fall 2018

Registration/Payment Period: May 21st – August 29th at 11:59 PM
Playing Dates: Monday, September 3rd – Thursday, September 27th
 Teams will be scheduled 1-2 games a week, Monday through Thursday, games starting on the hour from 6:00 PM – 11:00 PM.

Intramural Sports Handbook

- All participants are required to adhere to the policies of Recreation and Wellness. Our policies are located online [here](#).
- In the Intramural Sports Handbook, you will find information regarding:

Team Information	Participant Information
<ul style="list-style-type: none"> • Registration 	<ul style="list-style-type: none"> • Eligibility
<ul style="list-style-type: none"> • Forfeit procedures 	<ul style="list-style-type: none"> • Valid ID's
<ul style="list-style-type: none"> • Team jerseys 	<ul style="list-style-type: none"> • Participant conduct
<ul style="list-style-type: none"> • Sportsmanship rating 	<ul style="list-style-type: none"> • Safety
<ul style="list-style-type: none"> • Protest procedures 	<ul style="list-style-type: none"> • Alcohol and drug policy

Fields

- Games will be played at the Bill Gessner Sports Complex located on 39th St., next to the elementary school.

Players and Rosters

- **Open:** Teams can field a maximum of 8 players, but may have an unlimited number of players in the batting lineup.
 - Teams need a minimum of 6 players signed-in to begin a game.
 - It is not required to field a catcher.
 - There are no gender ratio requirements.
- Participants who are late are added to the bottom of the batting lineup.
- **Substitutions:** May be made at any time between innings. If a player enters onto the field, that player may only substitute out following one whole inning of play.
- **Eligibility:** All participants must be either NSU students or faculty/staff.
- All participants must bring their valid NSU ID to play.
- Players must have signed the participation waiver to be eligible to participate in any contest.

Equipment

- The Intramural department will provide kickballs and bases.
- Players may wear sneakers, or soft rubber molded cleats or turf shoes. Removable or metal cleats are not permitted.

Timing

- Games will consist of six innings.
- Games will have a 50-minute time limit. No new inning will start after 45 minutes of play.
- **Mercy Rule:** A 10-run rule will be in effect after 5 innings or 4 ½ if the home team is ahead.

- Ties will stand during regular season games. Extra innings will be used during playoffs when necessary.

WAKA rules will prevail, with the following specifics and modifications

Start of Game Procedures

- **RPS:** Before the start of the game, the umpire will conduct a captain's meeting during which rock, paper, scissors is done. The winning captain shall have choice of:
 - Home team – Batting Second
 - Away team – Batting First
- **Batting Lineup:** Each team must determine their batting lineup at the start of the game. The scorekeeper will record the score, outs, and lineups on the scoresheet. Late participants must be reported to the scorekeeper and will be added to the bottom of the line-up.

Pitching

- Teams must pitch to themselves.
 - Pitchers cannot bounce the ball.
 - There cannot be only one designated pitcher—all fielders **including pitchers** are required to bat in the lineup.
 - It is the responsibility of the pitcher to avoid interfering with any live ball play. If any live ball is intentionally contacted by a pitcher, the play will be called dead and the batter/batter-runner is out. Base runners will not advance/will return to their original base. Sportsmanship will decrease a full letter grade.
- The pitcher must have at least one foot within the pitching area until the ball leaves his/her hand.
- Any pitch which does not meet the above rules may be repitched or counted as one of the 3 pitches at the discretion of the IM staff on site.

Fielding

- Players may set up defensively in any way so long as they are within the playable area.
 - It is not required to field a catcher or pitcher while fielding.
- A defensive player may not obstruct a runner unless he/she is making a play on the ball. In the event that a defensive player obstructs a runner, they will be called for obstruction and the runner is entitled to safely advance accordingly.
- The ball remains live until the umpire declares time, which will be done when the ball is held by a player in the infield area and, in the opinion of the umpire, all play has ceased.
 - Once time has been called by the umpire, the ball is considered dead, and runners may not advance until the next time the ball is put into play.
- Three outs are allowed before the end of a half-inning.
- The fielding team can get an opponent out by:
 - Catching a kicked ball before it has touched the ground
 - Touching the kicker with the ball
 - Touching the base while in possession of the ball for a force out
 - Striking a runner with the ball, so long as s/he is hit from the shoulders down
 - A runner whose head is hit due to ducking into a throw will be called out.

Batting

- Batters have 3 pitches to kick the ball into fair territory. Failing to do so results in an out.
 - **There are no strikes, balls, or courtesy fouls.**
 - Batters must remain within the batting area before the ball leaves their foot.
 - If a batter leaves the designated area, the ball is dead and 1 of the 3 kicks is used.
- Bunts are legal and are not subject to any restrictions.

Runner and Batter-Runner

- Pinch runners are not permitted unless due to injury, in which case the last batted out will fill in.
- Base stealing or leading is not allowed. Runners can leave their bases when a pitched ball is kicked. If the ball is called foul, base-runners must return to their bases.
- Runners are not allowed to slide to any base, but are allowed to dive headfirst when they are diving back to a base. Any runner that slides or dives in any other instance will be declared out.
 - Avoiding the ball does not count as a slide if there is no sliding motion.
- Any player who runs outside the base path to avoid being tagged will be declared out.
- If the ball goes out of play and a dead ball is called by the umpire, the base runner gets one base from the base they last touched. If a runner is between two bases, they get the base that they are approaching.
- If an offensive player or team member impedes a defensive player's attempt to execute a play, they will be called for interference, and will be called out.
- A tag-up is a requirement to retouch or stay on a base until a ball kicked in the air is caught. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
- All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.

Please read the Intramural Handbook. It contains written descriptions of all regulations and policies that govern participation in NSU Intramural Sports, no matter which sport or activity you play. It's imperative to the continuity of the Intramural program that all participants abide by the regulations detailed in the Handbook by the Office of Recreation and Wellness.

Sportsmanship Guidelines

A: Team members participate with excellent sportsmanship within the established rules.

B: Team members occasionally complain to the official(s) or supervisor(s) about rule interpretations. Sportsmanship and understanding of the rules is acceptable, but could be better.

C: Team members consistently complain to the official(s) or supervisor(s). Team displays poor sportsmanship and understanding of the rules. A team or team member receives an unsportsmanlike conduct penalty.

D: A team or team member receives two unsportsmanlike conduct penalties.

F: Team members participate with unacceptable sportsmanship. A team receives three or more unsportsmanlike conduct penalties.



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