

## ACTIVITY RULEBOOK

**Big Base Kickball**

*Big Base Kickball is a non-contact activity, however contact and injuries are a possibility. The Intramural Sports program assumes no responsibility for injuries and all participants must electronically acknowledge/consent to the online waiver in IMLeagues prior to participating. By agreeing to the online waiver, each participant agrees to rules and policies outlined in this and all other documents provided by Intramural Sports.*

*All information in this rule book pertains to the facilitation of Big Base Kickball contests and its season administration. For questions or concerns, please contact [intramurals@uwlax.edu](mailto:intramurals@uwlax.edu).*

**REMINDER:** all participants are encouraged to review the participant handbook and general rules overview prior to participating in each activity in which they are interested. View these documents by visiting the [“Rules” website](#).

*UWL Intramural Sports welcomes all students and faculty/staff members meeting eligibility guidelines. Participants may compete in the gender league with which they identify. For any eligibility concerns, please contact [intramurals@uwlax.edu](mailto:intramurals@uwlax.edu).*

**Section 1: Starting the Contest****Start (Game) Time**

Game time is forfeit time. It is recommended teams arrive at the contest site 15 minutes prior to the scheduled start.

**Facility and Contest Set Up****a. Playing Location**

Big Base Kickball is played in the Mitchell Hall Gyms (113 and 114). It is recommended teams review their schedules prior to each contest. Intramural Sports will not contact teams to remind them of contest dates, times or locations, however participants have the option to receive automated email reminders from IMLeagues during the roster addition process.

**b. Field**

Fields are set up by staff only. All playing equipment is property of the Recreational Sports Department.

**c. Officiating**

All contests will be officiated by at least one (1) trained umpire. All decisions made by officials are final, except for those eligible for protests.

Intramural Sports is always looking for officials and would love to have you join our team! To learn more about officiating, visit our [“Become an Official” website](#).

**d. Captain’s Meeting**

Captains are to meet with the contest official(s) prior to each contest to review rules, eligibility, legal equipment and to determine possession/team sides.

**Equipment**

Game balls will be provided by Rec Sports.

Participants are not allowed to use gloves or any other catching device in the outfield.

**Participation**

All contests are Co-Rec

NO ID = NO PLAY. Participants without a current and valid UWL-issued ID are allowed to use one (1) forgotten ID pass at the REC Info Counter per semester.

Teams will consist of eight (8) players **in the field** and up to twelve (12) **in the batting order**

It is recommended teams align themselves defensively with four (4) males and four (4) females). Teams can play defense with the following approved male-to-female ratios:

- 4 males: 4 females
- 5 males: 3 females
- 3 males: 5 females

*section continued on next page*

**Participation (continued)**

At no time can more than five (5) members of a single gender be in the field at one time.

A team may begin with as few as six (6) players. If at any time a team is reduced to less than six (6) players, a default will occur.

- Teams may rotate outfielders between innings (only). Any member currently in the line-up may play in the outfield. There are no restrictions on the number of innings you must play in the outfield.

**Eligibility**

There are no restrictions on intercollegiate, sport club or other athletes in Big Base Kickball.

**Section 2: Playing the Contest****General Game Overview**

Games will consist of seven (7) innings or 40 minutes, whichever comes first.

A new inning will not be started with ten (10) minutes left in game (30 minutes after start time).

- For tied games in the league play, one extra inning will be played. If still tied, the game will end tied.
- For tied games in playoffs, extra innings will be played until a winner is declared.
- In the event of a tied playoff contest, the Intramural Sports Staff may implement and modify any rules. These rules will only be implemented after consulting with both captains from each team to reassure fairness for both parties.

Lineup cards will be provided by Intramural Sports and are to be filled out by the team captain AND examined by the umpire(s) prior to contest commencement. Any team and/or individual batting out of order will be called out by the umpire

- Teams may set up their lineup in any order they desire as long as everyone kicks once before anyone kicks for a second time. The lineup must stay consistent throughout the game.
- Batting order for Big Base must list players in alternating order by gender. A batting order might be F1, M1, F2, M2, F3, M3... etc. or it might be M1, F1, M2, F2, M3, F3... etc.

Alternating batting orders must follow allowable male-to-female ratios. Teams with ratios not defined by rule must utilize substitute players and follow substitute guidelines as outlined in the lineup card. Approved ratios are as follows:

- 1 male to 1 female: 6 males: 6 females; 5 males: 5 females; 4 males: 4 females; 3 males: 3 females
- 6 males: 5 females (and vice-versa)
- 5 males and 4 females (and vice-versa)
- 4 males and 3 females (and vice-versa)
- At any time two (2) males or two (2) females bat back to back in a Co-Rec league, an out will be called.
- **EXAMPLE:** If a team has eleven (11) players and the 1st and 11th batters are male an out will be called
- **EXCEPTION:** Teams are permitted to have subsequent members of the same gender take an "at-bat" as long as those members are a leadoff hitter and a hitter at the very end of the order when the batting lineup does not have more than nine (9) players.

At any other time two (2) males or two (2) females bat back to back, an out will be called.

A team's batting line-up may consist of up to twelve (12) players.

Participants arriving late must check in with the scorekeeper and may enter the game at the end of the line-up only if the team has not gone through the line-up already.

- If a participant arrives during the second time through the batting order, an out MUST be taken prior to that participant's at bat and the person is added to the end of the batting order.
- Once a team member kicks for the third time, late participants may only enter the contest as a sub.
- All players may withdraw and re-enter the kicking line-up once in the same spot in the order.
- Teams shall notify the umpire and/or scorekeeper (supervisor) when making substitutions.
- Once a substitute enters the line-up and is removed from the line-up, he or she may not re-enter for the rest of the game.

## General Game Play

Pitchers will pitch to the opposite team with an underhand, rolling pitch.

The ball must roll across the ground towards home plate and at the point of entering the kicking box, must be within the 3 foot strike line. If the ball is bouncing too much or not aimed at home plate, the umpire may yell "illegal pitch". The ball will be returned to the pitcher for a second pitch. If the pitch is illegal again, the runner will take first base.

- During an "illegal pitch", base runners who have started to advance may continue to the next base. Once the umpire yells "illegal pitch", you are not allowed to advance to another base.

The kicker may not kick the ball more than five (5) 5 feet in front of home plate. If he/she does, an automatic out will be recorded and all base-runners must return to the base they started at before the pitch.

Fake pitches are allowed. If a runner leaves the base on a fake pitch, that runner (and all other runners leaving a base) must advance to the next base.

Kickers only have one chance at a legal pitch to kick the ball. An out will be recorded if the kicker does not make contact with the ball.

Kickers must kick the ball out of the kicking box that is taped on the floor otherwise an out will be recorded.

Base runners may advance at their own discretion and do not have to stay in order of line-up.

Runner 2 may pass Runner 1 at any point on the bases.

More than one person may be on a base at one time.

A run will be recorded once a base runner has returned home after reaching all eight (8) bases in order.

- Runners must follow the basepath outlined in ["The Playing Surface" section](#) in order to score

There are no baselines or fair/foul lines.

Once a base runner leaves a base, he/she must advance to the next base.

Leading off is considered leaving a base. Once any foot touches the floor, you must advance to the next base. Maintaining balance with your hands is allowed but both feet must clearly remain in the mat area with one foot placed on the mat.

Force outs are only valid at first base for the kicker. No other force outs will be recorded. Players may over-run first base ONLY but the player has to make no movements toward second base.

There is no sliding or diving.

In the event a participant forces the base to move away from where it is intended to be, play will continue as normal.

Runners may continue to advance but must get to the current location of the base (regardless of how far it has moved).

Once the ball is returned to the pitcher, the umpire will call time and the base will be returned to its original position.

The umpire may call a stoppage of normal play if he/she believes the base has shifted to an area where it is now unsafe for the play to continue.

In the event your team returns to the first kicker of the inning and he/she is on base, one of two things will happen:

- If a team member in the line-up has returned home (either recorded an out or scored a run), he/she will pitch run for the kicker. The team member who is most recent in the line-up will pitch run.
- In the event all team members in the line-up are on base, the participant next up will vacate his/her position on the bases to return home to bat. No ghost runners will be used. No outs will be recorded.

Teams may use a courtesy runner in the case of an injury.

- The courtesy runner will be the last person of that gender to record an out or score.
- If no outs or runs have been recorded, the person of the same gender before the injured participant in the lineup will assume the courtesy runner position.
- Injured participants will not be eligible to return to the contest.
- In the event a player kicks a ball out of play (ball rolls out of the gym) the official will yell "Dead Ball" and each player may advance one base. If runners were already in motion towards a base they may continue to advance to the next base.

## Scoring

The official contest score will be kept by the on-site Intramural Sports Supervisor although scorecards will be distributed to both teams as well. The supervisor has final say in regarding the official contest score.

## Mercy Rule

The game will be called if a team is ahead by 20 runs at the completion of the 4th inning or 15 runs at the completion of the 5th or 6th innings.

## The Field

Any ball which strikes the ceiling or any part of the overhead facility including divider, suspensions from ceiling, basketball hoops, or rafters will be ruled an automatic out (i.e. don't hit the ceiling).

- All base-runners must return to the base they started at before the pitch.

Any ball which strikes a scoreboard off the kick will be ruled an automatic out.

- All base-runners must return to the base they started at before the pitch.

Any ball which hits the bleachers behind home plate prior to being touched by an opponent, or hitting the wall, will be ruled an automatic out.

- All base-runners must return to the base they started at before the pitch.

Any ball which strikes the divider is in. The defense may not catch the ball off the divider for an out.

## Home Runs

A home run will be recorded when a ball strikes above the second horizontal line on the divider in Mitchell Hall. The home run must not strike the ceiling before hitting the divider. Where the divider meets the ceiling is considered to be the cut-off between the locations of an out (ceiling) and/or a home run (divider). This area includes where athletic banners are hung.

## Section 3: Winning Specifications

### Contest

Teams receive a win in standings by leading after the designated regulation time period or after applicable overtime period(s). Losses and ties are included in standings as well.

### Playoffs

All rules apply to playoffs. To qualify, teams must win at least one (1) contest and maintain a sportsmanship average of 4.0 during the regular season in addition to following forfeit policies. Other scheduling differences may apply to certain playoff circumstances. Qualification is monitored at the discretion of Intramural Sports administration.

### Protests

Protesting is permitted. If a team wishes to protest eligibility, rule implementation/interpretation or a perceived scoring error in-game, they shall notify a staff member right away. To file a post-game protest, email the program at [intramurals@uwlax.edu](mailto:intramurals@uwlax.edu) or visit the [Online Protest Form](#). Teams may not protest officials' judgment calls (i.e. incomplete vs. complete pass, foul vs. no foul, violation vs. no violation, inbounds vs. out-of-bounds, etc.).

## Section 4: The Playing Surface

