Big Base Kickball Rules SPRING 2016

Section 1: General Overview
Team Registration and Entry Fee
All team registrations are done online via IMLeagues. Registration periods are listed on the Intramural Sports website under the “List of Sports” section.

Instructions on how to register a team in IMLeagues can be found on our “Forms and Videos” page. Don’t forget about the pre-registration option!

The team entry fee for Big Base Kickball is $30 and is to be paid online via PayPal at the time of registration. Captains will be able to pay with a credit/debit card or online check. In-person payment options are available if online payment is not feasible.

UW-L Rec Sports WILL NOT hold spots for teams or individuals during registration (including teams in the pre-registration waiting list).

Team Captain’s Quiz
All team captains are required to take an online rules and handbook quiz and score 100% in order to complete the registration process for a team. The quiz will contain general policy and sport-specific rules questions in multiple choice format.

Player Registration
Individual player registrations (i.e. roster additions) are also done via IMLeagues. Instructions can be found here.

All players are required to take a brief participant quiz and score 100% in order to be added to a team. Individuals will be prompted to take the quiz online in IMLeagues as part of the roster addition process.

No roster addition sheets are available on-site. Please make sure all roster additions are completed prior to the scheduled contest start time.

Team Schedules
All team schedules for regular season and playoff contests will be published in IMLeagues. Captains and participants will be contacted via IMLeagues when schedules are completed and ready to view.

    Please do not ignore email or text messages from IMLeagues, as they will be sent from UW-L Intramural Staff

Forfeits and Defaults
If a team cannot participate in a contest, please notify the REC Information Counter (608-785-5225) at least three (3) hours prior to the scheduled contest to avoid a forfeit fee. Forfeit notifications will not be accepted via email.

Contact Information

<table>
<thead>
<tr>
<th>Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
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<tbody>
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General Procedures/Reminders

Please refer to the 2015-16 Intramural Sports Participant Handbook for all policies and procedures related to Intramural contests. Additional information can be found on the Intramural Sports website.

1. No ID, No Play
   Each participant must present a valid (current) UW-L student I.D. to the Intramural Supervisor or Scorekeeper at every contest. No exceptions will be made and no other form of identification will be accepted.

   If a participant forgets their UW-L-issued I.D., a forgotten I.D. pass may be obtained at the REC Info Counter or the Rec Sports Office in Mitchell Hall (when applicable). Supervisors, Scorekeepers, and Officials do not distribute these passes. A forgotten I.D. pass may only be used once per semester across all program areas within Rec Sports.

2. Team Roster
   All participants must be on the team roster in IMLeagues. Any member not on the roster may complete a roster addition online via IMLeagues. No roster add sheets will be made available at the site of the contest.

   No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on. Roster additions are allowed up until postseason brackets are published.

3. Apparel
   Each participant must wear appropriate apparel and non-marking athletic footwear.

4. Injuries/First Aid
   First aid treatment is typically, but not always, available during Intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

5. Jewelry
   For your safety, all visible jewelry, watches, and bracelets must be removed or covered legally prior to participation. Medical bracelets may stay on.

6. Sportsmanship/Participant Conduct
   Sportsmanship is important before, during, and after Intramural contests. Teams will be scored on a scale of 1 (unsatisfactory) to 5 (excellent) based on their behavior and conduct after every game. Teams must average a 3.5 rating in order to qualify for playoffs. Teams or individuals failing to abide by these sportsmanship guidelines must meet with the Intramural Sports Coordinator and Graduate Assistant for reinstatement.

7. Refunds
   Team registration fee refunds are permissible based on certain circumstances. Please email intramurals@uwlaus.edu to request a refund. Due to online processing fees, you may not receive a full refund of your team’s registration.

8. Team Names
   Team names must be appropriate. Captains of teams that reference anything deemed inappropriate or offensive in their name will be contacted by Intramural Sports to change the team name. Intramural Sports reserves the right to change names at any time and without notice (based on circumstance).

9. Playoffs
   Playoffs will commence following the regular season. Teams playing more than four (4) contests are required to win two (2) contests and meet all outlined sportsmanship requirements. Teams that play four (4) or fewer contests will automatically make playoffs as long as sportsmanship requirements are met.

   Intramural Sports administration will send messages out to all participants regarding playoff procedures as regular season action winds down.

10. Communication Efforts
    Throughout the season and playoffs, Intramural Sports may attempt to contact teams and/or individuals on multiple occasions. Please do not ignore messages from Intramural Sports or IMLeagues, and be sure to check your voicemail.
Activity-Specific Rules

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 sign the online waiver in IMLeagues prior to competing.

Starting the Game

1. Game Time
   GAME TIME IS FORFEIT TIME. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start.

2. Game Set Up
   a. Court/Field
      The court/field will be set up by the Rec Sports staff. All games will be played in the Mitchell Hall Gyms.
   b. Officiating
      A trained Intramural Umpire will officiate the contest and keep the official game time. The decisions of the umpires are final. To become an official, click here.
   c. Pre-Game Captain’s Meeting
      Captains will meet with the game officials at center court for a brief overview of game rules, to ensure all participants are eligible and properly equipped, and to determine possession/team sides.

3. Game Equipment
   a. Game balls will be provided by Rec Sports.
   b. Participants are not allowed to use gloves or any other catching device in the outfield.

4. Participation
   a. NO ID = NO PLAY. Participants without an ID are allowed to use one (1) forgotten ID pass at the REC Info Counter per semester.
   b. Teams will consist of eight (8) players in the field and up to twelve (12) in the batting order; it is suggested to play with four (4) males and four (4) females.
      • At no time can more than five (5) males be the field in the field at one time.
      • One (1) male and one (1) female must be in the contest at all times.
      • 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.

5. Eligibility
   There are no restrictions on NCAA, NAIA, NJCAA, or Sport Club athletes participating in Big Base Kickball.

Playing the Game

6. General Game Overview
   a. Games will consist of seven innings or 40 minutes, whichever comes first.
      • A new inning will not be started with ten (10) minutes left in game (35 minutes after start time).
   b. 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.
   c. 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.
General Game Overview (continued)

d. 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.
   - At any time two (2) males or two (2) females bat back to back, an out will be called.
     ➤ EXAMPLE: If a team has nine (9) players and the 1st and 9th batters are male an out will be called before the lineup goes back to the top of the order.

    - A teams 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.

e. All players may withdraw and re-enter the kicking line-up once in the same spot in the order.
   - Notify the scorekeeper 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.

7. Game Play

a. 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 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.

b. Fake pitches will be 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.

c. 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.

d. Kickers must kick the ball out of the kicking box that is taped on the floor otherwise an out will be recorded. (See Playing Surface at end of rules)

e. 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.

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

g. A run will be recorded once a base runner has returned home after reaching all 7 bases in order.

h. There are no baselines or fair/foul lines.

i. 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. 

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

k. There is no sliding or diving.

 l. 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.

m. 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.

n. 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.

o. 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.

8. Scoring
The official game score will be kept by the on-site Intramural Sports Supervisor.

9. 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.

10. The Field
   a. 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.
      • All base-runners must return to the base they started at before the pitch.
   b. 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.
   c. 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.
   d. Any ball which strikes the divider is in. The defense may not catch the ball off the divider for an out.

11. Home Runs
   a. A home run will be recorded when a ball strikes above the second horizontal line on the divider in Mitchell Hall.
   b. 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.

12. Protests
Teams are permitted to protest. If you wish to protest in-game, notify the game official and find an Intramural Supervisor right away. To file a post-game protest, email the program at intramurals@uwlax.edu or visit the online protest form here.
13. Officiating

a. Officials are hired and trained by the Intramural Sports Staff
   - Officials are provided a quality hands-on experience both on and off the court/field while developing skills in conflict resolution, team building, time management, communication, and leadership.
   - Officials are not required to have a certification, however some officials are certified. The Intramural Sports Staff puts on sport specific training clinics prior to each season to properly inform all interested applicants.
   - To become an official, click here.

b. Post-game rating
   - After each contest, captains will have the opportunity to rate and give feedback on the official’s performance and professionalism. This information will be utilized by the Intramural Sport Staff to further enhance participants experience and as a development opportunity for officials.
   - Rating forms will be available in-person at the Intramural Supervisor’s or scorekeeper’s table and online via the Intramural Sports “Forms and Videos” website.
   - Comments, Questions, Feedback can be directed to intramurals@uwlax.edu

c. The UWL Student Officials Association (SOA)
   - The organization is comprised of students interested in the field of sports officiating and meets monthly to discuss sport-specific points of emphasis, WIAA and NFHS rule implementations, training clinics, prepare for certification exams, study game film, and much more.
   - The purpose of the SOA is to enhance the overall participant experience related to contest officiating in Intramural Sports in addition to introducing prospective student officials to the many components officiating brings to the UWL campus and general La Crosse community.
   - The SOA is open to all students, not just Intramural Officials. To learn more, please visit the Student Officials Association website.

The Playing Surface (diagram not set to exact modifications/dimensions)
Drink Policy
Participants and fans are not permitted to bring/consume alcoholic beverages at any Rec Sports facility and event. Violators of this policy will be removed from the facility and a forfeiture of the Intramural contest/suspension from Intramural activity is possible.

Any participant and/or spectator suspected of possessing an alcoholic beverage must cooperate with Rec Sports Staff.

Drug and Alcohol Policy
All team members (including “coaches” and “fans”) coming to any Intramural activity under the influence of alcohol and/or drugs will be asked to leave to site of competition immediately if, in the opinion of the Rec Sports Staff, they pose a threat to the safety, welfare, fairness, and overall enjoyment of all players, officials, and spectators. Teams/players will also face likely disciplinary measures determined by Rec Sports administration.
REC*IT – Intramural Sports’ Mobile App
All participants are invited to download the official smartphone app of UW-L Intramural Sports and IMLeagues, REC*IT! REC*IT allows users to track their personal Intramural schedules and statistics, see content updates from the Rec Sports program, interact with other participants, and much more!

Download REC*IT for FREE from the Android or iPhone stores. To learn more about REC*IT, visit recitcollege.com.

Watch the REC*IT promo video here!

THANK YOU FOR YOUR PARTICIPATION!

BEST OF LUCK THIS SEASON!

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Follow us on Twitter
@UWLRecSports

We’d love to hear from you!
Intramural Sports Rule Suggestion Form
Intramural Sports Activity Suggestion Form
Rec Sports Feedback Form
intramurals@uwlax.edu

Click the logo to return to the Intramural Sports website