Kickball Rules FALL 2015

UPDATED AUGUST 2015

All additions/changes to the rules from 2014-15 are selected in GRAY. Please read carefully.

Click on the following links to visit specific areas of the rule book:

Section 1: General Overview
Section 2: General Procedures/Reminders
Section 3: Activity-Specific Rules
Section 4: REC*IT – Intramural Sports’ Mobile App

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 Kickball is $25 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>
</tr>
</thead>
<tbody>
<tr>
<td>Rec Sports Service Staff</td>
<td>REC Information Counter</td>
<td>608-785-5225</td>
<td><a href="mailto:intramurals@uwlax.edu">intramurals@uwlax.edu</a></td>
</tr>
<tr>
<td>Matt Schneider</td>
<td>Intramural Sports Coordinator</td>
<td>608-785-5221</td>
<td><a href="mailto:mschneider@uwlax.edu">mschneider@uwlax.edu</a></td>
</tr>
<tr>
<td>Brooke Hemstead</td>
<td>Graduate Assistant</td>
<td>608-785-5219</td>
<td><a href="mailto:hemstead.broo@uwlax.edu">hemstead.broo@uwlax.edu</a></td>
</tr>
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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@uwlax.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

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 Setup
   a. An intramural supervisor will keep track of the line-up, stats, clock, and score.
   b. The game is self-officiated, with the final decision made by the participants, not the supervisor.

3. Participation
   a. Teams will consist of eight players, four male and four female.
   b. You may begin with as few as six players, three male and three female, or two male and four female.
   c. If at any time a team is reduced to less than six players, a default will occur.
      i. If both teams agree, a team with six may use the opponent as a catcher. He/she will not make any plays at home including catching a force out.
   d. Participants arriving late must check in with the supervisor and may enter the game at the end of the line-up only.
   e. All players may withdraw and re-enter the game once in the same spot in the batting order.
      ii. Notify the scorekeeper when making substitutions.
      iii. Once a substitute enters the game and is removed from the game, he or she may not re-enter for the rest of the game.

4. Fields
   a. All games will be played at Veterans Memorial Field on Roger Harring Stadium (the turf).
   b. There is NO out of bounds. The ball is always in play on overthrows.
Playing the Game

5. Game Play
   a. Games will consist of seven innings or 50 minutes, whichever comes first.
      ii. A new inning will not be started with 10 minutes left in game (40 minutes after start time).
   a. Teams may set their lineup in any order they desire as long as everyone “kicks” once before anyone “kicks” for a second time and the lineup stays consistent throughout the game.
   b. Team members will pitch to their own team.
      iv. Once the ball is in play, they will not participate in the defensive plays.
      v. If at any time the pitcher intentionally interrupts the play, that offensive player will be out.
   c. Every pitch is a strike and the batter gets 2 strikes (or 2 pitches).
      vi. A foul ball is considered a strike.
      vii. On the 2nd strike if the batter fouls off the pitch they are out.
      viii. There are no walks.
   d. There is no stealing or leading off. An out will be recorded if the base runner leaves the base early.
   e. There is no sliding or diving.
   f. The catcher position does count as an infield position.
   g. The catcher makes all fair and foul calls.
      ix. The ball must land in fair territory and stay in fair territory until it reaches 1st or 3rd base.
      x. Any ball landing in fair territory and rolling foul before reaching 1st or 3rd base and without being touched by the defense is a foul ball.
   h. Teams may utilize a 1st and 3rd base coach.
   i. Once the ball is returned to the pitcher, the play is dead until the next “kick”.
      xi. Runners may only advance to a base started before the pitcher received the ball.
   j. Teams may use a courtesy runner in the case of an injury.
      xii. The courtesy runner will be the last person of that gender to record an out.

6. Base Running
   a. A “kicker” must make contact with the ball on or behind home plate.
   b. Bunting is considered illegal as the pitcher cannot participate in defensive plays.
   c. After making contact with the ball, the base runner can be called out four different ways:
      xiii. The ball is caught in the air.
      xiv. A defensive player hits the base runner with the ball below the shoulders.
      xv. The defense causes a force out at any base given the base runner must advance bases.
      xvi. The base runner runs more than 5 yards out of the baseline in either direction.
   d. The base runner is safe if:
      xvii. He/she is hit above the shoulders with the ball (without actively ducking into a ball).
         1. The play is ruled dead immediately. He/she is awarded the base they are advancing to AND one additional base. Additional base runners also advance one base.
      xviii. A close play occurs at any base in which the teams cannot agree to a call.

7. Weather
   a. Weather cancellations will be determined by the Rec Sports Staff no more than 2 hours before the first schedule game of that day.
   b. Please check the intramural sports website, Facebook page, and watch for an email from Rec Sports.
   c. During regular season, four completed innings or 40 minutes (whichever is less) will constitute a complete game. If less is completed, the game will be rescheduled. Incomplete games will start over from the first pitch of the game.
   d. If the game is called early, the score at the end of the last inning will be used. Unfinished innings will only count if the home team is up to bat and currently winning.
   e. Games will be made up if time allows. Please check IMLeagues for game makeup dates/times.
8. Mercy Rule
   a. The game will be called if a team is ahead by 15 runs at the completion of the 4th inning or 10 runs at the completion of the 5th or 6th innings.

9. Overtime
   a. For tied games in the league play, one extra inning will be played. If still tied, the game will end tied.
   b. For tied games in playoffs, extra innings will be played until a winner is declared.

10. 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@uwlnax.edu or visit the online protest form here.

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!

New to 2015-16, users can now create and pay for teams and add themselves to rosters! Anything you can do on IMLeagues you can now do straight on your smartphone via REC*IT!

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!*

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**THANK YOU FOR YOUR PARTICIPATION!**

**BEST OF LUCK THIS SEASON!**

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**Follow us on Twitter**

[@UWLRecSports]

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*We’d love to hear from you!*

[Intramural Sports Rule Suggestion Form](#)
[Intramural Sports Activity Suggestion Form](#)
[Rec Sports Feedback Form](#)
intramurals@uwlax.edu

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[Click the logo to return to the Intramural Sports website]