

San Diego State University
Intramural Sports

INTRAMURAL KICKBALL RULES

Except as designated below, ASA Softball Rules will cover any rules or play interpretations not discussed below.

Refer to the Intramural Sports Handbook for further information outlining the SDSU Intramural Sports Program.

RULE I RULE DIFFERENCES FOR THE UPCOMING SEASON

There are NO bunts in kickball. If, at the discretion of the umpire, a player attempts to bunt or does not make a reasonable attempt to kick the ball, a strike will be called and the baserunners must return to their original bases.

Team Rosters:

Rosters are limited to 25 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has passed. A player must have played in at least one regular-season game to be eligible for the post-season playoff tournament.

RULE II PLAYING PROCEDURES

SEC. 1 Number of Players

Teams shall consist of eight (8) players in the field with a maximum of twelve (12) players on the roster. A team must have six (6) players present to begin a legal game.

SEC. 2 ARC Membership

Prior to all games, players must sign an assumption of risk form. This form is located on the reverse side of the scoresheet. The Team Captain is responsible for monitoring the completion of his/her team's form. No player may participate in any Intramural contest with out prior purchase of an Aztec Recreation Center membership or Day Use Pass.

ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!

SEC. 3 Team Roster

Team Managers must submit a completed roster on League Link prior to the mandatory Managers' Meeting. All additions to the roster for a given week's game must be made **48 hours prior** to the day of the game. All players must participate in at least one regular season game to be eligible for playoffs.

SEC. 4 Equipment

All Players **MUST** wear closed-toe shoes (no sandals, flip-flops, etc). No metal cleats or spikes of any type are allowed. Rubber cleats and plastic screw-in cleats (not showing metal) are legal. In addition, all jewelry, hats, protective casts, etc., that are deemed dangerous to participants will not be allowed. The

Intramural Sports Supervisor on site has final say on what is deemed illegal equipment. Game Officials will provide all equipment.

SEC. 5

Completing the Scoresheet

Each eligible player must sign the reverse side of the scoresheet and print their name on the front line-up portion of the scoresheet.

SEC. 6

Persons Subject to the Rules

Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game.

SEC. 7

Game Time

Game time is forfeit time. Teams must be present and signed in by their scheduled game time. Failure to do so will result in a forfeit.

A regulation game shall consist of six (6) innings or 50 minutes, whichever comes first. No new inning may start after 50 minutes. Tie games will remain a tie during the regular season. Extra innings will only take place in the playoffs.

RULE III

THE GAME

SEC. 1

Field Dimensions

The distance between bases shall be 60 feet. The pitching line shall be a line which connects 1st and 3rd bases and shall be approximately 35 feet from home plate. The kicking line shall be homeplate.

SEC. 2

Ground Rules

There is no out-of-play area in IM kickball. Balls that are obstructed (over a fence, behind an immovable object) shall be declared dead with bases awarded to runners based on ASA obstruction guidelines.

- a. On an overthrow by any fielder that lands in an obstructed area, the award is 2 bases from the time the fielder releases the ball, not when it goes out of play; i.e., if a man is one step away from second when the outfielder released the ball, the runner is awarded second and third.
- b. When a fielder carries the ball in an obstructed area, the play becomes dead and the baserunners are awarded one base from the time the fielder carried the ball out of play.

Any ball kicked over the left field fence on the fly in fair territory will be declared a homerun.

It is the duty of the offensive team to retrieve any ball that is kicked out of play.

SEC. 3

Pitchers

A. Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder.

B. Pitchers (of the kicking team) will not be responsible for playing defense. When the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw. If, in the umpire's opinion, the pitcher interferes with any part of a defense's play, the umpire may call out a runner or the kicker as appropriate. The ruling will follow the guidelines similar to "interference" and "obstruction" in the ASA softball manual.

SEC. 4

Pitching

A. In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitcher's line until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand and a slow to moderate speed. Bouncies are permitted.

B. Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball, s/he will be out.

C. The pitcher has 10 seconds between pitches. If s/he exceeds this time, the kicker will lose the right to a pitch (from 3 down to 2, down to 1, then out).

SEC. 5

Kicking

A. To end a half-inning, the defensive team must record three (3) outs against the offensive team, or the offensive team bats through eight (8) players, whichever come first.

B. The offensive team is responsible for notifying the defensive team when the last (eighth) kicker is preparing to kick.

C. When the last kicker of an inning kicks, play reverts to regular "2-out softball play". Therefore, the inning will end when ANY out is recorded (when the kicker is put out or any baserunner is put out). The inning will also end when the defense is in possession of the ball while touching home plate. No tag is necessary at home plate during the last kicker's at-bat. No runs score when a force out is recorded during the last kicker's at-bat.

D. The kicker must contact the ball behind the kicking line, which is homeplate. If, in the umpire's opinion, a kicker contacts the ball beyond the homeplate kicking line, he/she will be called out and all runners must return to their original base.

E. Each kicker is allowed one foul ball or missed kick per at-bat and that kick will be counted as one of the three pitches. Any second foul ball or missed kick will result in an out. For example, if the kicker fouls off the first pitch, the kicker will have two pitches remaining and the next foul ball will be an out. Any foul ball or missed attempt on the third pitch will result in an automatic out.

F. There are NO walks in kickball.

G. There are NO bunts in kickball. If, at the discretion of the umpire, a player attempts to bunt or does not make a reasonable attempt to kick the ball, a strike will be called and the baserunners must return to their original bases.

SEC. 6

Running

A. No stealing is allowed. Baserunners may leave the base when the pitch is kicked. If a runner is off base before the pitch reaches the plate, the runner is called out and a "no pitch" is declared.

B. There are no courtesy runners in kickball

SEC. 7

Fielding

A. No player may position themselves in front of the pitching line.

B. Each team must provide a catcher. The catcher must field from behind the kicker. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.

C. The kicker is out in situations similar to softball (forceouts, flyouts, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. Any runner hit above the shoulders is safe. In this case, the play continues but the runner who was hit above the shoulders is NOT liable to be put out until after he/she touches the next base. However, if the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners must return to the base they last touched).

D. At the discretion of the umpire, if a fielder **intentionally** throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.

E. There is no infield fly rule.

SEC. 8

Appeal Play

An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal may not be made after the next legal or illegal pitch, after the pitcher and all infielders have left fair territory or after the umpires have left the field of play.

Appeals are either live ball appeals (taking the ball to the base or tagging the runner) or dead ball appeals (orally appealing to an umpire once all runners have completed their advancement and time has been called).

SEC. 9

Other Rules

A. There will be a coin-toss or an "odd or even" call prior to each game to determine the home team.

B. The pitcher may receive a maximum of 3 warm-up pitches prior to the first inning. Warm-up pitches are prohibited at all other times. Infield practice is not permitted prior to any inning.

RULE IV UNSPORTSMANLIKE CONDUCT

SEC. 1 Sportsmanship Ratings

In order for a team to advance into the playoffs, it must receive an average or better sportsmanship rating during the regular season. Sportsmanship ratings will be based on the following criteria and are given after each Intramural contest:

5 points: Team displays excellent sportsmanship while treating opponent with respect. Players demonstrate excellent sportsmanship at all times. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Maintains an attitude of complete cooperation with staff. Players always display self-control.

4 points: Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their decisions without gesture or argument. Mostly cooperative with game Officials and opponent. Team Captain able to control his/her players.

3 points: Team competes without incident; wins without boasting, loses without excuses, and does not display any poor conduct. Neither cooperative nor disruptive towards staff. Team Captain unable to control all players on his/her team.

2 points: Team has a player or coach who is ejected for abusive language or remarks. There is persistent questioning of game Officials' judgment in the game and/or repeated arguing. Spectators, clearly related to the team, fail to cooperate with the Intramural Sports Staff.

1 point: Team has a representative (player or coach) who is ejected for fighting. Players are so antagonistic that the game cannot be played with proper order and control. Representatives of the team display uncooperative nature to Intramural Sports Staff. Players disregard warnings of unnecessary roughness by game Officials.

SEC. 2 Player Ejection

Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of the program will not be tolerated.

No player(s) may physically intimidate or verbally abuse game Officials. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the Official may result in an ejection and removal from the contest. Any player ejected from a contest may not participate in his/her team's next two games.

SEC. 3 Aggressive Acts

Acts of aggression or physical violence will not be tolerated. This includes throwing a punch, kicking an individual, or any other aggressive acts. Any

player guilty of such an action immediately before, during, or after an Intramural contest shall be expelled from further participation in Intramural Sports for one calendar year (365 days).

SEC. 4

Leaving the Bench Area to Participate in an Altercation

A player, coach or bench personnel shall be ejected if he/she leaves the bench or coaching area to participate in an altercation. The penalty is an automatic two-game suspension.

In all cases, the Intramural Sports Handbook's policies on "Fighting," "Fighting with Intramural Sports / Campus Recreation Staff," and "Team Disturbances" shall take precedence.

RULE V

Blood Rule

Whenever a participant suffers a laceration or wound where bleeding occurs, the player must leave the game and take necessary action(s) to stop the bleeding and prevent it from occurring again before re-entering the game. If a participant's uniform becomes stained with blood, it must be removed before re-entering. The participant may use another number without penalty.

A team may call a thirty-second time-out if it wishes to keep the player in the game, otherwise the player must be removed and he/she may not re-enter until the next dead-ball after the situation has been corrected. The Intramural Staff on duty shall have final approval on any situation relating to blood.

Addendum

Insurance

Participation in the Intramural Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent risks involved in the sport of basketball. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.