

UHD Intramural Kickball Tournament (Co-Rec)

Rules

ELIGIBILITY

UHD intramural kickball tournament is open to current UHD students, employees and UHD Sports & Fitness members. Each individual is required to turn in his/her valid UHD ID before each match to the scorekeeper. An ID must also have a sticker on it indicating that he/she has completed an UHD Sports & Fitness Release Form. The forms are available at each entrance of the Student Life Center. The team captain and all players are responsible for all information contained in the Playing Rules, the Intramural Eligibility, Policies, and Guidelines webpage, and the Kickball Event webpage.

GAME REGULATIONS

Intramural Kickball will be governed by official WAKA rules and any modifications outlined in this document.

NUMBER OF PLAYERS

- 1) **All players are required to bring his/her valid UHD ID to the Intramural Kickball Tournament.**
- 2) A regulation kickball team includes nine (9) players. A team must start play with seven (7) players present. Players arriving late may be added to the bottom of the batting order at any time.
 - a) If injuries reduce a team to 6 players or less, the game may continue at the referees' discretion.
 - b) A team reduced to 6 players or less via player ejections will automatically forfeit.

EQUIPMENT AND UNIFORMS

- 1) A regulation kickball and bases will be provided by the Intramural Program.
- 2) All teams' members must wear athletic apparel appropriate for kickball. Any apparel items with exposed metal or plastic (jeans, khakis, cargo shorts/pants, etc. with rivets, zippers, buttons) will not be permitted. Shirts may have short or long sleeves, but may not have hoods, zippers, or any other dangerous adornments.
- 3) Head decorations, headwear, and bandannas are illegal. Only **elastic** headbands and hair control devices without metal, hard plastic, or knots that are 2 inches or less in width are permitted. a) **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the Intramural Coordinator may approve a covering or wrap which is not abrasive, hard, or dangerous to any other player and which is attached in such a way it is highly unlikely to come off during play. Hard items, including, but not limited to beads, barrettes, and bobby pins are prohibited. Participants must receive approval for headwear from the Intramural Coordinator prior to participating.
- 4) All players must wear athletic shoes with non-marking court soles. Hard sole shoes of any kind will not be permitted.
- 5) **NO** casts/splints will be allowed under any circumstances. Players who wear a knee brace with exposed metal, hard plastic, or metal hinges are required to cover it with padding or foam at least ¼ inch thick.
- 6) Players **may NOT** wear any exposed jewelry of any type. a) **Medical Alert and Religious Medals** – Medical-alert and religious medals are not considered jewelry. Religious medals must be taped and worn under the uniform. Medical-alert medals must be taped and may be visible. The wearing of a religious medal must be approved by the Intramural Coordinator **prior** to participating in any contest. (A cross would not be considered a religious medal for the purposes of this rule.) b) **Special Event Wristbands** – If participating in a special event that requires a participant to wear a wristband (ex. OU or ACL wristbands), it is the **PLAYER'S** responsibility to provide an acceptable method to cover the wristband. Acceptable methods are limited **ONLY** to the following: sweat bands or athletic tape, which will **NOT** be provided by Sports & Fitness.

7) All equipment is subject to the approval of the intramural staff on duty.

GAME SUMMARY SHEETS AND LINEUPS

1) All players that participate in a game must be listed on the GAME SUMMARY SHEET and on the LINE UP.

2) The GAME SUMMARY SHEET is the pre-printed list of players that are eligible to participate with each team, and where the running score, final score, captains' signatures, and sportsmanship grades will be recorded. Only players who are listed on the pre-printed game summary sheet may play in the game.

3) The LINE UP (scorecard) is the list of players in batting order and the template for each team to record the outs/runs for each of their batters. Teams must submit their LINE UP at least 5 minutes before the scheduled game time. Scorecards will be on a clipboard on the score table – teams may save time by writing down its starting line-up prior to game time. First initial and last name are required on the LINE UP. Home and Visitor will be determined by a coin toss prior to the start of the game.

4) The captain must list the kicking order prior to the start of the game. Any number of players may be in the kicking order, but the kicking order must go M/W/M...

SCORING

Each run will be awarded for each player who circles all 3 bases and steps on home plate without being tagged out.

OUTS: The kicker is out in situations similar to softball (force-out, pop-outs, etc.) in addition, a runner is out when he/she is hit by a thrown ball below the shoulders

OVERTIME: If the score is tied at the end of regulation, extra innings shall be played until the tie is broken.

GAME LENGTH/INNINGS

Game timing/innings

1) A regulation game consists of a maximum of seven (7) innings.

2) If an inning is started, it must be completed (unless a team earns 3 runs). Innings are considered started once the third out of the previous inning is made.

3) No innings will be started after 30 minutes of playing time has elapsed.

a) There will be no warm-up time given to either team. Teams should warm up in the designated areas off the field.

OVERTIME: If the score is tied at the end of regulation, extra innings shall be played until the tie is broken.

Pitching

1) Teams will pitch to their own team. This player cannot interfere with normal play of the fielding team.

2) Prior to pitching, the pitcher shall come to a complete stop with one or both feet in contact with the pitching rubber. The ball must be held in the pitching hand or both hands in front of the body. This position must be maintained at least one second but not more than 10 seconds before starting the delivery. The pitcher has 20 seconds to pitch the ball and this time starts when the previous pitch ends. Violation of this will result in a strike/foul ball.

3) In the act of delivering the ball to the kicker, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand. A legal delivery shall be a ball that is delivered to the kicker underhand. Violation of either will result in a "no pitch" being called.

4) If the kicking team's pitcher is struck with a thrown ball/kicked ball or obstructs the fielding team, it is the umpire's discretion on whether or not interference is called.

Fielding

- 1) There are no restrictions on the positions of male and female players in the field.
- 2) All fielders must stay behind the First (1st) and Third (3rd) Base diagonal line until the kicker has kicked the ball.
- 3) No fielder shall come within three (3) feet of the designated pitcher until the ball has been released.
- 4) If a team chooses to field a catcher, they must remain behind the kicker until the ball is kicked.
 - a) **Penalty:** A team's first infraction regarding positioning prior to the ball being kicked will result in a Fielder Encroachment Warning to the team, no pitch will be called, and the count will remain the same. The second and each subsequent fielder encroachment infraction by a team during the game will result in an immediate dead ball and the kicker being awarded second base.

HIT IN THE HEAD: A runner who is hit the head by a thrown ball is safe. A runner who is not in a regular standing/running position that gets hit in the face/head will be ruled out (example: bending down to avoid getting hit).

LIVE BALL: The ball is put in play when the roller (a player on the defensive team) rolls the ball toward home plate and the kicker attempts to kick the ball.

3 FEET RULE: The kicker must wait for the ball to be within three feet of home plate before kicking the ball. If the kicker does not like the roll, he/she should not attempt to kick it, and another roll will be attempted. There are no walks. A kicker gets only one attempt at kicking the ball. A missed attempt or foul is an out.

LEAVING THE BASE EARLY: A runner who leaves the base before the roll reaches home plate or is kicked, is out and the ball is dead. Leading off and stealing bases between rolls is not allowed.

INTERFERENCE: In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected. A designated kicker or extra kicker is allowed.

BUNTING: Bunting will not be permitted and is a dead ball and an automatic out.

INFIELD FLY RULE: There is no infield fly rule