IM KICKBALL RULES – 2019

*All IM participants are expected to review the Intramural Participant Handbook. The handbook is located at http://www.ship.edu/Recreation/Intramural_Sports/.

**SCHEDULE INFORMATION:**
- Game and officiating schedules will be recorded daily on the Rec Hotline (717-477-1561, prompt #3) and IMLeagues.com. All IM Kickball participants are expected to call the Rec Hotline and check IMLeagues.com daily to confirm league schedules. In cases of inclement weather, decisions to postpone games will be made one hour before scheduled contest(s).
- All games will be played at the Student Rec Complex (SRC) on assigned fields. Field site may change only when dictated by IM Staff. Any games played at sites other than that designated will be recorded as losses for both participating teams.
- All games will be played with a one-hour time limit and/or a maximum of seven innings, whichever comes first. A forfeit will be given to any team unable to provide the minimum number of players (6) at scheduled game time. A game may not extend into the time period of the next scheduled game. In the event that an inning is not completed, the game shall revert to the last completed inning.
- In the event of a tie score at the end of the game, the game shall be marked as a tie.

**ROSTER:**
- Rosters must be submitted within the registration window on IMLeagues.com.
- Shall contain a minimum of 8 players but no more than 14.
- The league is co-ed. However, teams are not required to be co-ed.
- Roster changes are prohibited following the completion of 50% of the regular season.
- Each player is required to present SU ID to IM staff upon arrival to the field. Any individual failing to present SU ID, who participates in a contest, will subject the parent team to forfeiture.
- Each team must field a minimum of 6 players and a maximum of 8 players in the field. The kicking order must contain a minimum of 6 players, max of the roster limit (14). Once established, the number of individuals in the kicking order must be maintained. Substitutions are permitted – player may not reenter the kicking order.
- A max of 5 infielders is permitted, including catcher. The infield is defined by the dirt area. Outfielders must begin all play in the outfield (defined by the grass area) and may only leave the outfield once the kicker has made contact with the ball.
- The kicking team will supply a pitcher who will pitch to his/her own team.
- Once a game has started, teams may play with less than the allotted players in situations of injury or ejection. The individual(s) will be recorded as an out in the kicking order.

**EQUIPMENT:**
- All equipment will be provided by the Department of Recreation.
- Participants are required to wear athletic shoes. Metal spikes are prohibited and will result in automatic ejection upon entering the field of play.

**PITCHING:**
- The kicking team will supply a pitcher who will pitch to his/her own team.
  - Each pitcher will be presented a maximum of three pitches.
  - There is a 3-pitch limit per batter. All pitches will be counted regardless of pitch quality.
  - Should a batter fail to put a ball in play within the third pitch, he/she will be called out.
  - The pitcher will take his/her turn. Any teammate may pitch to him/her. The pitcher will return to the mound after base-running responsibilities have been fulfilled.
  - A pitcher should avoid fielding the ball. Only in the interest of safety should a pitcher touch the ball for any purpose other than presenting it to the kicker. Intentional interference will result in the kicker being called out.
- The pitcher must start the act of pitching from the pitching plate and must be in contact with the pitching plate when releasing the ball.
- The pitched ball must roll so that it passes the front of home plate.
KICKING

- All kicks must occur at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
- Defensive players must stay behind the Fielding Line (designated in paint) until the ball is struck. If a defensive player begins the play in front of the Fielding Line and contacts a kicked ball in fair territory, the kicker will receive first base, and all runners on base will advance to the next base.
- A kicked ball striking the wires above field A is a dead ball and does not count as a pitch to the batter. Thrown balls striking the wires are in play.
- Intentional bunting is not permitted. A full kicking motion is required. If considered by the official to not be a full kicking motion, the play will be dead and the pitch will be counted.
- During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

OUTS

- A count of three (3) outs by a team completes the team's half of the inning.
- The fielding team can get the kicker out in three ways:
  - Touching the kicker with the ball.
  - Pegging/throwing at the runner is allowed.
    - If a player is hit in the head by a throw considered by the official to be intentional or malicious, the runner will be awarded the base.
    - Clothing is an extension of a player’s body. If clothing is hit by a live ball, the player is out.
  - Touching the base with the ball or in possession of the ball for a force out.
  - Any fly ball caught in the air is an out. There is no infield fly rule.

RUNNING AND SCORING

- Leading off base and stealing are not permitted. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked is out.
- Tag-ups are permitted.
- A kicked ball that strikes an advancing runner is considered dead and the struck runner is out. The kicker will receive first base, and other runners may only advance if forced.
- A runner may advance only one base on an overthrow.
- Sliding is not permitted. Any slide will result in the base runner being automatically out. Base runners may over run any base and not be exposed to a tag out if, in the opinion of the official, no effort was made to advance to the next base. It is the defensive players responsibility to allow an over run path to the base runner. If obstructed, the base runner is awarded an additional base.

OFFICIATING/FORFEITS:

- Teams are responsible for providing officials per the officiating schedule. Any failure to officiate and or sign in the respected officiating slot on the score sheet will result in a violation. Forfeits will also result in a violation. Team violations are used to determine a team’s continuation in the league, including eligibility for post-season competition.
- Officials must be actively and effectively officiating. Any official using an electronic device while officiating will receive an officiating violation for their team.
- Students should not officiate in any game in which his/her team is participating.
- Officials cannot see everything; all teams should play with the honor system. Players are encouraged to call themselves out and leave the playing area.

SPORTSMANSHIP:

- If a player shows unsportsmanlike conduct, one warning will be made to the player and his/her team. If the player continues their unsportsmanlike conduct, he/she will be ejected from the game, and the official may request the Director of Intramurals to permanently expel the player from that sport.
- If a spectator shows unsportsmanlike conduct, the official will issue one warning. If the unsportsmanlike conduct continues, the IM staff may stop the game until the person leaves the area. If the ejected spectator is a member of any team participating in intramurals, the team may be assessed a forfeit.