

# Kickball

Revised July 2019

## General Intramural Sports Regulations:

- There is no warm up equipment provided.
- Games that start late will finish on time.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the players meeting. To complete your roster you will need to know each players UCID number and associated email address. All players who do not have a UCID number must contact Client Services at 403-220-7749 to request a UCID number.
  - Input your roster online at <http://www.ucalgary.ca/activeliving/> (Click on your name, drop down to 'My Teams', add email).
- All players must be added to the roster by the Captain's meeting. Players may be added after at the Coordinator's discretion.
- All players must complete an online waiver before they are allowed to play. Instructions on how to sign online waivers can be found at <http://www.ucalgary.ca/activeliving/how-to-register> (Click on shopping cart next to name, waivers).
- If waivers are not signed before league play, those players are taken off of the roster.
- All players must be prepared to check in with the supervisor for every game with a piece of photo identification.
- In Competitive Leagues, to be eligible for playoffs a player must have played in at least one regular season game and be on the team roster with an online waiver signed. Teams must meet the Fair Play requirements (3.5 average).
- **Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.**
- Any games that end after 30 minutes of scheduled play time will be considered a completed game and will not be rescheduled.
- Current Intercollegiate are not permitted to play during their season in the same or similar sport.
- Former professional athletes are not permitted to play.
- Intramural Sports has a **Zero-Tolerance policy for fighting and abuse of staff and other intramural participants**. This will be strictly enforced.

For a complete list of policies, see <http://www.ucalgary.ca/activeliving/intramurals/policies-regulations> .

## Defaults:

- A default will occur when a team fails to appear or fails to have the minimum number of players necessary to start the game. Teams will have ten (10) minutes after the scheduled start time to field the minimum number of players needed to start the game, failing to do so will result in a default.
- All defaults will result in a Fairplay rating of zero (0) and -3pts from the standings.
- Defaults will result in the loss of the \$60 Default Bond. A second default may result in removal from the league.
- Teams that give Intramural Sports a minimum of forty-eight (48) hours' notice that they will not be able to field a team will not be charged with a default, the game will be declared a forfeit.

**Playing Rules:**

- Games will consist 7 innings or last for 50 minutes, whichever comes first.
- A team can begin with as few as 6 players, but the maximum number of players in the field is 8. Teams can choose to bat up to 10 players or bat the 8 field players. There are no gender ratio requirements.

**Equipment**

- All players must wear athletic shoes. We encourage teams to wear cleats, but shoes with any type of metal spikes or shoes with detachable metal cleats are not allowed.

**Game Time and Length**

- All matches will start at their designated times.
- The game shall consist of seven innings or a 50-minute time limit, whichever may occur first. No new inning will start after the 50-minute time limit.
- Games called after 5 innings or 30 minutes will be considered complete. There will be no time extensions.
- If a team is ahead by 15 runs after the fourth inning or 10 runs at after the fifth the game shall end.
- A game that is tied at the end of seven innings or 50 minutes will remain a tie. No extra innings.

**Ground Rules**

- A coin toss will determine the home and away teams.
- Teams will be allowed to kick fewer than what it started with without taking an out if an injury occurs to a player in the line-up during the game.
- Any eight players from the line-up can play in the field each inning.
- Teams will pitch to their own kickers.
- There are no strikes or walks.
- The kicker gets a maximum of 3 pitches to kick a fair ball.
- Additional field markings include:
  - Kick Line – 5 feet from the apex of home plate (measured down each foul line with a line connecting the two 5ft. points)
  - Bunt Line – 35 feet from the apex of home plate (measured down each foul line with a line connecting the two 5ft. points)
  - Fielding/Pitching Line – the imaginary line that connects first and third base
- All kickers must be behind the Kick Line when contacting the ball.
- An out for a kicker can be made in the following ways:
  - After 3 pitches – pitches that are not kicked also count as pitches.
  - If the pitcher **intentionally** contacts a kicked ball. In this instance, all runners will return to the base(s) last occupied. If the pitcher is contacted by a kicked ball in any other way, the ball will become dead, runners will return to their bases last occupied, and the pitcher will re-pitch to the kicker. The unintentional dead ball contact will not count as a pitch to the kicker.
  - Fly balls caught in fair or foul territory.
  - Ground balls fielded to a base for a force-out.
  - The kicker contacts the ball beyond the Kick Line.
  - If a legally kicked ball does not cross the Bunt Line.
  - The kicker kicks 3 foul balls.
  - Tagging the runner out or throwing the ball at the runner and hitting him/her between bases (if, in the attempt to get the runner out, a thrown ball hits the ground before striking the runner, NO out will be made).

- The ball can be thrown at the runner as long as the throw is **below the shoulders**. A ball that hits a runner's head will be deemed dead and the runner will be awarded one base from the last legally touched base. (Exception: a player who is not in regular standing/running position and is hit in the face/head will be ruled out. Ex: bending down to avoid getting hit)
- A runner may not lead-off or steal. He or she must remain on the base until the ball is contacted by the kicker.
  - PENALTY: The ball becomes dead, the pitch does not count, and the runner is out.
- Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball.
  - If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first (unless involved in the collision), and all runners return to the previously occupied base(s) unless forced to the next base.
- A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball, or is holding the ball. In the event the defense obstructs a runner, the runner, and any other runners affected by the obstruction, will be awarded the bases he/she would have reached had there been no obstruction.
- 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.
- Defensive players must stay behind the Fielding Line until the ball is kicked. 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.
- **No sliding or diving to a base**. If this occurs, the runner is automatically out. No sliding or diving is allowed in order to tag a runner. If this occurs, the runner is awarded one base from the last base touched.
- Play stops when the ball is controlled in the infield by a defensive player.
- A ball that is played by the defense and subsequently thrown out of play will result in the base runner(s) being awarded the base they were going towards plus one additional base.
- A ball that goes out onto cement is considered out of play, and will follow the overthrow rule as stated above.