

University of Virginia Intramural Sports Outdoor Kickball

Each player must present a valid UVA student ID or current Recreation Membership Card and photo ID before each contest to be eligible to participate - No Exceptions. All players must have checked in with an Intramural Supervisor and be recorded on the game sheet before they are allowed to participate.

All Intramural participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their family physician or the Elson Student Health Center before participating in an Intramural Sports contest.

Game time is forfeit time.

The officiating will be done by Intramural Officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches, or spectators can result in assessment of an unsportsmanlike penalty, ejection or forfeiture of the game. Two ejections will result in an automatic forfeiture. Spectators must also remain in the area designated by the Intramural Officials. The Intramural Officials and Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules. The winner of a coin toss between both captains prior to the game will determine who will be home and who will be visitor. Line-ups must be completed and issued to the Official at the time of the coin flip.

On-site decisions made by the Intramural Supervisors, as well as the UVA Intramural Softball rules, will govern play for any rules not mentioned in the following Kickball Rules:

1. Team Requirements while kicking

- 1.1 Teams may have an unlimited number of "kickers", but must have at least 7 in order to start a game. Teams may add players anytime during the game (additional player must be added to the bottom of the line-up).
- 1.2 In Co-Rec, males and females may kick in any order in the line-up.

2. Team Requirements while in the field

- 2.1 Teams may have up to 9 fielders, but must have at least 7 to continue playing.
- 2.2 The batting team will supply its own pitcher and catcher.
- 2.3 The defense may have 1 player stand next to the actual pitcher, and then 4 other players in what are considered to be "traditional" infield positions. The remaining players must be positioned as follows:
 - a) Indoor Kickball - positioned beyond the designated outfield line before the ball is kicked
 - b) Outdoor Kickball - positioned on the grass before the ball is kicked
- 2.4 Co-Rec teams in the field may be composed of the following combinations:
 - a) 5M/4W, 4M/5W, 4M/4W, 4M/3W, 3M/4W.

3. Equipment

- 3.1 A kickball will be provided by the Intramural Sports Program.
- 3.2 Shoes must be worn by all participants:
 - a) Indoor Kickball - court shoes **MUST** be worn
 - b) Outdoor Kickball - rubber cleated shoes and screw-in cleats will be allowed. **Metal cleats** of any kind, open heel and/or toe shoes are prohibited!
- 3.3 All jewelry is prohibited and will result in an automatic out if a player is up to kick.
- 3.4 Casts and/or any other item deemed to be dangerous by the Supervisor may not be worn during a game.

4. Substitutions

- 4.1 Free substitution is allowed for all players in the field.
- 4.2 Although teams are allowed an unlimited amount of kickers in their line-up, substitution is allowed for kickers provided the substitute occupies the same position in the batting order that has been vacated.
 - a) Once a player has been replaced in the kicking order, they may kick again only if they return to the position in the order that they vacated.
- 4.3 A base runner may be replaced by a courtesy runner who made the last kicked out. A player who is injured while in the field may be replaced by any substitute.
- 4.4 In Co-Rec, substitutes must replace the same gender.
- 4.5 An automatic out will be awarded if a player leaves during the game and is unable to kick in the batting order (assuming a substitute is not available).

5. Length of Game and Timing

- 5.1 A regulation game consists of 7 innings or 50 minutes. No innings will be started after 50 minutes of playing time has elapsed (according to the home plate Official's watch). If an inning is started, it must be completed. In the event of a tie after 7 innings or 50 minutes, extra innings will be played until a winner is determined.
- 5.2 If a 10 run difference occurs after the bottom of the 4th inning (or during the bottom of the 4th inning with the home team winning), then the game will be over. If the visiting team is winning, the home team will have the opportunity to kick before the mercy rule takes effect.
- 5.3 No time limit will be in effect during championship games.

6. Kicking

- 6.1 The kicker will get **one** pitch thrown to them by their own pitcher. If the ball is kicked into foul territory, the kicker will receive one more pitch. On the second attempt, the kicker will be declared out if he/she kicks another foul ball.
- 6.2 "Bunting" is allowed, however, in order to be considered a fair ball, the ball must eventually roll beyond the imaginary line that exists between 1st and 3rd base. A kicked ball that comes to rest before this imaginary line, without being touched by a player in the field, will result in a foul ball. Once a fielder touches a kicked ball in fair territory, it automatically becomes a live ball.
- 6.3 All kicks must be taken within a 3-foot radius of home plate. Violations of this rule will result in a foul ball and will be solely be at the discretion of the official.

7. Running

- 7.1 No stealing is allowed. Runners may leave the base when the ball is kicked. If a runner is off the base before a pitch is kicked, the runner will be called out and a no-pitch will be declared by the Official.
- 7.2 When a ball is thrown out of play, runners may advance as far as they can provided no other individuals (spectators or members of the kicking team) interfere with the play.
- 7.3 A runner who is in fair territory and is struck by a kicked ball will be called out. An immediate dead ball should be called, the runner will be out, and the kicker will be awarded first base.
- 7.4 A fielder can not obstruct the path of a base runner unless he/she is in possession of or is making a play on the ball.

8. Fielding

- 8.1 All fielders must remain behind the imaginary line that exists between 1st and 3rd base until the ball is kicked.
- 8.2 Runners may be put out in one of three ways:
 - a) a fielder tags the base that a runner is being forced to
 - b) a fielder uses the ball to tag a runner before that runner reaches a base
 - c) a fielder throws the ball and hits a runner before that runner reaches a base

- 8.3 Hitting a runner with the ball above the shoulders is illegal. A runner will be ruled safe and will advance 1 extra base, with the following exceptions:
- a) if, in the Officials opinion, the runner intentionally uses their head to block the thrown ball
 - b) if, in the Officials opinion, the runner ducks or slides and this action results in getting hit in the head

9. Rule Clarifications

- 9.1 The *Infield Fly Rule*, as it exists in baseball and softball, will NOT be in effect.
- 9.2 Indoor Kickball specifications for North Grounds Rec Center:
- a) All walls are considered in-play. Any kick that rebounds off of a permanent object (including the walls, ceilings, or basketball backboards) will be considered a live ball. A ball that is caught after rebounding off one of these objects will be considered an out provided the ball had not yet touched the ground.
 - b) Both foul lines and the outfield restraining line will be marked by court tape.
- 9.3 If the Official suspects that a player is not having a fun, said player will be ejected. Teammates are then encouraged to ostracize said player, call him/her "Scrooge McKickball", and tease him/her for a minimum of 5 business days.