

Kickball - Rules

Revised Summer 2021

This rule book contains information regarding intramural kickball rules. Final interpretations and modifications shall be determined by the Coordinator of Competitive Sports.

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General Intramural Sports Policies and Procedures

Signing-In and Rosters

1. All players must present a valid Mason ID in order to sign-in and participate in an intramural contest.
2. A player that does not have their Mason ID may still sign-in using a valid government issued photo ID (i.e. a driver's license or passport), *if* their name is already listed on the IMLeagues roster.
3. An individual is bound to the *first* team they sign-in for.
4. A participant can only play on 1 Co-Rec team and 1 single-gender team (i.e. Men's or Fraternity).

Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time, or are unable to produce enough eligible players to field a team, will be assessed a forfeit.
2. The prepared team must allow the other team a grace period of 5-minutes to acquire a properly equipped team. The game clock will start at game time. The 5-Minute Rule comes into effect when:
 - a. At least 1 (one) person from the team is properly checked in.
 - b. The captain/team that is not properly prepared to play with the minimum number of players will have 5 minutes to become ready to play.
 - c. If the 5-minute time limit expires and the team still does not have the minimum number of players, the game will be forfeited to the team that has the minimum number of players present.
 - d. If at any time, during the 5-minute limit, the team acquires the minimum number of players, the game will begin. The game clock will remain at the time that has passed and will continue in accordance with sport rules.
3. The captain of the forfeited team will be assessed a \$25 Forfeit Buy-Back fee. Additionally, the team will be ineligible to play in their next scheduled game until the forfeit fee is paid.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by completing a Default Notification form by 1:00pm on the business day of the contest.

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- a. For Sunday games, this form must be completed by 1:00pm the Friday before.

Sportsmanship

To be eligible for playoffs, intramural soccer teams **MUST** have an average sportsmanship rating of a 2.5.

Competitive Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Unsportsmanlike conduct or other inappropriate behavior occurring in Mason Recreation indoor or outdoor facilities before, during, or after intramural events will not be tolerated. Teams will be held accountable for the actions of their players (both participating and non-participating) and their fans. Officials and the Mason Recreation staff have the authority to impose and enforce penalties on teams, players and/or fans that have committed offenses. Penalties for post-game, playoff, and tournament play violations may be carried over into subsequent games and/or sport seasons. The officials will rate each team in each contest. The authority of the officials' rating exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet. In all cases the Competitive Sports Supervisors and administrative staff may provide input, which may raise or lower the rating. Supervisors may amend the rating for inappropriate conduct or use of an ineligible player.

- **0** - Team is completely uncooperative and out of control before, during, or after a contest. The team captain exhibits poor or no control over themselves, the team, and/or the spectators. The team has multiple ejections or blatant unsportsmanlike conduct that endangers participants, fans, officials, or supervisors. Team fails to cooperate/comply with intramural sports administrative staff, university officials, or law enforcement while performing their duties; falsely represents or withholds any requested information.
 - ***Teams that receive a "0" rating are subject to immediate dismissal from the league or tournament***
- **1** - Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams that receive a second unacceptable rating ("1") in the same sport or activity are subject to immediate dismissal from league or tournament play.
- **2**- Team members or spectators are disrespectful of opponents or officials on a number of occasions, which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "2" rating.
- **3**- Team members and spectators are respectful of opponents and officials except for one or two minor incidents, which may or may not merit a warning from the game officials or supervisor.
- **4**- Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

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Protest

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of officials.
2. To file a protest, notification of the protest must be made to a game official prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the start of the contest*.

For more information regarding the policies and procedures of Intramural Sports, please see the Intramural Sports Handbook on IMLeagues and the Mason Recreation website.

Inclement Weather

1. Information regarding postponement or cancellation of intramural sports contests due to inclement weather will be available through announcements on IMLeagues, through email, or by phone.
 - a. Every effort will be made to announce decisions to cancel outdoor games by 3:00pm on weekdays and 12:00pm on Sunday.
 - b. The decision may also be determined at game time by the Competitive Sports staff.
2. Regular season games cancelled due to inclement weather will not be rescheduled and both teams will receive a sportsmanship rating of a 3.
3. Playoff games cancelled due to inclement weather will be rescheduled as soon as possible.

Equipment

1. Teams must wear jerseys/shirts with the same shade of color.
 - a. Home teams should play in white shirts, and away teams should play in dark colors.
 - b. Jackets/hoodies may be worn provided there are no exposed pockets and the hooded portion is tucked into the back of the player's shirt.
2. All players must wear athletic shoes made of canvas, leather, or synthetic material which cover the entire foot.
 - a. *No metal cleats will be permitted.*
 - b. Hats with a brim, rigid sunglasses, and handwarmers are not permitted.
3. The Competitive Sports office highly encourages participants to remove any jewelry prior to participation. Participants that choose to wear jewelry do so at their own risk.
 - a. The Competitive Sports staff reserves the right to remove a participant from play if they deem the jewelry to be unsafe to themselves or others.
 - b. The safety of a piece may depend on the sport or activity being played.
4. Casts (plaster, metal, or other hard substances in their final form) or any other item judged to be dangerous by any Competitive Sports staff (including the Athletic Trainer) may not be worn during the game.
 - a. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with slow recovery rubber or similar material will be allowed.

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Contest Timing

1. Contests will start at the time they are scheduled on IMLeagues. Teams should check-in with the Competitive Sports Supervisor 15 minutes prior to the scheduled game time.
2. Teams will have 50 minutes to complete their scheduled intramural kickball contest (or game).
3. One game (or contest) will consist of seven (7) innings.
 - a. A new inning will not be initiated after 45 minutes of playing time has elapsed.
 - b. If an inning is started, it must be completed.
 - c. Innings start when the third out of the previous inning is made.
4. If the game is tied at the end of regulation during a playoff game, an overtime will occur.
 - a. Overtime does not occur during regular season games.
 - b. See rules below for overtime procedures.
5. If a team is ahead by twelve (12) runs during a game after four (4) innings, the game will end.
 - a. If the home team is ahead by twelve (12) runs after three and a half (3 1/2) innings, the game will end.

Players

1. Team rosters on IMLeagues are unlimited.
2. Teams will play with nine (9) players on the field at one time. A minimum of six (6) players is needed to start or continue a game.
 - a. Five (5) players are allowed if an individual cannot continue due to injury.
3. When a team has forfeited, the opposing team must have at least six (6) players checked in with the Competitive Sports Supervisor to receive a win.
4. Substitutions are unlimited. Substitutions can only occur between innings.
5. Intramural kickball is an open league, meaning there are no gender restrictions.

Game Rules

The following contains an overview of the major rules and modifications for intramural kickball with some exceptions.

Start of the Game

1. Prior to the game there will be a captains meeting and coin toss. The options for the team winning the coin toss will be:
 - a. Kicking first
 - b. Fielding first
2. The first inning will begin when the official beckons for the first pitch.
3. Each inning consists of two halves where each team has a chance to kick.

Scoring

1. A run occurs when a runner safely reaches Homeplate before the end of an inning.
2. If a playoff game is tied at the end of regulation time, an accuracy kick will be used to determine the winner.

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- a. A single kicker from each team will kick towards 2nd base from Homeplate. Whoever is the closest to 2nd base will win the game.

Outs

1. Each team has three outs per inning.
2. A player is considered out when:
 - a. The fielding team touches a base with the ball before a forced kicker arrives.
 - b. The kicker is hit with a thrown ball *below* the shoulder while running to a base.
 - i. Any runner that is hit with a ball that makes contact above the shoulders will be ruled safe and advances one base.
 - ii. If the runner is ducking, diving, or sliding and is hit in the head or neck because of this, they are out.
 - c. The fielding team catches a kicked ball before it hits the ground.

Pitching

1. Teams will pitch to their own kicking team.
 - a. The pitcher cannot interfere with the fielding team's play and must remain within the pitching circle.
 - b. If the pitcher is struck by a kicked ball:
 - i. The kicking player is out.
 - ii. The ball is dead.
 - iii. Base runners *do not* advance to the next base.
 - c. The fielding team will still place a "pitcher" near the circle and that individual will play the typical role of that position (i.e. the ball is returned to them to stop base runners from advancing).
2. To deliver a legal pitch, the pitcher must:
 - a. Have one foot in contact with the pitching rubber.
 - b. Deliver the pitch to the kicker underhand.
 - c. A violation will result in a "no pitch" being called.
3. The ball must be rolling, and bounce twice prior to reaching home plate.
 - a. A violation of this will result in a foul ball.
4. The pitch must be delivered within the kicking box.
 - a. A violation of this will result in a strike.

Kicking

1. The kicking line-up must be provided to the game official prior to the start of the game. Each player must kick in their spot for the duration of the game.
2. The ball may not be kicked until it becomes even with or is behind Homeplate.
 - a. A violation of this will result in a strike.
3. A kicked ball must:
 - a. Stay within the foul lines to remain in play.
 - b. Completely cross the 10-foot semi-circle in front of Homeplate.

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- i. If the ball does not cross this semi-circle, the ball will be called foul and will result in a strike.
 - ii. A ball touched by the fielding team within the semicircle is a live ball.
 4. The kicker must run to first base after any ball is kicked.
 5. The kicker will have three (3) pitches to put the ball into play. Failure to put the ball into play after three pitches, or after three strikes will result in an out.

Fouls

1. A foul ball is any ball that lands out of bounds after being kicked.
 - a. A foul ball can be caught for an out.
 - b. A kicked ball that lands inbounds, but travels out of bounds on its own before reaching first or third base is a foul ball.
 - c. A ball that is kicked but continues to travel behind the kicker is a foul ball.
 - d. If a kicker touches the ball twice while on or behind Homeplate the ball will be foul.
2. A foul ball is considered a strike.

Running

1. A runner may leave the base when the pitch is kicked.
 - a. If the runner is off the base before the pitch reaches the plate, the runner is out and no pitch is declared by the official.
 - b. If a runner is not in contact with a base, is in fair territory, and is struck by a kicked ball when the ball has not yet passed a defensive player that is not the pitcher, they will be called out.
 - i. A dead ball will also be called and the kicker will be awarded first base.
2. Runners must stay within the baseline.
3. If a kicked ball is caught before it reaches the ground, runners must tag their originating base, on or after the moment the ball is first touched by a fielder, before running to the next base.
 - a. There is no infield fly rule.
4. If a runner commits any of the following they will be declared out:
 - a. Steal a base.
 - b. Slide into a base.
 - c. Deliberately run into a fielder that is either waiting to make a tag or force an out.
 - i. All other base runners must return the last base they occupied at the time of the calling.
 - ii. If the runner's act is deemed flagrant, they will be ejected.
5. A fielding player may not stand in the base path or obstruct the path of a base runner unless they are making a play on the ball.
 - a. The obstructed runner will be awarded the base they would have reached if no obstruction occurred.
 - b. If other runners are affected by the obstruction, they will also be awarded the base they would have reached if no obstruction occurred.

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6. Once the fielding pitcher has the ball in control and retains possession on the mound, the play will end.
 - a. Runners that are off base at this time *and* in forward motion may advance only one base.
 - b. Runners that are off base at this time *and not* in forward motion must return to the base they were running from.

Fielding

1. Fielding players must stay behind the base lines between first and second, and second and third until the ball is kicked.
 - a. The first infraction will result in a warning to the team, no pitch will be called, and the kicker will return to Homeplate to kick again.
 - b. Any infraction that follows will result in the kicker being awarded first base regardless of the outcome of the kick.
2. The fielding pitcher is permitted on the infield; however, they *may not* cross the 10 ft semicircle from Homeplate until the ball has been kicked.
3. The fielding catcher must remain behind the kicker until the ball is kicked.
 - a. If the catcher interferes with the kicker in anyway, the kicker will be awarded first base.

Contact Information

If you have any questions or concerns please contact the Competitive Sports Office via email at imsports@gmu.edu. Our office is open Monday – Friday, 9am – 5pm.