General information regarding policies and procedures can be obtained in the Club Sport and Intramural Office, located in the Lombardi Center or online at fordham.edu/info/24488/intramurals.

COVID SAFETY: Although we hope to make a full return to normal activities soon, it is possible that some COVID-19 safety guidelines will continue to exist in our program depending on the conditions that are prevalent at the time our activities are conducted. If necessary, all participants will be expected to follow all COVID-19 safety guidelines set forth by Fordham University, the local Health Department and our program. Any specific COVID-19 safety rules and/or activity modifications will be shared with all participants prior to the start of each activity and will be included in the Intramural Sports COVID-19 rules document that is available on IM Leagues. Rules/modifications may include but are not limited to: a requirement for the use of masks; social distancing/a restriction of contact/close-contact activities; a restriction on group celebrations; any other activity modifications as are deemed necessary.

By registering for any intramural activity, participants agree to familiarize themselves and cooperate with any guidelines that are in place at the time of the activity. Intentional and/or repetitive violations of COVID-19 safety rules will result in removal from intramural activities and a referral of the offending individual to the Dean of Students.

REGISTRATION: Due to limited facility access and time slots, some leagues will have capped team registration. This is done to ensure the Intramural Sports department has enough time slots to give every team one game per week. Organizational meetings will be offered on September 6, September 12, September 19, and September 26 at 4pm through Zoom. Teams who are registered but fail to attend two consecutive organizational meetings will be moved to the waitlist. Teams on the waitlist should plan on attending organizational meetings, as they will be moved to the league from the waitlist should a team drop out during the period when organizational meetings are held. Teams who are still in the waitlist when the organizational meeting period is over will be removed from IM Leagues. To be approved for scheduling, teams must:

1. Have a team registered on IM Leagues.

2. Have at least one member of your team in attendance at an Organizational Meeting for the Kickball League. Organizational meetings will be conducted virtually September 6, September 12, September 19, and September 26 at 4:00pm. All virtual meetings will be conducted in the Intramural and Club Sport Managers Zoom room. The address for the room is:

https://fordham.zoom.us/my/sdalessandro

Any listed member of the roster may attend this meeting; although strongly recommended, the official team captain does not have to be the person in attendance. This meeting will last approximately 30 minutes.
3. Complete the Captain’s Quiz through IM Leagues by the end of the day Wednesday. Teams who complete the quiz after Wednesday will be approved for the following weeks schedule. Teams must get at least 16 out of 20 questions correct.

4. Have the minimum number of players (9) accepted onto your roster by Wednesday. Teams who do not have the minimum number of players accepted onto their roster will not be moved from the waitlist until they have the minimum number of players on their roster.

The league will begin on Monday, September 26 and conclude on Thursday, November 3. Playoffs will begin of Monday, November 7 and will conclude by Thursday, November 17.

Teams will be held on the waitlist until they attend the Organizational Meeting, pass the Captain’s Quiz and have the minimum number of players accepted onto their roster.

The Kickball league may restrict the number of teams that can register depending on facility availability to ensure all teams are assigned one game per week.

ON-SITE CHECK-IN PROCEDURES: All participants are required to check in with the Intramural Sports scorekeeper upon arrival to the facility and before entering the playing area. Participants must show their Fordham ID.

LOCATION: All games for this league will be played on Houlihan Field. Check the schedule carefully to see when your game is scheduled.

COMPETITION: Competition in this league will be offered as an open league. There are no rule modifications or gender rules for the open division compared to the rules for teams that compete in the men’s or women’s division.

ROSTER: A minimum of 9 and a maximum of 16 players will be allowed on the roster. Individuals may participate on one single-gender and one open division team, if desired. Individuals may also participate on more than one team according to the one-night waiver rule (see below). Individuals may not participate on a competitive and a recreational division team. Members of the varsity basketball team are ineligible to participate in this league. The Drop/Add deadline for this league will be the last day of the regular season. Team captains will be notified of the final date for drop/add at least one week in advance of the end of the regular season.

ONE-NIGHT WAIVERS: Team captains can elect to add any eligible Fordham University student, faculty or staff member to their team immediately prior to the start of any league game, regardless of their roster status with the team or any other team in the league. Team captains must work with the individual to complete the waiver request form and the individual must complete the aforementioned on-site check-in procedures before participating. The following restrictions apply:

- Only one One-Night Waiver may be used by a team per game.
- Each individual may only participate on one additional team per night of competition. For example, an individual may not be a One-Night Waiver for two separate basketball teams on the same night.
o One-Night waivers do not affect the roster status of the individual. Captains who wish to make changes to their rosters must still do so using the regular drop/add procedure.

- A One-Night Waiver may only be utilized if it does not cause the team to exceed the maximum roster size present at the game. For example, if a basketball team has 10 players on their roster but only 8 attend, they can use a One-Night Waiver. However, if that same team has all 10 players attend their game, they cannot use the One-Night Waiver.

- All One-Night Waiver forms must be completed prior to the start of the game.

- Once a game has started, all late players may only sign in if the maximum number of players allowed on the roster has not been reached. For example, if a team has 10 players on their roster but only 9 show up, they use a One-Night Waiver to give them 10 total players for the game. If the 10th player on the roster shows up late, after the One-Night Waiver has been completed, they cannot sign in.

- All One-Night Waivers must be in compliance with all existing eligibility restrictions.

- Teams may only use a One-Night Waiver during the designated add/drop period. Once that period has concluded, teams are no longer eligible to use One-Night Waivers and will be locked into whomever is on the IM Leagues roster.

EQUIPMENT: All equipment will be provided by the Intramural Sports department. Participants are responsible for personal equipment.

AWARDS: Championship T-shirts will be provided for the overall winners of each division within the league.

UNIFORMS: There is no uniform requirement for this league.

SCHEDULES: Games in this league will only be played Sunday through Thursday evenings. The schedule will consist of approximately 5-6 weeks of round-robin play, followed by a single-elimination tournament for qualifying teams. Teams will only be officially scheduled to play in one game per week. If teams wish to participate in additional games, there will be an email sent out to all captains whenever there is an open game on the schedule.

Schedules are posted on Fridays by 2:00 p.m. on the IM Leagues website. IM Leagues also offers all participants the opportunity to receive push notification reminders for all upcoming games. Preferences for reminders can be adjusted in IM Leagues settings. In the event of technical difficulties or system breakdowns, it is still solely the responsibility of the participants to find out when they are scheduled to compete.

AVAILABILITY: Captains must make their teams available for a minimum of 9 out of the 18 times that games are played each week. Captains may manage and update their team’s availability each week through IM Leagues. All changes to team availability done by Wednesday at 11:59 p.m. will be honored in the next weekly schedule. Changes made after that time will not be accommodated until the following week’s schedule is released.

PLAYOFFS: Standings are determined by total points, then total point differential, then sportsmanship rating, then head-to-head results. 3 points are earned for a win, 3 points are earned for a forfeit win, 1 point is awarded to both teams for a tie and teams are deducted 3 points for a forfeit loss. Additionally, teams must maintain at least a 2.5 overall sportsmanship rating average during the regular season (see below) in order to be eligible for playoffs.
Specifics regarding playoff qualification will be discussed at the organizational meeting, are subject to change, and are at the discretion of the Intramural and Club Sport Manager.

**INJURIES/ASSUMPTION OF RISK**: Inherent risks are associated with every recreational activity. Participants assume these risks when they agree to participate. All participants are strongly advised to secure health insurance coverage and to visit their physician for a physical examination prior to registration or participation.

Individuals who are suspected of sustaining a head injury/concussion will be removed from the contest and may not return to participation in any intramural sports activity until cleared by Student Health Services or a physician.

**COVID-19 AND PARTICIPATION IN INTRAMURAL SPORTS**: Serious cardiovascular complications may result from a return to physical activity following a positive diagnosis of COVID-19. Health care professionals have recommended that anyone who has either tested positive for COVID-19 in the past 6 months or who tests positive and intends to return to physical activity within the next 6 months gets evaluated for potential cardiac complications by an approved medical provider before returning to physical activity. Intramural Sports strongly advises that all participants adhere to this recommendation prior to returning to any physical activity, including intramural sports participation.

**SPORTSMANSHIP RATING SYSTEM**: At the conclusion of each contest, the intramural sports staff will assign a score to each team based on the behavior, actions, and attitudes exhibited during the course of play. In all cases, Intramural Sports Managers and the Intramural Sports staff may provide input which could raise or lower an assigned rating. Teams may also view their sportsmanship ratings in the league standings on IM Leagues.

Behavior before, during, and after an intramural contest will be factored into each team’s rating. It is the responsibility of the team captain to inform his/her teammates and spectators about the rating system. Ratings will be given in whole numbers on a scale of 0-4. **Teams must maintain a minimum 2.5 rating in order to qualify for post-season competition.** Teams must also maintain this rating during playoffs in order to advance. Teams will be provided more information on sportsmanship ratings during the Organizational Meeting and the information can be found in the Intramural handbook on IM Leagues.

**FORFEITS AND CANCELLATIONS**: Cancellations and forfeits are each assigned negative point values – cancellations count as -1 and forfeits count as -2. Any combination of forfeits/cancellations that amounts to a score of -3 will result in that teams’ removal from all future game schedules. Please note: teams that reach a score of -3 will not be assigned any new games, but they are still expected to play any remaining scheduled games unless they specifically request to cancel those games.

Rescheduling is not allowed. If teams wish to cancel a scheduled game, they must email the Intramural and Club Sport Manager by 5pm the day before their scheduled game. For Sunday games, the email must be sent by 5pm on Thursday. The cancellation will be counted as -1 against the team and no fine will be issued. Forfeits count as wins/losses in the official league standings. However, games in which one team is issued a forfeit but a replacement team is scheduled to avoid a total cancellation of the contest will not result in an automatic extra win being given to the opponent of the forfeiting team.
**JEWELRY:** Across all Intramural Sports, jewelry is completely prohibited. This includes, but is not limited to, earrings, bracelets, watches, wearable fitness trackers, necklaces, billed hats, and rings. Wearing jewelry while participating in Intramural Sports is a safety concern, as participants may get caught in other participants jewelry or worse. The Intramural Sports staff will kindly ask for all jewelry to be removed, including any jewelry with religious or sentimental purposes. Medical jewelry is allowed, but must be taped down and the Intramural Sports staff will not provide tape.

**LATE-ARRIVALS:** Participants are respectfully asked to make every effort to attend scheduled games, and to show up to the facility at least 5 minutes prior to the scheduled game time. The Intramural Sports staff on duty will have discretion on whether to allow/disallow teams who show up late from playing the match. Games will not be started late if more than 5 minutes has passed since the originally scheduled game time, or if, in the opinion of the event manager, the late start would cause a delay in the start of the next game/would exceed the end time of the facility reservation.

Forfeited/canceled games will NOT be rescheduled, and forfeited games will count as wins/losses in the standings in accordance with the aforementioned rules regarding forfeits. Game clocks may be started at the discretion of the event manager on duty and time will not be added to the clock. Additionally, if the minimum number of players required to begin a game are present, the game is required to start. Teams may not elect to further delay the start of a game in order to wait for additional players.

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**Fordham University Kickball Rules and Policies**

**Rule 1 – Players and Substitutions**

a) Teams are comprised of a minimum of nine players.

b) A team may not begin or continue a game with less than eight players.

c) In the event a team only plays with eight players, an out will be recorded for the ninth spot in the batting order.

d) If a team is playing shorthanded and 9th player arrives after the game has begun, they may enter the game during a dead ball period after checking in with the scorekeeper, but must be placed in the 9th spot in the batting order.

e) Teams are not required to have a catcher but must have a pitcher.

f) Teams will field nine players at a time, but may bat their entire roster.

g) Players may only compete on one roster

**Rule 2 – Length/Timing of Game**

a) Teams will be given a five minute grace-period to begin the game. Games will not start anymore than 5 minutes after the scheduled start time.

b) Games will consist of seven innings.

c) No inning will begin 40 minutes past the original start time of the game.

d) All games tied after the game has needed during the regular season will be recorded as a tie.
e) During playoffs, games will go into extra innings. At the beginning of each inning, the batting team will begin with one out and the participant who made the final out at second base.

f) Teams are not given any timeouts.

**Rule 3 – Mercy Rules**

a) After three innings, teams who trail by 15 or more runs at the completion of an inning are given the option of an elective mercy:
   a. The team trailing will be given the option of ending the game.
   b. If they chose to end the game, the game will be over.
   c. If they chose to continue, the game will continue until the game is over or the automatic mercy is hit.

b) After five innings, teams who trail by 10 or more runs at the completion of an inning will hit the automatic mercy and the game will be over.

**Rule 4 – Pitching Regulations**

a) The pitcher must begin with both feet firmly on the ground with one foot or both feet touching the pitcher’s rubber.

b) The pitcher’s pivot foot must stay in contact with the pitcher’s rubber throughout the delivery.

c) The pitcher must roll the ball in a smooth continuous motion towards the plate.

d) The pitcher may spin the ball on the ground while rolling the ball towards the plate.

e) The pitcher will be allowed three warm-up pitches when entering the game. They are not allowed warm-up pitches before innings they are the returning pitcher.

**Rule 5 – Batting Regulations**

a) All kicks must occur at or behind home plate.

b) Batters can take pitches if the rolled ball is too bouncy or not close to home plate, but it is highly encouraged to kick the ball if it is rolled in a smooth and continuous motion, whether it is spun or not.

c) The batter is given two fouls in one at bat. If the batter fouls a third time, they are out.

d) The ball must be kicked past the pitcher in order to be considered in play. However, if the ball is touched before it crosses the pitcher, it will remain live.

e) There is no bunting in Intramural kickball. Players must make a full effort to kick the ball. Kicks that are determined to be bunts by the umpire will be considered a foul ball.

f) Players must bat in the order that they are listed on the scoresheet.

g) There are no called balls or strikes.

h) The batter may not kick a ball a second time. Double kicks will result in an out and runners may not advance.

**Rule 6 – Baserunning**

a) No stealing of bases is allowed.

b) A base runner must stay in contact with the base until the ball is kicked. Runners who leave a base before the ball is kicked will be called out.
c) An out may be recorded by throwing a ball at a runner or tagging a runner with the ball, as long as the ball contacts the runner below the shoulders. Runners who purposely move their body in order to be struck above the shoulder will be called out. The ball may not hit the ground before making contact with the runner.
d) Runners may not slide in an attempt to break up a play and must avoid contact with the fielder on all force plays.
e) Two baserunners may not occupy the same base simultaneously. The runner who first legally occupied the base shall be entitled to the base, while the other baserunner may be tagged out.
f) A runner may not pass another runner. The trail runner (a.k.a. the runner who passes the other runner) shall be called out.
g) If a team desires to walk a kicker intentionally, they may do so by notifying the umpire, who will award the kicker first base.
h) When the ball is in play and overthrown out of play, the ball will be declared dead and every baserunner will be awarded two bases from their spot at the time of the throw. The awarded bases will be determined by the position of the runners when the ball leaves the fielders hand.
i) Runners are given a 3 foot running lane to run in. Any runner that is outside of that lane will be called out.

Rule 7 – Fielding regulations and infield fly
a) Infield Fly
   a. The infield fly is in effect if there are runners on first and second base or first, second and third base with less than two outs.
   b. If a kicker hits a fair fly ball, which may be caught by an infielder with ordinary effort, the umpire will declare “INFIELD FLY IF FAIR”.
   c. At this point, the batter is out regardless of a catch.
   d. If the ball is caught, runners must tag up to their previous base.
   e. If the ball is not caught, runners have the choice to remain at their base or advance. However, the batter is still out.

b) Eight players will occupy the field on defense, one of those players must be the pitcher.
c) Fielders may get the runners out if they successfully throw and hit the runner in flight below the shoulders or tag the runner with the ball while advancing from base to base.
d) If a runner is hit directly in the head with a throw from a fielder while trying to advance to the next base, the ball will become dead and all base runners will be awarded one base from the time of the throw.
e) If a fair ball strikes the umpire, the ball shall be considered in play.
f) If a fair ball strikes a runner, while the runner is not on a base and before it is touched by another fielder, the runner will be declared out. The play will be dead and the kicker will be awarded first base.

Rule 8 – Interference
a) Baserunners are entitled to advance without liability to be put out when a fielder obstructs the baserunner from making a base. The ball is still in play so far as the other
runners are concerned. The umpire’s judgement will prevail as the number of bases to be awarded to baserunners.

b) A runner is out, while advancing or retreating, when they interfere with a fielder attempting to field a kicked ball or intentionally interferes with a thrown ball. If, in the judgement of the umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding runner will also be called out.