



# INTRAMURAL SPORTS

## Kickball

### SECTION 1: PLAYERS AND EQUIPMENT

1. As a team manager it is your responsibility to notify all of your team members of all policies and procedures relating to Intramural Kickball. Notify all team members of place, date and time of the contest and see that everyone is ready to play at the scheduled game time. It is suggested that team members show up at least 15-30 minutes prior to their scheduled game time. ***Game Time is Forfeit Time... No Excuses!***
2. Each participant must be currently enrolled at Tarleton and provide a current, valid Tarleton ID card in order to play. Players must have cards at every game in order to play. **No Exceptions will be made.**
3. **Team Roster:** Will be limited to 16 players. Ten players will play in the field. Teams may add to roster throughout the season on IMLeagues. The deadline to add to a roster is after the completion of the teams' final game. After completion of the teams' final game all rosters will be frozen.
4. **Participation:** Players are only allowed to compete on 1 man's/women's and 1 Co-Rec team per season. Any player who plays on more than 1 team within a division will be declared ineligible for all intramural sports for the rest of the academic year. The games in which he/she played will be declared forfeits.
5. **Players:** A team will consist of a minimum of 7 players Men's/Women's and a maximum of 10 on the field at a time. In Co-Rec a team will consist of a minimum of 4 male/3 female or 3 female/4 male players to a maximum of 5 males/5 females.
  - a. ***Any team that starts a game with 7 players may add players to the bottom of its line-up, but team must have line-up finalized prior to game time.***
6. **Blood Rule:** If there is any blood present on a player or his/her uniform he/she must leave the game until the situation has been resolved. (See courtesy runner) A Courtesy fielder may be used on defense until the player can return. This is a substitution, however the player in question may re-enter the game at any point.
7. **Ejection:** If an official removes a player from a game, he/she will not be eligible to participate in any intramural event until they have met with the Intramural Coordinator. Ejected players are required to leave the facility for the remainder of the night. It is the responsibility of the ejected player to contact the Intramural Coordinator the following day to set up a meeting. [gheath@tarleton.edu](mailto:gheath@tarleton.edu) or (254.968.0763)
8. **Equipment / Uniforms:**
  - a. **Shoes:** The players may wear regular baseball/softball cleats (rubber, plastic or detachable plastic) or tennis/running shoes. Shoes need laces, NO slip-on shoes, open toed shoes, boots or bare feet will be allowed. ***METAL SPIKES ARE NOT ALLOWED!***
  - b. **Jerseys:** Teams must wear like shirts.
  - c. **Bottoms:** Athletic bottoms must be worn. NO jeans or jorts will be allowed to be worn.
  - d. **Jewelry:** No jewelry or any other item deemed dangerous by the official may be worn during play. Any player with exposed permanent jewelry (i.e. body piercing) will not be permitted to play unless the jewelry is removed or taped.
  - e. **Balls:** All teams must use the kickball provided by the Campus Recreation Department.
9. **IM Weather Hotline:**
  - a. In the event that there is inclement weather that could affect games please call **254.968.0763** for updated information regarding the status of games. Information will be updated as changes in weather occur.
10. **Scheduling / Playoffs:**
  - a. **Game Times:** Games will be played Sundays at 1:00PM.
  - b. ***GAME TIME IS FORFEIT TIME!***
  - c. **League Format:** Games will be played in a Round Robin format.
  - d. **Playoffs & Championships:** Playoffs and Championship will be played on the Sunday following the last week of league play; schedules will be posted that Friday by 5pm.

## SECTION 2: RULES OF PLAY

1. **The current Amateur Softball Association Rules will govern play except where modified herein.**
2. **Format:** The game will consist of seven innings, or a 40-minute time limit. There will be a 15-run rule in effect after 3 innings. At the end of 2 complete innings if a team is winning by 20 runs the game will be called.
3. **Game Time is Forfeit Time:** A team must have seven (7) players in order to start the game. Any combination of 4/3 for Co-Rec. If a team does not have the minimum number of players necessary to start the game that team must forfeit the game... *No Excuses!*
  - a. ***Forfeit Fee:** A team that does not show up or have the minimum number of players necessary to play the game will be charged a \$20 forfeit fee. Forfeit Fees are to be paid in the Campus Rec office (between 8AM and 5PM, M-F) prior to the teams next regularly scheduled game. Two (2) forfeits back-to-back will result in a team being dropped from the league.*
4. **Line-Up Card:** The line-up card must list the first and last names of ALL starters and subs prior to game time. Please indicate each player's name on the line-up card. Any team that begins a game with less than 10 players may add players to the bottom of its line-up, but may only do so prior to game time.
5. **Kicking Order:** The kicking order is the official listing of starters in the order listed on the line-up card. The kicking order must be followed completely; any player kicking out of order will be called out.
6. **Inclement Weather:** A game called by an umpire after 30 minutes or 5 completed innings will be counted as a complete game.
7. **Courtesy Runner:** The umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. This rule will be used if there is any blood present on a player or his/her uniform. The runner must be the kicker whom was up to kick when the last out was made. *(Kicker has to get to 1<sup>st</sup> then courtesy runner)*
8. **Home run:** Any ball kicked over the fence that is in the field of play (outfield fence) will be ruled a home run. All base runners/batter runners will be awarded a run and are not required to round the bases. *After 7 home runs in the game every home run from that point on will be considered an OUT.*
9. **Appeals:** A dead ball appeal may be made on non-judgment call. No appeals will be considered on an Umpires judgment. To appeal a play, a team's pitcher must have the ball during a dead ball period and be standing within an 8ft radius of the pitcher's rubber. He/she must then tell the Home Plate Umpire that he/she is appealing. The Umpire(s) will then render a decision.
10. **Substitutions:** The only stipulation is that each player must play 1 complete inning before leaving the game.
  - a. **Kicking Order:** When substituting for another player, you must kick in the same order as the player you are substituting for.
  - b. **Defensive Positions:** Defensive positions may be changed, but the kicking order must remain the same.
  - c. **Pitcher:** The pitcher must complete pitching to the current kicker before he/she can be replaced.
11. **Out of Play lines:** An out of play line will be drawn parallel to the foul lines, on any field where a fence is not present or an obstruction exists.
  - a. A ball breaking the plane of the out of play line may be caught for an out if the fielder makes the catch while at least one foot is in play and not touching the out of play line.
  - b. Any thrown ball that goes beyond the out of play line will be considered dead, and players will advance the base they were going to plus one more from the time of the throw.
  - c. Any fair kicked ball crossing over the out of play lines will result in a dead ball ground rule double.

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## SECTION 3: Pitching Regulations

1. Each kicker will assume a 3 ball / 2 strike (full count) to begin the kick. The kicker will walk when the count has a total of 4 balls, and will be out when the count has a total of 3 strikes. On the kickers third strike, he/she will be allowed to have 1 courtesy foul ball. This rule has been put into effect to help speed up the game.
2. The pitcher shall take a position with both feet firmly on the ground and one foot in contact with the pitching rubber.
3. The ball must be delivered under hand, and at a moderate speed. The ball must be released from below the hip and must be on the ground at the point of contact by kicker.
4. The umpire shall warn the pitcher who delivers a pitch with excessive speed or bounce. On the second excessive pitch, he/she will be removed from the pitching position.
5. Quick Pitch: A pitch made with the obvious attempt to catch the kicker off balance is deemed illegal.
6. Teams will be given no more than 3 warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the umpire (in the event that a game is running late or pending inclement weather).
7. The strike zone is defined as a legally pitched ball that crosses the plate. A kicker moving up or back in the kicker's box will not alter the location of the strike zone as it remains directly over home plate.

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## SECTION 4: BASE STEALING

1. **Men's, Women's, Greeks, & Co-Rec:** Under no condition is the runner allowed to steal a base; a runner may advance only on a batted ball. If a base runner leaves his/her base before the ball crosses the plate, he/she is ruled out.

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## SECTION 5: CO-REC RULES

1. Pitcher and catcher must alternate male/female. Teams are not required to alternate any other fielding alignment.
2. Teams must alternate males and females in the kicking order. The kicking order must always remain in alternating fashion.
3. If a team walks a male kicker, that male kicker is automatically awarded second base.
  - a. If a team walks a male kicker with 2 outs, the next kicker, a female, has the option to automatically walk or kick. The female must make this decision before the next pitch is thrown.

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## SECTION 6: KICKER IS OUT

1. If he/she fouls the ball twice with 2 strikes.
2. If the kicker intentionally bunts and the fielder touches the ball before it crosses the arc, it will be ruled a foul ball.
3. When he/she kicks an infield fly with a base runner on first and second, or first, second and third with less than 2 outs. An infield fly is a fair ball (not a line drive) which can be caught by an infielder with ordinary effort.
4. Steps on or across home plate.
5. When a kicker contacts the ball with 1 or both feet outside the kicker's box.

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## SECTION 7: EXTRA INNINGS

1. If at the end of regulation play the game is tied extra innings will be played until the tie is broken. No time limit.
  - a. All extra innings will be played using a 3 ball / 2 strike (full count) format. Each kicker will have a 3/2 count to begin his/her at kick. (Courtesy foul will still be in effect).
  - b. The offensive team shall begin its turn at kick with the player who completed the last at-kick in the previous inning placed as a runner on second base.

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## SECTION 8: ACCIDENTS AND INJURIES

1. *Participation in the Intramural program is voluntary and at the participants own risk. Tarleton State University and the Recreation Sports Department do not assume financial responsibility for any injuries. It is strongly recommended that each participant be certain he/she has some form of insurance which would cover claims resulting from accidental injury during Intramural participation. The participants or their insurance companies are responsible for any expenses, due to injuries occurring while participating in the program. Each person must sign a team roster prior to participation in any intramural event.*

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### **Tarleton State University Intramural Staff Contact Information**

**Garthon Heath**, Competitive Sports Coordinator  
254.968.0763  
gheath@tarleton.edu Office  
Hours: M-F 8am-5pm