

**Campus Recreation Intramural Kickball Rules**

**NO ID, NO PLAY, NO EXCEPTIONS**

\* **Any final decisions will be made by the discretion of the Intramural Sports Assistant on duty\***

**Players and Substitutions**

* TEAM COMPOSITION: Teams will consist of 8 players. A minimum of 6 is needed to start and continue a game. Only 8 players may play in the field but all players may be in the kicking order.
* 8 players are in the field - 4 males and 4 females
* 7 players are in the field - 4 males and 3 females or 3 males and 4 females.
* 6 players are in the field – 3 males and 3 females, 4 males and 2 females, or 2 males and 4 females
* KICKING ORDER: The kicking order must always alternate gender.
* [Example batting order with 4 males and 2 females]
* M1, F1, M2, F2, M3, F1, M4, F2, M1, F1
* Players may not, at any point, change teams once they have participated in a game.
* There will be unlimited substitution for defensive purposes.
* In order to participate in any intramural contest, all students, faculty and staff must present a valid Stanislaus State University ID and all alumni participants must present any current, valid photo ID.

 **Equipment**

* Shirts must be worn by all participants
* All game balls will be provided by the Campus Recreation Intramural Staff
* Shoes: All players must wear an enclosed toe shoe. Only rubber or plastic cleats are allowed, no metal cleats allowed on any circumstances.
* Jewelry may be worn at players own risk, however, any Intramural umpire or staff may request a player to remove any piece of jewelry that may pose a risk to other participants.

**Start of Game**

* The game will last 50 minutes or 7 innings whichever comes first. If game time has reached 50 minutes prior to the start of the 7th inning, the home team will receive one last at bat.
* Home and visiting teams will be determined prior to game time on the official game score sheet by coin flip.
* The umpire will state “Play ball!” as the signal for the pitcher to pitch the ball to begin play.
* DEFENSE: The defensive team can set up their defense however they choose.
* OUTS: The batter is out in situations similar to softball (force-outs, pop-outs, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders.
* HIT IN THE HEAD: A runner who is hit the head by a thrown ball is safe. A runner who is not in a regular standing/running position that gets hit in the face/head will be ruled out (example: bending down to avoid getting hit).
* LIVE BALL: The ball is put in play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball.
* 3 FEET RULE: The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out.
* LEAVING THE BASE EARLY: A runner who leaves the base before the pitch reaches home plate or is kicked, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
* INTERFERENCE: In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected. A designated batter or extra batter is allowed.
* BUNTING: Bunting will not be permitted and is a dead ball and an automatic out.

**Individual & Team Conduct**

* Unsportsmanlike conduct will not be tolerated and may include but is not limited to the following acts:
* The obstruction or disruption of intramural competition or activities
* Profanity or abusive or insulting language directed at opponents, umpires, spectators, teammates or Intramural Sports Staff.
* Physically threatening, pushing or taunting opponents, umpires, spectators, teammates or Intramural Sports Staff.
* Any participant involved in a fight will automatically receive a two game suspension and team will receive a one game suspension. Captain(s) and player(s) involved in the fight must schedule a meeting with the Recreation Specialist before any reinstatement can be made.
* If a player is ejected from a game for unsportsmanlike conduct, the team captain is responsible for removing the ejected player from the playing area within two minutes.
* The game will be forfeited if the player does not leave the playing area within two minutes.
* Alcohol and other controlled substances are not allowed at any Campus Recreation event. Any player found to be under the influence of alcohol or any other controlled substance will be automatically ejected from the league.
* Judgment calls by an official may not be protested.
* Protests must be made in writing and submitted to the Recreation Specialist at the Student Fitness Center by 5:00 PM the following working day after the competition.

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