

Each player must present their own, valid LAKER ID Card before each contest to be eligible to participate.

1. Any player caught attempting to use another person's ID Card will be ejected and ineligible for participation in any Intramural Sports for a minimum of four-months from the date that they meet with the Assistant Director for Intramural Sports.
2. Students, faculty, and staff who have paid their Recreation & Wellness fees and have a valid LAKER ID are eligible to participate.

NO EXCEPTIONS!

Students, faculty, and staff who are eligible for entrance into the Student Activity Center: Fitness Center are eligible to participate. Intramural Sports are **FREE** for all participants.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time, however the team that is present shall choose to accept the 10 minute grace period before games are forfeited.

The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

All rules not mentioned will be governed by the WAKA kickball rules.

I. Team Requirements

- 1.1** Ten players will play at a time. A team must have 7 players to start.
- 1.2** The roster maximum is set at 15 players.
- 1.3** For Co-Rec games, teams must have a minimum of 3M, 3W to start a game, the maximum for a game is 5M, 5W with a difference no greater than +/- 1.
- 1.4** Kicking
 - 1.4.1** Men and women must kick in an alternating gender line-up. The men's kicking order and the women's kicking order will be independent of the other while maintaining the alternating gender line-up. For example, if a team has 4 men and 3 women and they started kicking with man M1 the kicking lineup would be as followed: M1, F1, M2, F2, M3, F3, M4, F1, M1, F2, etc.
 - 1.4.2** Men and women courtesy runners must replace men and women respectively. Each team may have up to 10 players and as few as 7 in order to start a game. A team may have a maximum of 8 players in the field while on defense and must have at least 6 players on the field to continue playing. Among players in the field there must be a gender difference of one. Any of the following combinations are legal on defense: 3M and 3W, 4M and 3W, 3M and 4W, or 4M and 4W. If a team only has 6 players and a player is ejected or injured and unable to continue, then the team must take a default. If a team starts a game with 6 or 7 players, they may add up to 8 players anytime during the game. Each additional player must be added to the bottom of the line-up. An ninth or tenth kicker will not be permitted to add once the game has started.

II. Equipment

- 2.1** A regulation kickball, bases, and kicker's helmet (are available for usage but are not required) will be provided by the intramural program.
- 2.2** Athletic shoes must be worn by all participants. Rubber cleats on shoes will be allowed. Screw-in cleats will be allowed as long as the screw is part of the cleat. Metal cleats of any kind, open heel and/or toe shoes are prohibited.
- 2.3** All jewelry and rubber bands are prohibited and will result in an automatic out at the time of infraction.

- 2.4** Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed. A player may not remove a knee brace and continue to play.

III. Substitutions

- 3.1** Free substitution is NOT allowed. A substitute will be considered any player not in the original kicking lineup. A substitute must inform the home plate umpire if they are replacing a starter in either the lineup or in the field. They must hit in the same slot and play in the field for the entire game. The starter may re-enter the game only once, returning to their original spot in the lineup. The substitute player cannot re-enter the game once replaced by the starter.
- 3.2** Any base runner may be replaced by a courtesy runner of the same sex who made the last kicked out. Any player who is injured while in the field will require normal substitution procedures (sec 3.1).
- 3.3** An automatic out will be awarded if a player who is listed in the kicking order is unable to kick (assuming a substitute is not available). An automatic out will also be awarded at the time of player's turn in the lineup if that player has been ejected from the game. No substitute will be permitted to take an ejected kicker's place. See Rule 11.3

IV. Length of the Game

- 4.1** A regulation game shall consist of 7 innings or 45 minutes, whichever occurs first. No new inning shall begin after 45 minutes have elapsed from the scheduled start of the game. Once time has elapsed (45 minutes) and the inning in progress has been completed with the score remaining tied, the game will continue with complete innings until a winner is declared.
- 4.2** If a ten run difference occurs during a contest after four innings, or 3 1/2 with the home team winning, the game will be stopped and considered a complete game.
- 4.3** If a game is canceled and has been played through 3 1/2 innings (the home team winning), or the 4th inning (the visiting team winning) it is considered a complete game. (Example: rain in the middle of the 4th inning, score reverts to end of the 3rd inning.)
- 4.4** No team shall score more than 7 runs in the first 3 innings.
- 4.5** The championship game will last 7 innings.

V. Sportsmanship

- 5.1** If at any time a team has 2 players and/or coaches and/or spectators ejected from the game, the offending team will immediately default the game.
- 5.2** The offensive team is responsible for retrieving all foul balls.
- 5.3** Teams must leave the dugout clean, remove all trash and equipment immediately following their game.
- 5.4** During the game all equipment must remain in the dugout.
- 5.5** Please review sportsmanship section of the Intramural Sports Participants guide for further sportsmanship clarifications and rule definitions.

VI. Running

- 6.1** No stealing is allowed. Runners may leave the base when the pitch is kicked. If the runner is off the base before the pitch reaches the plate, the runner is out and no pitch is declared by the umpire.
- 6.2** The base distance is 65 feet.
- 6.3** When the ball is thrown over the fence or into the dugout, all runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner. The base to which the runner is running has no effect on the award.
- 6.4** Any runner who deliberately runs into a fielder (waiting to make a tag or a force out) will be called out immediately and each runner will return to the last base occupied at the time of the collision. If the runner's act is flagrant, he/she will be ejected. Other runners involved in the play may be called out at the umpire's discretion.
- 6.5** Any runner who is not in contact with a base and is in fair territory when struck by a kicked ball, and the ball had not passed a defensive player other than the pitcher, will be called out. An immediate dead ball should be called, the runner is out and the kicker is awarded first base.
- 6.6** A runner may choose either to slide into a base or simply avoid contact. Please always be aware that sliding into a base may cause injury. Intramural Sports does not require players to slide, however, if a runner chooses not to slide, they must still avoid contact and may be tagged out. Collisions may result in immediate ejections. A runner who leaves the base path will be called "out".

- 6.7** In the case of a possible double play, the base runner must slide directly into the base (rather than the fielder) or get out of the way of the thrown ball or both he/she and the kicker-base runner may be called out.
- 6.8** A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event of an obstruction, the umpire shall award the obstructed runner and each other runner affected by the obstruction the bases they would have, in his/her opinion, reached had there been no obstruction.
- 6.9** The baserunner may choose to use the white 1st base bag or the orange 1st base bag, however, they must attempt to avoid contact. Fielders must use the white bag. We strongly encourage baserunners to use the orange bag and while fielders are using the white bag to avoid any possible collisions.

VII. Kicking

- 7.1** The kicking team will supply their own pitcher. The kicker has two pitches to put the ball into play. Penalty: Kicker is out.
- 7.2** The kicker has 10 seconds to enter the kicker's box. If the kicker does not enter the box, the umpire shall call a strike on the kicker.
- 7.3** Runners may tag up if a ball is caught in foul territory.
- 7.4** A player will be ruled out if they get hit by the ball from the shoulders or below before reaching the base, a pop fly is caught, or if the base runner is off of the base before the ball is put into play by the kicker. A player will still be considered out even if the ball hits the ground before legally striking the player. EXCEPTION: a player who is not in a regular standing/running position and is hit in the face/head will be ruled out! (ex. bending down to avoid getting hit or the runner falling down)
- 7.5** An extra hitter (EH) may be used. He/She is the ninth or tenth kicker in the lineup. This person cannot be added once the game has started. If an EH is used, the position cannot be terminated during the game. An EH may substitute in the field, however, they must maintain the same position in the kicking order.
- 7.6** The ball must completely cross the plate extended before the ball is kicked.
- 7.7** The ball must cross the 10 foot line to be in play. If the fielding team is able to gain possession of the ball within the 10 foot line the ball is still in play. Possession of the ball is defined as holding the ball with two hands before the kicker reaches first base. If the ball comes to a complete stop within the 10 foot line without being touched by the fielding team the kicker is out.
- 7.8** When kicking, a team may only have the current kicker, the on-deck kicker, and base coaches outside of the dugout. The rest of the team must stay in the dugout.

VIII. Pitching & Fielding

- 8.1** Prior to pitching, the pitcher shall come to a full and complete stop with both feet firmly on the ground, and with one or both feet in contact with the pitching rubber. The ball must be held in the pitching hand or both hands in front of the body. This position must be maintained at least one second but not more than 10 seconds before starting the delivery. The pitcher has 20 seconds to pitch the ball and this time starts when the previous pitch ends.
- 8.2** In the act of delivering the ball to the kicker, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand.
- 8.3** A legal delivery shall be a ball that is delivered to the kicker underhand. The pitch must cross the plate within a ball's length on either side of the plate and cannot be more than three inches off the ground at the time it crosses. Penalty: Illegal pitch. The kicker has the option to kick at an illegal pitch or take the pitch for a ball.
- 8.4** The fielding team pitcher must remain behind the pitching mound until the ball is kicked. One player may roam anywhere within the infield. However, the one "roamer" may not cross the 10 foot line. All other players must remain behind each base line until the ball is kicked. All teams must field a catcher directly behind the kicker and cannot cross home plate before the ball is kicked.
- 8.5** An infielder may not intentionally drop a fly ball to turn a double play.

IX. Infield Fly Rule

- 9.1** An infield fly is a fair fly (not including a line drive) which can be caught by an infielder with ordinary effort provided there is a runner on first base with less than 2 outs. The umpire will declare the infield fly rule and the kicker is immediately out. Base runners cannot be forced out and may advance at their own risk.