

Indiana University South Bend
Intramural Sports
Indoor Kickball
2010

Indiana University South Bend Intramural Policies and Procedures

WAIVERS

Each participant will be required to read and sign a WAIVER form before they will be allowed to participate. The University assumes NO medical or financial responsibility for any voluntary participation in Intramural Sports. The University encourages all Intramural participants to maintain their own health and/or accident insurance, as well as insurance to cover personally owned equipment.

ELIGIBLE PLAYERS

- A. All students, faculty/staff who are matriculated, registered, and who pay IUSB tuition and have a SAC membership are eligible. Also, Alumni who are part of the Alumni Association and have a SAC membership.
- B. All sport participants must be listed on at team / individual entry form, located at the front desk of the SAC
- C. (Team sports) a team may add players at any time during the regular season, providing they have not already played for another team. A player can be added at game time provided he/she has proper identification. This player's name will then be added to the team roster after checking eligibility. Rosters are frozen for teams participating in playoffs. To be eligible to participate in a play-off game, a team member must have played one regular season game.
- D. Every participant will be required to present his/her **IUSB valid Student/Faculty/Staff picture ID** card to the game official prior to the start of the game or event. **If a valid IUSB Student/Faculty/Staff picture ID is not presented, the participant will not be allowed to play.**

EQUIPMENT

No jewelry is allowed to be worn during Intramural activities. The only jewelry permitted are medical bracelets, wedding bands & stud earrings (**must be taped and we do not provide any tape**).

CAPTAINS/MANAGERS

All Captains /Managers must attend the MANDATORY preseason captains meeting. The day and time of the meeting will be announced. Failure to attend this meeting will result in an automatic loss to start the season. In order to get your schedule you must have a representative at the captains/managers meeting.

FORFEIT POLICY

- If game time arrives and one team does not have the minimum number of players (4), then the team will be awarded an additional 5 minutes to show up.
- If the team has enough players show up to have enough during the additional time period, then the game must start promptly, and game time will be reduced by five (5) minutes.
- If the team does not show up with the minimum number of players, then the win will be awarded to the team that has enough players.
- If neither team has the minimum of players, then there will be a double forfeit.

Once a participant or team has forfeited twice (2) you will automatically be eliminated from the league and post tournament play.

Updated 10/21/2010

OFFICIALS

Game and event officials will be comprised Intramural Officials from IU South Bend. We expect all players and coaches to treat officials with respect and dignity.

CONDUCT

All players are encouraged to play to the best of their ability and make every effort to win within the spirit of the rules. Teams or individuals are responsible for the actions and behavior of their players, coaches and spectators. Please behave in a courteous and responsible manner. Good sportsmanship is required at ALL TIMES.

- Any player ejected from a game must sit out the remainder of that game and will not be allowed to play again until they have met with the Intramural Coordinator.
- If there continues to be problems on the field/court the player/participant will be asked to leave the field/facility.
- An ejection of a participant is also subject to further discipline that can go to the Judicial Affairs department at IUSB.

AWARDS

The championship team will be awarded IUSB Championship T-shirts immediately following the Championship games.

NIRSA Kickball rules will used along with changes for local conditions.

1. The Field and Equipment

- 1.1 Games will be played at the Student Activities Center
- 1.2 Baselines are 35ft. long
- 1.3 Pitcher's mound is 35ft from home plate
- 1.4 All players must wear closed toe athletic shoes and athletic clothing
 - 1.4.1 No Player may play barefoot
- 1.5 **No Jewelry is allowed**
- 1.6 Dead ball Territory
 - 1.6.1 Ball goes over any railing onto the track or walking area it is an out
 - 1.6.2 If ball goes past curtain in outfield or between perpendicular curtains on right side of field it is a ground rule double
 - 1.6.2.1 All base runners get two bases
- 1.7 If the ball hits the curtain in fair territory, it is a live ball
 - 1.7.1 Catching the ball off the curtain is not an out
- 1.8 If ball is kicked off far backboard it is a ground rule double
- 1.9 If the Ball is kicked through the basketball hoop it is a homerun

2. The game

- 2.1 Home and away teams will be decided by a pre-game coin flip
- 2.2 Games will consist of a time limit of 45 minutes
 - 2.2.1 **NO FULL INNING CAN BEGIN AFTER 45 MINUTES OF PLAY**
 - 2.2.2 Regular season games may end in a tie
- 2.3 The mercy rule is as follows:
 - 2.3.1 A team is ahead by 15 runs at the completion of 4 innings
 - 2.3.2 A team is ahead by 10 runs any point after the completion of 5 innings
 - 2.3.3 **If home team is down by enough runs for a mercy rule going into the bottom of an inning, they have the right to bat.**
- 2.4 No Game shall be longer than 60 minutes.
 - 2.4.1 At the 60 minute mark the game will end with the score of the last full inning

3. Players and Substitutions

- 3.1 A team consists of 6 players, 1 player must be females in the field
 - 3.1.1 If a team is short one female, it will go as an out at the end of the batting order
 - 3.1.2 A team must have a minimum of four (4) players to start a game to avoid a forfeit
 - 3.1.3 When in the field a team **must** have a player in the pitcher and catcher position
- 3.2 Substitutions may happen at any dead ball situation of the game
- 3.3 A player may only re-enter the game once if they are substituted for
 - 3.3.1 A player must re-enter the game for the same spot in the batting order
 - 3.3.2 If a player re-enters illegally, that player is ejected from the game
- 3.4 If a team starts short-handed, 4 or 5 players, they may fill the extra spots during the game
 - 3.4.1 A team may not play more than 6 players if they start short handed
- 3.5 A team may bat as many as nine (9) batters by using the extra players as additional kickers
 - 3.5.1 Any 6 players may take the field

4. Pitching

- 4.1 **Pitchers pitch the ball to the opposite team**
- 4.2 Catcher must be behind plate in order for pitcher to start motion
- 4.3 Legal Delivery
- 4.4 **Quick Pitch** - The pitcher shall not attempt a quick return of the ball before the kicker has taken his/her position or when the kicker is off balance as a result of a pitch.
- 4.5 **Warm-up**- At the beginning of each half inning or when a pitcher relieves another, not more than one minute may be used to deliver not more than three (3) warm-up pitches
- 4.6 **No Pitch** – The umpire declares no pitch in the following circumstances:
 - 4.6.1 The pitcher delivers a pitch while play is suspended
 - 4.6.2 A runner is called out for leaving a base before the ball reaches home plate
 - 4.6.3 The pitcher delivers the ball before a runner returns to base after the umpire has declared a foul ball and the ball is dead
 - 4.6.4 The pitcher delivers the ball before a runner has retouched the base after legitimately being off the base
 - 4.6.5 The ball slips from the pitcher's hand during the backswing or delivery
- 4.7 Intentional Walk
 - 4.7.1 Pitcher may request that the umpire awards the batter an intentional walk
- 4.8 The pitch should be rolled to the kicker
 - 4.8.1 Excessive bouncy pitch will be deemed an illegal pitch and a ball

5. Batting

- 5.1 Kicking Order
 - 5.1.1 The official score sheet must list the Kicking order of the team
 - 5.1.2 Players must kick in the order they are listed on the score sheet, unless a substitute enters the game
 - 5.1.3 The first player who kicks in each inning shall be the player whose name follows the last player who completed a turn at kicking in the previous inning
 - 5.1.4 Kicking out of order is an appeal play. Only the defensive team may make the appeal
 - 5.1.4.1 If the error is discovered during a kick, the correct player takes his or her place and assumes the ball and strike count
 - 5.1.4.2 If the error is discovered after the incorrect player has completed kicking, the player is out and all runs and runner advancements are nullified
 - 5.1.4.3 If the error is discovered after the first pitch of the next kick, the incorrect batter becomes legal.
- 5.2 Kicking Position
 - 5.2.1 The kicker must start behind home plate
- 5.3 Ball and Strike Count

- 5.3.1 Kicker starts with a count of two balls and one strike
- 5.3.2 **Extra foul ball rule** – after a kicker has two strikes and the first strike was called or swinging, the batter is allowed two foul balls. **If the kicker kicks two balls foul, they are out.**
- 5.3.3 **Strike** – the umpire calls a strike when:
 - 5.3.3.1 the kicker swings and misses
 - 5.3.3.2 the ball is kicked foul
 - 5.3.3.3 A legally pitched ball enter the strike zone and is not swung at by the kicker
- 5.3.4 **Ball** – The umpire calls a ball when:
 - 5.3.4.1 A pitched ball does not enter the strike zone and is not swung at by the kicker
- 5.3.5 When the umpire calls a ball or strike, the ball is dead
- 5.4 Outs – The batter is out when:
 - 5.4.1 The ball touches the kicker while swinging at a third strike
 - 5.4.2 The ball is kicked and it hits the ceiling or goes over either level of red railings
 - 5.4.3 The kicker’s plant foot completely crosses home plate
 - 5.4.4 A member of the team at bat interferes with a defensive player who is attempting to field a batted ball
 - 5.4.5 The kicker kicks the ball a second time in fair territory
 - 5.4.6 When a fielder intentionally drops a fly ball or line drive that he or she could have caught with ordinary effort, at least one base is occupied, and non or one is out
- 5.5 The batter awarded first base in the following situations:
 - 5.5.1 When the umpire calls four balls
 - 5.5.2 When the pitcher requests that the umpire intentionally walk the kicker
 - 5.5.3 When the catcher or other defensive player interferes with the kicker’s attempt to hit a legal or illegal pitched ball

6. Base Running

- 6.1 A base runner can advance or return only by touching the bases in legal order. The player may hold a base until he or she legally touches the next base or until the kicker becomes a base runner and forces the player to leave the base.
- 6.2 Kicker-Runner Called Out
 - 6.2.1 The batter-runner’s own kicker’s ball hits him or her when the kicker-runner is in fair territory and out of the batter’s box
 - 6.2.2 The fielder catches a fly ball with his or her feet within the boundaries of the field
 - 6.2.3 The kicker kicks a fair ball and a fielder holds the ball on first base before the kicker-runner touches first base
 - 6.2.4 After reaching first base, the kicker-runner attempts to go to second and is tagged or put out
 - 6.2.5 The kicker-runner runs out of the three-foot running lane and interferes with a fielder taking a throw or attempting to make a play
- 6.3 Base Runners Called Out
 - 6.3.1 When a base runner leaves the base before a pitched ball contacts the kicker’s foot or crosses the plate
 - 6.3.2 During Interference plays – The ball is immediately dead, and the runner who has advanced the farthest is called out
 - 6.3.2.1 The base runner interferes with a thrown ball or interferes with a fielder who is attempting to field a batted ball, catch a ball, throw a ball
 - 6.3.2.2 A fair kicked ball hits a base runner **before it passes a fielder, excluding the pitcher**, or a base runner intentionally interferes with a ball
 - 6.3.2.3 The base runner intentionally kicks a ball that is in play
 - 6.3.2.4 A base runner is attempting to score and the next kicker or another teammate interferes with the play
 - 6.3.3 A fielder touches a base runner with the ball when the base runner is not on a base and the ball is in play
 - 6.3.4 A fielder hits the runner with a thrown ball while the player is not standing on a base

- 6.3.4.1 Ball must strike the player below the shoulders
 - 6.3.4.2 If ball strikes base runners head, the runner gets the next base plus one
 - 6.3.4.2.1 All other runners will advance one base if forced by runner
 - 6.3.4.2.2 Ducking down to get hit above the shoulders is an automatic out
 - 6.3.5 A fielder tags or holds a ball on a base to which the base runner is forced to advance before the base runner reaches that base (force play)
 - 6.3.6 The base runner runs more than three feet outside the path between the bases to avoid being tagged
 - 6.3.7 A bases runner passes the base runner ahead of him or her before that runner is put out
 - 6.3.8 The base runner does not return to a base after a suspension in play caused by a dead ball
 - 6.3.9 A base runner leaves a base before a fielder touches a caught fly ball and a fielder hold the ball base or if a fielder tags a base runner before he or she returns to the base
 - 6.3.10 A base runner intentionally and forcefully make contact with a defensive player with or without the ball
- 6.4 Base Runners Entitled to Advance **Without Liability to be Put Out**
- 6.4.1 A fair ball goes in the basketball goal without touching the ground
 - 6.4.2 A fair ball bounces or rolls over, under, through the curtains in fair territory, **base runners are awarded two bases from their positions at the time of the pitch**
 - 6.4.3 Forced to advance because the batter receives a walk
 - 6.4.4 Obstruction
 - 6.4.4.1 Fielder obstructs the base runner when the base runner is rounding the bases, unless the fielder is making a play on the ball
 - 6.4.4.2 Obstructed runner is awarded the base that he or she last legally touched before the obstruction occurred
 - 6.4.4.3 The umpire also awards all bases that the base runner would have attained had the obstruction no occurred
- 6.5 **BASE STEALING IS NOT ALLOWED**
- 6.6 In the case of a team with 4 players and 3 runners on base
- 6.6.1 If the kicker makes out and there is less than two outs, the kicker will switch positions with the next player scheduled to kick in the lineup
- 6.7 Sliding is not allowed
- 6.7.1 The result of the play will be an out
- 6.8 **Home Plate**
- 6.8.1 Collisions at home plate are not allowed.
 - 6.8.1.1 If runner does not slide they will be called out.
 - 6.8.1.2 Catcher may not block home plate, runner will be awarded the run.
 - 6.8.2 When runner passes the cone 15 feet away from home plate they must continue home.
 - 6.8.2.1 The resulting play at home plate will be a force play

7. Live Ball and Dead Ball

7.1 Ball is in play when:

- 7.1.1 The batter legally hits a ball in fair territory
- 7.1.2 A defensive player throws a ball beyond a teammate in fair or foul territory
- 7.1.3 A thrown ball hits a batter-runner or base runner
- 7.1.4 A fair batted ball hits a base runner in fair territory after passing or touching a fielder other than the pitcher

7.2 Ball is dead, not in play when:

- 7.2.1 The umpire call, "Time"
- 7.2.2 A pitched ball crosses the plate and the batter does not hit it
- 7.2.3 The umpire declares, "No Pitch"
- 7.2.4 The umpire calls a runner out for leaving a base before the ball crosses the plate or the batter hits the ball
- 7.2.5 The offensive team causes interference
- 7.2.6 A fielder carries a live ball into dead ball territory

Updated 10/21/2010

8. Playoffs

9.1 All teams must have 3.0 average to be eligible for the playoffs

9.2 Playoff schedule will be emailed to the captains the day after the regular season ends

9.3 Tie-breakers

9.3.1 If there is a three way tie for playoffs the first tie breaker will be head to head competition

9.3.2 The second tie breaker will be point differential

9.3.3 The third tie breaker will be most points scored during the season