

**CU • STUDENT REC. CENTER INTRAMURALS  
KICKBALL RULES •**

**Email: [imsports@colorado.edu](mailto:imsports@colorado.edu) • Website:  
<http://www.colorado.edu/recreation/intramural-sports>**

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**GENERAL**

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any Recreation Center Property and at all Intramural sanctioned events. Participation while under the influence of these substances is also prohibited these areas. Violations will be grounds for immediate ejection, forfeiture and possible season suspension.
- NO JEWELRY is allowed in any Intramural Competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at your game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All Intramural Participants are required to have either their Buff OneCard or Recreation Center Membership card with them at EVERY Intramural Event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
  - If you forfeit two regular season games.
  - If you accumulate two or more Honest Effort Forfeits (HEF).
  - If you receive two or more Defaults for failure to comply with equipment regulations.
  - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Office **DOES NOT** reschedule regular season or post-season tournament games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the Intramural Office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The Intramural Office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the Intramural Office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

**ELIGIBILITY**

- Every eligible Intramural Participant must be a full fee paying CU Student or Recreation Center Member.
- All players must have purchased the IM Sports Pass for that semester
- Every eligible Intramural Participant must present their “Buff OneCard” or Recreation Center Membership Card in order to check in before every game. If a player fails to have

one of these two proofs of identification, they will not be allowed to participate. NO EXCEPTIONS!

- Players may play on only one team per sport per session (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

## TEAMS

- A team consists of eight players. A minimum of six players are needed to start and continue a game.
- Kickball is equal opportunity.

## LENGTH/MERCY RULE

- Games are 7 innings or 45 minutes. Kickball is played on a regulation softball field.
- Forfeits: Game time is forfeit time.
- After 4 innings, 15 runs or more. After 5 innings, 10 runs or more.

## PLAYING THE GAME

- The batter is out in situations similar to softball (forceouts, popouts, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders.
- The ball is put in play when the pitcher rolls the ball toward home plate and the batter attempts to kick the ball. 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 two attempts at kicking the ball. A missed attempt or foul ball on the second attempt is considered an out.
- A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
- 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.
- Bunting will not be permitted and is a dead ball and an automatic out.
- A coin flip will determine the choice of home and visiting teams. Be ready to bat/kick in proper order. Teams should hustle in and out between innings as there is a time limit in

effect.

- Injured Runner: If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner is permitted. If no substitutes are available, the player who made the last out will run.

## **EQUIPMENT**

- Intramural Sports will provide bases, kickballs and field monitor. Teams must provide all other equipment.
- No player is allowed to wear steel baseball cleats. Screw in or screw on cleats will be allowed if they are determined safe by field monitor before each game.

## **PROTESTS**

- Protest must be declared at the time of the incident by the team captain. No protest will be considered based on an officials judgment call, or after the game has been completed. This includes the checking of rosters for illegal players.