

CU • STUDENT REC CENTER INTRAMURALS
Kickball • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 4 PLAYERS
Teams winning a championship will receive a maximum of 4 t-shirts.

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA), with the following points of emphasis and modification:

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 Sports sanctioned events. Participation while under the influence of these substances is also prohibited in these areas. Any violation of this policy will be grounds for immediate ejection, forfeiture and possible suspension.
- **No Buff OneCard or Government issued ID = No Play! All intramural participants are required to have either their Buff OneCard or Government issued ID with them at EVERY intramural event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**

FORFEITS

GAME TIME IS FORFEIT TIME! All teams should arrive 15 minutes prior to the scheduled start of the game to check in and get the necessary equipment for the game. Any team failing to report ready to play at the scheduled starting time will forfeit to their opponent, be assessed a fee, and become ineligible for playoffs.

- **Teams who forfeit will have all of their members suspended until the forfeit fee has been paid. The forfeit fee will be \$30.**
- The captain of the team will be emailed a notification of the forfeit fee. Teams can pay the forfeit fee online (Link) or at the guest services desk at the Student Recreation Center.
- Once the fee has been paid teams will bring their receipt to the IM Sports office to be reinstated. Any team that forfeits a second time will be automatically removed from the league for the remainder of the season.
- 10-Minute Grace Period: If one team is present and ready to play, they can choose to grant their opponents a 10-minute grace period.
 - The game clock will start at the original start time.
 - If the required minimum number of players arrives within 10 minutes, the game will be played and recorded as an official game.
 - The waiting team will be given a point for every minute they wait.
- If neither team has the required number of players at the scheduled contest time, both teams will be given 10 minutes to complete their team.
 - No scoring advantage will be given to either team in this case.

- Teams that have a second forfeit will be assessed an additional forfeit fee and dropped from the league.

Defaults

If your team is unable to make a regular season game, your team captain must email the Intramural Office at imsports@colorado.edu by 2:00 pm the day of your scheduled game, and by no later than 2:00 pm on the Friday preceding a Sunday game time. This will result in a default and keep your team from being assessed a forfeit fee.

Teams that default a second game in a season will be treated as a forfeit and be given a forfeit fee.

ELIGIBILITY

The following people are eligible for participation in Intramural Sports:

- Students: All **full fee-paying** students are eligible to participate in the Intramural Sports Program. Graduate students who opt out of paying Recreation Center fees and who are not members of the Recreation Center are not eligible to participate in Intramurals.
- Faculty, Staff, and Alumni Members: All faculty, staff, and alumni members that have a Recreation Center Membership are eligible to participate in the Intramural Sports Program.
- Part-Time Students and Continuing ED: All **full-fee** paying part-time and continuing education students or part-time and continuing education students who are members of the Student Recreation Center are eligible to participate in the Intramural Sports Program. Part-time and continuing education students who opt out of paying Recreation Center fees and are not members of the Recreation Center are not eligible to participate in Intramurals.
- Student/Faculty/Staff Spouses: Spouses of eligible undergraduate students, graduate students, faculty and/or staff members who have a valid Recreation Center Membership are eligible to participate in Intramurals.
- The minimum age to participate is 15 years old.
- Miscellaneous: All other persons who have a valid Recreation Center Membership (minimum monthly membership that is active) are eligible to participate in the Intramural Sports Program.
- [Link to Rec Membership page](#)

*****All participants must present their Buff OneCard or any government-issued photo identification at every game to check-in. *****

TEAMS/ SUBSTITUTIONS

- Teams will consist of a maximum of 8 players.
- A minimum of 6 players are required to start the game.

UNIFORM/EQUIPMENT

- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- Players must wear athletic footwear (tennis shoes, cross trainers, etc.). No Crocs, flip-flops, toe shoes, sandals, boots, dress shoes or shoes of the like are allowed during play.
- Braces or casts are only allowed if deemed safe by the Intramural Supervisor on site.
- Balls will be provided by the Intramural Sports Department, but players must supply their own racquets (available for rental at the Student Recreation Center Equipment Check-Out desk).

THE GAME LENGTH

- Games consist of 6 innings. A new inning cannot be started after the 50-minute mark.
- If at the end of (50) minutes, an inning is still in progress, and the home team is losing, the inning will be played through its conclusion.

TIMEOUTS

- There are no timeouts in intramural kickball.

STARTING the GAME

- Captains should meet prior to starting time, shake hands, and review the captain's responsibilities.
- Captains must confirm that only players on the roster are participating.

MERCY RULE

- There is no mercy rule.

KICKING

- The ball must travel at least halfway to either 1st or 3rd
 - Any ball falling short of this mark, as determined by the official, will be considered a strike
 - However, if a fielder touches the ball prior to this mark, the ball is considered in play
- On any kicked ball that rolls closely to the baseline of being fair/foul, it is expected that the kicker should intend to run the play out, and for the defense to field any ball that's kicked
- All kicks must be made by foot/shin (below the knee)
 - A kick made by the knee or above will be a dead ball and count as a strike
 - The heel of the kicker's plant foot may not be in front of home plate when kicking
 - If they step in front of home plate the kick will be a dead ball and count as a strike
- Kickers may not stop the ball with their foot and then kick it
 - If a ball is stopped by the kicker, it is a dead ball
- A double kicked ball is when a ball touches a player twice before touching an opposing team member or any foreign object first
 - All double kicked balls will be considered dead balls, and runners may not advance or tag up
 - All existing base runners must return to the base in which they came
 - If the kicker double kicks into foul territory, or touches the ball in foul territory when they are hit the 2nd time with the ball, it counts as a strike
 - If the kicker is in fair territory when they are hit the 2nd time with the ball they are out
- A foul ball counts as a strike whether it's the first strike or third strike
- Thus, a kicker will strike out with any combination of 3 strikes and/or foul balls

PITCHING

- Underhanded only
- Pitches must pitch from pitcher's mound that's diagramed on the turf
- The heel of the pitcher's back foot may not leave the pitcher's mound
- As a pitched ball crosses the plate, if the ball bounces more than 6 inches above home plate (as measured by the bottom of the ball) and/or doesn't pass over any part of the plate, it will be considered a ball
 - However, the player may kick the ball, and he/she accepts the outcome
- If a pitch passes over any part of the plate, and it isn't too bouncy, it's a strike

FOULS

- Foul balls are counted as strikes
- A kicked ball that's stopped in foul territory before 1st or 3rd base will be foul
- A kicked ball first hits the ground in foul territory past 1st or 3rd base will be foul
- A moving kickball that is caught anywhere in foul territory, without interference from a foreign object will be an out
- If a fielder is in foul territory and touches a kicked ball that is in foul territory, it will be considered foul unless caught for an out
- A kicked ball that rolls past the outside of 1st or 3rd base in foul territory and no part of the ball rolled over any part of the base will be foul

- A moving kicked ball cannot be called until the ball has stopped, touched or passes/touched 1st or 3rd base
- Any kicked ball that hits a foreign object in foul territory will be considered foul Tagging up on a caught foul ball is allowed
- A kicked ball that initially lands/rolls in fair territory before 1st and 3rd base could then roll into foul territory will be a foul ball

BASERUNNING

- Runners must stay within the baseline
- Running past another runner isn't allowed – any runner passed by another runner is out
- Fielders must stay out of the base lines unless attempting to tag runner or field a kickball
- It is the runner's responsibility to avoid a collision
- There are no ties with baserunning (be confident with your call and make the best decision)
- Runners can run through first base free of being tagged unless they make a turn towards 2nd base
- Leading off base and base stealing isn't allowed
 - Any player leading off before the ball is kicked will be called out
- Runners may tag up once a fly ball is caught to advance to the next base
 - As a caught foul ball is considered an out and considered in play, runners may tag up on caught fly foul balls as well
 - As a dropped foul ball is considered dead, these cannot be tagged up on
- Hitting a runner with the ball above the shoulder is not allowed
 - The runner will be safe AND advance 1 base except when the runner intentionally uses his/her head to block the ball, and or the runner is ducking, diving or sliding (i.e. attempting to dodge the ball) and is hit on the head.
 - When the runner is hit with the ball above the shoulder level, other runners are permitted to advance to the base to which they were running, but do not receive additional bases unless forced by the advancement of the runner hit with the ball
- If multiple runners are on the same base at the same time, the field has the choice to tag either runner
 - The runner who is tagged is out and the other is safe
- Runners advance one base if the ball travels out of play on an overthrow
 - Advancing one base is defined as the base they are running to
 - If they are on a base when the overthrow that travels out of play occurs, they may advance to the next base
 - If the overthrow is into the outfield and stays in play, the runners may keep running until play action has ended and or time has been called
- If a ball in play touches a runner they are out
 - This includes runners hit by balls kicked by their own team members

FIELDING

- Infielders are limited to 6 players (usually a pitcher, catcher, shortstop, 1st base, 2nd base and 3rd base)
- Outfielders are to remain outside the baselines until the ball has been kicked
- Infielders are not permitted to move past the pitcher's mound until the ball has been kicked
- Fielders must allow base runners to reach the base they are covering
 - Blocking the base from base runners is prohibited
- There is NO infield fly rule

CONDUCT/SPORTING BEHAVIOR

We will be using a "2, 3, 4" method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity's season:

- The accumulation of **TWO (2)** unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the “Ejections” section.
- The accumulation of **THREE (3)** total unsporting conduct fouls during an activity’s season will result in the dismissal of the individual from the activity for the remainder of its season.
- The accumulation of **FOUR (4)** unsporting conduct by a team will result in the forfeiture of the contest.
- The accumulation of **FIVE (5)** total unsporting conduct fouls by the team’s participants during an activity’s season will result in the dismissal of the team from the activity for the remainder of the season.

**Unsporting totals rollover to playoffs*