### EVENT COORDINATOR:
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### REGISTRATION DATES:
Registration opens Thursday, October 20th at 8:00am and closes Monday, November 14th at 5:00pm.  
ONLINE ONLY – See Registration Instructions Below

### EVENT DATE:
Friday, November 18th

### LEAGUES OFFERED:
All teams will be Co-Rec.

### EVENT SITE:
The Co-Rec Kickball Tournament will be held at the SW Softball Fields 1-4.

### GAME TIMES:
Each team’s spot in the bracket will be scheduled by the Intramural Sports Staff. The bracket will be released two days prior to the date of the event.

### NUMBER OF PLAYERS:
Each team may have up to 10 players in the lineup and as few as 6 in order to start a game. If a team starts a game with 6 or 7 players, they may add up to 8 players anytime during the game. A ninth or tenth kicker will not be permitted to add once the game has started. 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 and in the lineup there must be a gender difference of one. Players must also kick in alternating gender order.

### RULES REVIEW:
- A regulation game shall consist of 7 innings or 35 minutes, whichever occurs first. The championship game will last 7 innings.
- 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.
- The kicker has two pitches to put the ball into play. Penalty: Kicker is out.
- When kicked 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. If the ball comes to a complete stop within the 10 foot line without being touched by the fielding team the kicker is out.
- The fielding team pitcher must remain behind the pitching mound until the ball is kicked. One player may roam anywhere within the infield but may not cross the 10 foot line until the ball is kicked. 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.

### EQUIPMENT:
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 are prohibited.

All jewelry and rubber bands/hair ties on wrist are prohibited and will result in an automatic out at the time of infraction.

### FORFEITS:
GAME TIME IS FORFEIT TIME. Any team that is not checked in by the start time of their game will be forfeited from the tournament. The captain of the team will be assessed a $30 forfeit fee to his/her student account within two business days of the event.

### TIE-BREAKER:
If a game is tied after 7 innings (or 35 minutes, whichever comes first), extra innings will be played until a winner is determined.

### FORMAT:
The tournament will be a 32-team single elimination tournament.  
(Tournament structure subject to change dependent upon number of teams registered once registration has closed.)

All other teams will be placed on the waitlist.

### AWARDS:
Intramural Sports Championship T-shirts will be given to the winning team (maximum of 12).

### REGISTRATION PROCESS:
**Registration opens Thursday, October 20th at 8:00am and will remain open until Monday, November 14th at 5:00 pm.**

1. **Register your IMLeagues Account**
   a. Go to [https://www.recSports.ufl.edu](https://www.recSports.ufl.edu).
   b. Under the Intramural Sports tab, click on **CAPTAIN’S MEETING AND REGISTRATION**.
   c. Click the link for **ONLINE REGISTRATION**.
   d. Sign on using your **gatorlink username and password**.
   e. At the bottom of the page, click on the **Intramural Sports IMLeagues graphic**.
   f. Complete the required information and click **Submit**.

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g. Click the **University of Florida** link at the top of the page.

2. **Signing Up A Team For An Intramural Sport**
   a. Log in to your IMLeagues account using your gatorlink username and password.
   b. Click the **Create Team** button at the top right of your Use Homepage OR click on the **University of Florida** link and go to the school’s homepage on IMLeagues.
   c. Select **Kickball** and the League you wish to play in (if registration has not opened yet, you may organize your team in the Waitlist. Once registration opens you must log in and move your team from the Waitlist to desired league).
   d. Click **Create Team**.
   e. There is no captain’s quiz for the Kickball Tournament.
   f. If registration has not opened and your team has been added to the waitlist, once league registration opens you must move your team to desired league.
      i. Log in to your imleagues.com account.
      ii. Select your kickball team from the “Teams” section on your homepage.
      iii. A red banner will appear at the top of the next screen prompting you to “click here” to view open spots in leagues.
      iv. Review open spots and move into desired league.
      v. If there are no remaining spots, leave your team on the waitlist and you will be contacted by an intramural staff member.
   g. Remember, you are not selecting a time but merely a spot in the division. Teams will be randomly assigned a spot in the bracket by the intramural staff.

3. **Joining An Intramural Sports Team**
   a. Create a Team (for team captains only)
      i. Invite members to the team
         • If team member has **already registered** on IMLeagues, search for his/her name and invite him/her, all invited members must accept the invitation to be added to your team
         • If team member is **not registered** on IMLeagues, scroll down to the "Invite by Email Address" box and input his/her email address.
   b. Join a Team
      i. Click the orange **Join Team** icon button at the top of your homepage.
      ii. Select **Kickball** and the League which your desired team is registered.
      iii. A list of teams playing in that division will load, select the team you wish you join by clicking the orange **Join Team** icon.
      iv. Agree to the waiver and fill in all necessary information.
      v. A message will be sent to the captain of the team you asked to join, once the captain has given approval you will be added to the roster.

**Note:** IMLeagues offers a live support button on the top right corner of all pages, should you encounter any difficulties.

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