

All players **MUST** check-in with the supervisor prior to participation. Each player should verify their eligibility in one of the following ways:

1) **Present their own, valid Gator 1 Card before each contest to be eligible to participate**

**OR**

2) **Have a registered RScconnect profile and be part of the team's roster. The participant must verify their UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.**

### **NO EXCEPTIONS!**

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 Infirmary before participating in Intramural Sports.

### **GAME TIME IS FORFEIT TIME**

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

The officiating will be done by officials who are in absolute control of the match. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

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

## **1. Team Requirements**

**1.1** Each team may have up to 10 players and as few as 6 in order to start a game.

**1.1.1** A team must have 6 players signed in at game time.

**1.2** A team must have at least 6 players on the field to continue playing, 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.

**1.3** 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. A ninth or tenth kicker will not be permitted to add once the game has started.

## **2. 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** No jewelry is to be worn during game. Jewelry to be taken out is at the discretion of the officials.

**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.

## **3. 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. Only players in the kicking lineup are eligible to play in the field.

**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

#### 4. Length of the Game

**4.1** A regulation game consists of a maximum of seven innings. No innings will be started after 50 minutes of playing time has elapsed. If an inning is started, it must be completed. Innings are considered started once the third out of the previous inning is made. Completed games which end in a tie during the regular season will stand. There will be no warm-up time given to either team because of the time limit. Teams should warm up in the designated areas off the field before their game.

**4.2** If a twelve-run difference occurs during a contest after four (4) 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 6th inning, score reverts to end of the 5th inning.)

**4.4** No time limit will be in effect during championship games, but the mercy rule still applies.

#### 5. 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 and 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.

#### 6. 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 base runner 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 base runners to use the orange bag and while fielders are using the white bag to avoid any possible collisions.

**6.10** Runners may still tag up if a ball is caught in foul territory.

## 7. Kicking

**7.1** The kicker will have a maximum of three pitches to put the ball into play, in which a maximum of two pitches may be fouled off.

**7.1.1** Failure to put the ball into play after three pitches or after two strikes/foul balls will result in an 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 foul ball on the kicker.

**7.3** The ball may not be kicked until it becomes even with or is behind home plate. A violation of this results in the play being called dead and a strike/foul ball is awarded.

**7.4** If a kicking team's ball never completely crosses the 10-foot semicircle in front of home plate (see Rule 8.8), the kicker will be called out and all runners will return to their original bases.

**7.5** 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)

**7.5.1** A runner who is hit above their shoulders is safe and advances one (1) base.

**7.6** An extra hitter (EH) may be used. They are 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.

**7.1** 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.

## 8. Pitching & Fielding

**8.1** Teams will pitch to their own teams.

**8.2** The kicking team will be allowed to designate one player to stand at the pitchers' mound and pitch to their own team. This player cannot interfere with normal fielding team's play. Should this player be struck by kicked ball, the teammate kicking will be accessed an out and the play is call "dead". There is no advancement of base runners. The fielding team will still place a "pitcher" at the mound and will play the normal role of that position fielding the ball.

**8.3** If the kicking team's pitcher is struck with a thrown ball or obstructs the fielding team, it is the **umpire's discretion** on whether or not interference is called.

**8.4** 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. Violation of this will result in a strike/foul ball.

**8.5** 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. A legal delivery shall be a ball that is delivered to the kicker underhand. Violation of either will result in a "no pitch" being called.

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**8.6** All teams must field a catcher directly behind the kicker. The catcher must remain behind the kicker until the ball is kicked.

**8.7** The fielding team pitcher must remain behind the pitching mound until the ball is kicked.

**8.8** One player may roam anywhere within the infield. However, the one "roamer" may not cross the semicircle line that will be placed approximately 10 feet from home plate until the ball has been kicked. Once kicked, fielders may enter the semicircle.

All other players must remain behind each **base line** until the ball is kicked.

Penalty: A team's first infraction regarding positioning prior to the ball being kicked will result in a Fielder Encroachment Warning to the team, no pitch will be called, and the count will remain the same and the kicker will return to home to kick again. The second and each subsequent fielder encroachment infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.

**8.9** If a player on the defensive team touches the ball before it has passed the semi-circle or arc, the ball is live.

### 9. 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 are runners on 1<sup>st</sup> and 2<sup>nd</sup> base or 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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.

### 10. Appeal Play

**10.1** An appeal play is a play in which an umpire cannot make a decision until requested by a coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has left the field when the pitcher and all the infielders have left fair territory.

**10.2** There are 3 types of appeal plays:

**10.2.1** missing a base

**10.2.2** leaving a base on a caught fly ball before the ball is first touched

**10.2.3** kicking out of order

**10.3** Once a dead ball has been called, any infielder (including the pitcher and catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The plate umpire should acknowledge the appeal, and the administering umpire should make a decision on the play. Base runners cannot leave their bases during the appeal.

### 11. Co-Rec Rules

**11.1** Teams are composed of any of the following combinations: 3M and 3F, 4M and 2F, 4F and 2M, 4M and 3F, 3M and 4F, 4M and 4F, 5M and 4F, 4M and 5F, or 5M and 5F.

**11.2** Kicking

**11.2.1** 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 start kicking with man M1 the kicking lineup would be as followed: M1, F1, M2, F2, M3, F3, M4, F1, M1, F2, etc.

**11.2.2** Men and women courtesy runners must replace men and women respectively.

**11.2.3** Courtesy runners will be the last "kicked out" by a particular gender.

**11.3** Men and women may play any combination of positions in the field.

### 12. Rule Clarification

**11.1** Any runner who is physically assisted by a coach or anyone except another base runner is to be declared out. The ball is dead, and runners must return to the last base they touched.

**11.2** A missed base must be appealed. An umpire cannot call a player out unless the offended team appeals.

### 13. Game Cancellations - due to weather

**12.1** A game may be canceled at any point due to inclement weather/poor field conditions.

**12.2** 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.

**12.3** If a game is canceled and has been played past the 4th inning, the score will stand as it was in the last complete inning. (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)

**12.4** Games that are canceled prior to being played due to weather will be recorded as "no results."