Emmanuel College
Intramural (Recreational) Sports Kickball Rules

OBJECTIVES

- The encouragement of a closer, more intimate one-to-one relationship with God.
- Others before self.
- A social activity within a physical arena that encourages positive competition while advancing a whole-body, whole-community well-being concept.
- Having fun!

**PLAYERS & FANS**: Profanity, rude and/or aggressive verbal or physical behaviors will not be tolerated. This includes language that makes fun of any ethnic, cultural, gender, religious, or socio-economic group from an individual or group perspective. There is no ‘fun’ in language that ridicules others. Profanity or rude language or aggressive or rude behavior will result in immediate ejection from the current matches and may result in suspension from Intramurals activities. Repeated occurrences of the language and behavior expectations will be referred to the Vice President for Student Life for disciplinary action. Physical violence of any type will result in: immediate ejection from the current matches; a three (3) game suspension from Intramurals activities; referral to the Vice President for Student Life for disciplinary action.

PLAYING FIELD

- The playing field will be similar to the standard size field for high school / collegiate women’s softball.
  - There will be no outfield fencing.
- The Intramurals program will assure that:
  - The field is drug and raked to enhance safety of participants.
  - The field is properly stripped and bases are secured in proper position.
- The entirety of the painted foul lines is out-of-bounds.
- The Intramurals’ program will provide the game-ball.

THE GAME / PLAYERS / EQUIPMENT

- NIRSA rules will be followed for any circumstance not covered by these EC specific rules published as part of this document.
- Players may wear soft (padded) knee or elbow, or other body braces. A hard-covered brace is not permitted.
- All players ‘MUST’ wear appropriate athletic footwear.
- Metal, screw-in, and or Hard Plastic cleats are ‘NOT’ allowed.
• Players must remove ALL jewelry prior to participating.

• The game will begin with a coin toss, with the winning Captain having the choice of starting on offense (Visitors) or defense (Home).

• A game will consist of 5 complete innings, or a 40 (forty) minute time limit.

• One (1) non-playing Captain (Co Captain) will serve as the ‘Game Umpire’; responsible for calling all fouls, violations, infractions, and scores. Alternatively, a student-leader or a student serving as an umpire as part of a formal referee class internship may serve as ‘Game Umpire’.
  o The Umpire will take a primary game position generally between the pitcher and the defensive player for second base.

• One (1) non-playing member of the Intramurals Leadership Team will serve as the ‘Official Score Keeper & Timer’ for all matches.
  o The Score Keeper will not make any calls regarding on-field rule violations.
  o The Score Keeper must clearly announce the score after each play is completed.
  o Once remaining game time limit is under five (5) minutes the Score Keeper will announce time remaining at one (1) minute intervals. When the time limit is under one minute the Score Keeper will announce time remaining at fifteen (15) second intervals.

• The Score Keeper will also administer and track all team time out periods.
  o Each team is permitted two (2) one (1) minute time-outs per game.
  o Time-out may be requested at any time during a dead ball, but must be requested by the Captain or Co Captain.
  o At the end of a time-out period, the game will start after the “Play Ball” is called by the Score Keeper.

• Two (2) non-playing members of the Intramurals Leadership Team will serve as line umpires. They will position themselves directly behind the first base and third base markers; directly inline of the foul line markers so that they have an obstructed view of the entire playing surface to include boundary markers.
  o Line umpires may need to move slightly so that they have a complete and unobstructed view of the boundary markers.
  o The line umpires will make calls as to a ‘Foul Ball’, runner safe or out, and other base specific calls. The traditional ‘out / safe’ hand signals will be used to indicate runner / play results.

• Captains (Co Captains) are the only team members who may address game umpire or line judges.
Captains (Co Captains) are responsible for the enforcement of all playing rules at the team level.

Captains (Co Captains) are responsible for supervising the behavior of their team roster members.

Captains (Co Captains) are jointly responsible for overall game management.

Captains (Co Captains) are responsible for making sure that each team member is dressed appropriately including color-matching team shirts.

Captains (Co Captains) are responsible for annotating the game rosters provided by the score keeper.

A minimum of five (5) players is required to play a game. Failure to field at least five (5) players constitutes a forfeit. In case of a double-forfeit, neither team will garner win points; each team will be given appropriate participation points.

Game time is player roster time. If a team cannot field at least five (5) players within five (5) minutes of game time; a forfeit is in effect. In order to claim forfeit, a team must have the correct number of players present and ready to play.

Each team side shall consist of a maximum of nine (9) defensive players at a time. The defensive team may be set up in any order the team wishes. There is no set rule for placing defending players.

All playing team members will kick in the order determined by the Team Captain, and noted prior to the start of the game. Every offensive player kicks once each inning. When the last batter of a half-inning puts the ball in play, the half-inning will end either when the final batter has been put out (regardless of the number of outs), or when the defense is in possession of the ball while touching home plate; creating a dead-ball situation. No tag is necessary at home plate.

The defense "pitches" the ball to the kicking team.

The ball is put into play when the pitcher rolls the ball toward home plate and the batter attempts to kick the ball.

- There will be one pitch limit unless the pitch is fouled off, then the kicker will receive another pitch. If fouled off again, the kicker will be out.
- The batter must wait for the ball to be within three feet of home plate before attempting to kick the ball.
- If the pitch is not within the three foot area of home plate the batter should not attempt to make a kick. Another pitch will be made.
○ There are no strikeouts or walks. A batter gets only one attempt at kicking the ball. A missed attempt is an out.
○ Bunting will not be permitted and is a dead ball and an automatic out.
○ There will be no infield fly rule.

- A player will be ruled out if they kick two fouls, 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. EXCEPTION: a player who is not in a regular standing / running position and is hit in the face/head will be ruled out! (excluding bending down to avoid getting hit or the runner falling down)

- Traditional rules of base running apply. Base runners may be thrown out in the same way that a kicker can. Once a base-runner safely crosses home plate, they will be considered "safe" and their run will be counted.
  ○ Since there is no outfield fence; homerun efforts must meet the ‘in-the-park’ definition. A kicker-runner must earn the home run by running the bases without being thrown out by the defense. There is NO automatic home run distance.
  ○ The batter is out in situations similar to softball (force outs, pop outs, etc.). In addition, a runner is out when he/she is hit by at or below the shoulders by a thrown ball.
  ○ 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 deliberately 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.

- If the score is tied at the end of a regular season game, one (1) additional inning will be played. If neither team leads at the end of the extra inning period the contest will be determined a tie. In tournament play, innings will continue until the score indicates a winner at the end of the bottom-half of an inning.

- No infield practice is allowed after the first inning.

- There is ‘no’ skunk rule. However; a team Captain (Co Captain in lieu) may forfeit a game prior to and at any time during the scheduled game.

- Player substitutions may be made only during dead-ball times.
  ○ A substitute entering for a team on offense must enter during a dead-ball time, prior to the next pitch by the defensive team.
- If an accident to a kicker-runner or base-runner prevents them from proceeding in the game, a substitute runner will be permitted.
- An ejected player must be replaced. If a player ejection causes a team to fall below the minimum 5 (five) players, an automatic forfeit will be enforced.