

TWU Fitness and Recreation
Intramural Sports
Kickball

****www.twufitnessandrec.com****

ACCIDENT INSURANCE

The State of Texas and Texas Woman's University cannot accept liability for injuries. Participants are encouraged to provide their own accident or personal insurance.

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to:

- ✓ Keep roster up-to-date
- ✓ Know the rules and abide by them
- ✓ Respect and cooperate with the officials

It is the responsibility of the team captain to:

- ✓ Insure proper behavior on the part of his/her team's fans
- ✓ Be responsible for his/her team for all the above

Friendly competition and good spirited rivalry are expected, however:

- ✓ Officials and student sport supervisors are university employees and will not tolerate verbal abuse or physical threats from or amongst players, captains or spectators
- ✓ Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension to calling DPS.

Sportsmanship Ratings will be assigned by the captains and Intramural Sport Student Supervisor following each contest:

- ✓ A team must have a "B" average to be eligible for the play-offs, regardless of their win/loss record. During playoffs, a team receiving a sportsmanship rating lower than a "B," will not be allowed to advance regardless of victory.

GENERAL

You must show a valid TWU, Fitness and Recreation, or Texas ID to participate:

- ✓ ID cards will be collected by officials prior to contest
- ✓ No ID, no play, no exceptions
- ✓ Any problems with a lost or misplaced ID must be taken care of prior to game time in the Assistant Director's Office between 10a.m. - 4p.m.

Team captains, and only team captains, may address the officials:

- ✓ May only address matters of rule interpretation or essential game information and must do so in a courteous manner
- ✓ Any verbalization directed toward an official other than outlined above, will result in ejection from the game

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BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is sufficiently covered (preferably by a trained individual), or all pieces of the uniform that have blood on them are removed and replaced.

FORFEITS

Game time is forfeit time:

- ✓ One forfeit during the season automatically removes you from playoffs and possibly from the rest of the season (unless the Assistant Director says otherwise).
- ✓ Each team is allowed only one default. Notification of a default to the Assistant Director before noon on the day of play will result in a loss but will not result in removal from playoffs, and possibly the rest of the season.

PLAYERS

Roster size is limited to 10 players:

- ✓ Players must be TWU students, Fitness and Recreation members, or faculty/staff
- ✓ Teams must have a minimum of 6 players to register as a team

EQUIPMENT

Shoes:

- ✓ No bare feet
- ✓ Tennis shoes (that tie) must be worn

Equipment:

- ✓ Fitness and Recreation has equipment for use. Kickball will be provided.

GAME SET-UP AND TIME

1. A game will consist of six (6) innings or 40 minutes, whichever comes first. No new innings will begin once the 50-minute time limit has expired. Any inning which has been started prior to the time limit expiring will be completed.
2. In the event that the score remains tied after 6 complete innings or 40 minutes, extra innings will be played until the tie is broken. The team at bat will begin with a runner on second base.
3. The winner of the match is the team with the most points at the end of 6 innings or 40 minutes whichever comes first.
4. If a team is ahead by 15 runs after 4 complete innings or 10 runs after 5 innings, then the game will be considered complete. The run rule will apply to all games including the championship game.
5. **Game time is forfeit time:**
 - ✓ Game time is forfeit time

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COURT PLAY

1. Pitchers:

- ✓ Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder.
- ✓ Pitchers (of the kicking team) will not be responsible for playing defense. When the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw. If, in an umpire's opinion, the pitcher interferes with any parts of a defense's play, the umpire may call out a runner or the kicker as appropriate. The ruling will follow guidelines similar to interference and obstruction in the NIRSA softball manual.
- ✓ The pitcher must be a member of the offensive team, but does not have to be one of the kickers in the line-up. All-time pitchers are permitted (must be signed in as a team member). If the pitcher is a kicker in the line-up, when it is the pitcher's turn in the line-up, another player will be required to enter the game to pitch.
- ✓ 4. In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitching rubber until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand and a slow to moderate speed. Bounces are permitted.
- ✓ 5. Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball, he/she will be out.

2. Kicking:

- ✓ All players in the line-up will kick in each inning. Therefore, up to 8 outs may be recorded during a team's at-bat.
- ✓ The kicking order may change each inning.
- ✓ The offensive team (pitcher and kicker) is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without the offense notifying the defense that it is their last kicker, that kicker will be ruled out, no runs will be allowed, and the inning will be over.
- ✓ The kicker must contact the ball within the boundaries of the box around home plate. If a kicker contacts a ball outside the box, he/she will be called out and all runners must return to their original base.
- ✓ Foul balls on the 1st or 2nd pitch will be ruled foul. If a foul is kicked on the 3rd pitch, the batter will be out.
- ✓ There are no walks.
- ✓ A kicked ball must clear the bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded in this area are considered foul and if on the 3rd pitch, the kicker will be out. All balls fielded in this area are considered dead and all runners must return to their original bases.

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3. Fielding:

- ✓ Defensive positioning is restricted by the following:
 - a. No more than 6 players (including a "fielding pitcher" and catcher) may position themselves within the infield area prior to a pitch being kicked. In a game with 8 fielders, 2 must begin each play in the outfield area.
 - b. Each team must provide a catcher. The catcher must field from behind the kicker. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.
 - c. If a team provides a "fielding pitcher", the "fielding pitcher" may align themselves on either side of the offense's pitcher no closer than 3 feet from the pitching rubber. The "fielding pitcher" may not position themselves in front of pitcher's rubber (closer to the plate) until a ball is kicked.
 - d. Only one other infielder, other than the "fielding pitcher", may position themselves inside the diamond (inside the 1st/2nd/3rd base diagonals) until the ball is kicked.
- ✓ In coed play, a maximum of 3 males and 3 females may play in the infield. This maximum includes the pitcher and catcher. The remaining players will play the outfield.
- ✓ The kicker is out in situations similar to softball (force outs, fly outs, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. Any runner hit above the shoulders is safe. In this case, the play continues but the runner who was hit above the shoulders is NOT liable to be put out until after he/she touches the next base. However, if the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners must return to the base they last touched).
- ✓ In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.
- ✓ There is no infield fly rule.

4. Any participant dismissed for misconduct must leave the facility immediately.

Failure to comply will result in a team forfeiture of the game and a call to DPS will be made.

- ✓ Any player ejected from a game for misconduct will not be allowed to participate in the next played contest, or in any Fitness and Recreation event thereafter, until he/she has met with Assistant Director.