



UNIVERSITY RECREATION & WELLNESS

INTRAMURAL SPORTS

Kickball

Location

All games are played on the RecWell Softball Fields, located next to the Mitchell Building on the Engineering Fields.

Eligibility Rules

1. All undergraduate and graduate students currently enrolled in any department or college of the University, current faculty, and staff shall be eligible for all Intramural Sports activities.
2. All players must have their current, valid University of Maryland ID in order to sign in and participate. Players must be on a team's online roster in order to be eligible to play, which can be found at <http://www.imleagues.com/Maryland>. Members of the Varsity & Junior Varsity Softball and Baseball Teams are NOT eligible to participate in Intramural Softball.
3. Once playoffs begin, players cannot be freely added to the online roster. Players must complete the concussion safety quiz found on the IM Leagues Website, (click "take the quiz") prior to playing in any game.

Rosters

1. Any player under the influence of alcohol and/or illegal drugs will be disqualified from play and their team will forfeit the contest. Any team that forfeits will receive a "0" sportsmanship rating and will not be eligible for playoffs.
2. Each game shall be governed by ASA Rules with the exceptions of those outlined below.
3. Teams must have an equal number of men and women or one less ON THE FIELD. One of the following male/female ratios must be used:

5 women / 5 males	4 women / 5 males
4 males / 5 women	4 males / 4 women
3 women / 4 males	3 males / 4 women
4. If a team is unable to field the required number of male and female players, the game will be forfeited, and the team captain will be assessed a \$40 forfeit fee by the Intramural Office. **If a team captain knows in advance that their team will not be able to field the required number of players, they must call the Intramural Office by noon the day of their game in order to avoid being assessed the forfeit fee.**
5. The batting order must alternate male/female, but there are NO LIMITATIONS on the number of players on one team. You will have separate male and female batting orders.
6. In accordance with our [gender identity policy](#), any individual who does not identify as a woman will participate for the purpose of batting order and playing in the field as a non-woman participant. If you have a specific question regarding your team, please do not hesitate to contact our office, we will be glad to accommodate in any way we can.

Equipment

1. Shoes. All Participants must wear athletic shoes (i.e.: cleats, tennis shoes, etc). Open toed shoes, metal cleats, bare-feet and sandals are strictly prohibited.
2. Participants must wear athletic clothing. Clothing that restricts the natural movement of the participant (i.e.: blue jeans, khaki shorts, etc.) are prohibited.

3. Jewelry: PLAYERS ARE NOT ALLOWED TO WEAR JEWELRY. (EYEBROW RINGS, WATCHES, NECKLACES, EARRINGS, ETC.) COVERING THE ITEM WITH TAPE IS NOT ACCEPTABLE, AS IT DOES NOT PREVENT THE POSSIBILITY OF INJURY. Only stud earrings are acceptable, but are discouraged.

Game

1. Each game shall be 7 innings or 50-minutes in length, whichever comes first. Although an inning may be completed no NEW inning may start after the 50-minute mark.
2. Each batter will begin with a 1 and 1 count (1 ball, 1 strike).
3. Once a player has two strikes, that player will be declared out on the **next foul ball**.
4. Mercy Rule. If after 4 complete innings a team is ahead by more than 10 runs the game shall end.

Playing Rules

1. Stealing. There is no stealing in kickball. If a player attempts to steal a base the ball shall be declared dead and the runner out.
2. Sliding. There is NO head first sliding in Intramural Kickball. Players who slide head first in an attempt to reach a base will be declared out. Players may slide feet first. When involved in a double play base runners are required to run out of the base path to avoid interference
3. Leading Off. There is no leading off in kickball. Players must remain in contact with the base until contact is made with the ball.
 - a. if a player leads off and the batted ball is fair, upon appeal by the defense, the runner shall be declared out.
 - b. if a player leads off and the ball is swung at and missed or lands foul a warning shall be issued by the umpire.
4. Missed Base. If a runner misses a base the defense may appeal before the next legal pitch to the umpire who in return will give an "out" signal if true or a "safe" signal if false.
5. Infield Fly. A fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort when first and second base (or first, second & third) are occupied with less than two outs. The batter will be declared out and runners can advance accordingly.
6. If the ball is thrown into a *Dead Ball Area*, play will stop and each runner is awarded the base they were running to at the time the ball was thrown, plus one. Umpires will clarify the *Dead Ball Area* in the captains meeting prior to the game.
7. Unlimited Substitution. Unlimited Substitutions is when everyone gets a turn at bat, but only ten players are in the field.
8. Baserunner/ Batter Interference. A batter/runner may not hinder the attempt of a defensive player to field or throw the ball. The offending player will be called out, except in the case of batter interference when a runner is attempting to score from 3rd base with less than two outs, in which case the runner will be called out.
9. Obstruction. A fielder who is not actively trying to field or throw the ball, or attempting to tag a runner out, may not hinder a baserunner's ability to make a base.
10. Flagrantly running into another player is prohibited. If in the judgment of the umpire the contact was flagrant the offending player will be ejected. There is no intentional charging of the catcher.
11. Ghost Runners. Pinch runners are NOT permitted. Participants may not bat the ball and have someone else run for them. In the care of injury, the umpire will make a decision for a substitute.
12. In addition to force outs and tagging, runners may be "pegged" with the ball at or below the shoulders. A runner who is "pegged" and not on a base shall be out as if they were tagged. Runners hit directly in the head or neck (not as a result of them ducking down into the path of the ball) will not be out, and be automatically granted the base they were going to plus one.

Pitching and Kicking

1. Pitchers should roll the ball so that it does not bounce more than twice nor bounces above knee height. Additionally, pitches shall be rolled at a reasonable speed. At the sole discretion of the umpire,

an illegal pitch shall be declared a ball. Repeated violations will result in automatic awarding of first base, and/or a pitching change.

2. Pitches that cross the plate area within 3 feet of either side of home plate shall be a strike.
3. Kickers must wait until the ball is within 3 feet of the front of home plate to contact the ball. Failure to do so will result in an automatic strike.
4. NO BUNTING. Intentionally striking the ball so that it comes to rest short of an imaginary arc that intersects the pitcher's rubber and both foul lines is not allowed, and will be declared an OUT. **If the pitcher chooses to touch and play a ball before it rolls past this imaginary line, the ball is live and in play.**

Updated 8/2/19