



INTRAMURAL KICKBALL RULES AND REGULATIONS

Current A.S.A. softball rules will govern kickball with the following modifications:

GENERAL PROCEDURES

1. All intramural participants must be registered with the UW-EC, and have a roster on hand with the University Recreation Department, or is a faculty/staff member affiliated with UW-EC.
2. All team sports will follow an unlimited roster policy. New players may come to the competition and be added to your roster as long as they have their UW-EC Blugold ID.
3. To be eligible for playoffs, a player must have played in at least one regular season game for that team.
4. The regular season of all competitive leagues will be followed by a single elimination playoff tournament when time permits.
5. Abusive, derogatory, and demeaning comments & gestures will NOT be tolerated in Intramural sports. Violators will face suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions under the UWEC Code of Conduct.

GAME RULES

1. Kickball s will be provided by university Recreation
2. A team consists of eight players. A minimum of six is required to start and continue a game.
3. Games are 7 innings or 55 minutes. If the time limit has elapsed and the inning in progress has been completed with the score tied, the game will remain a tie.
4. Two complete innings constitutes a complete game. During regular season and playoffs, games called prior to two complete innings due to occurrences beyond our control may be replayed in their entirety upon consent of both team managers and the Intramural Director.
5. Games with a score differential of 10 or more runs after 4 complete innings will be terminated.
6. The ball is put into play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out.
7. 3 outs or 1 time through the line-up constitutes an inning. When the last batter of an inning puts the ball into play, the inning will end either when the batter has been put out, or when the defense is in possession of the ball while touching home plate. No tag is necessary at home plate.
8. The batter is out in situations similar to softball (force outs, pop-ups, etc.) In addition, a runner is out when he/she is hit by a thrown ball below the waist.
9. The batting order delivered to the game monitor must be followed throughout the entire game, unless a player is replaced by a substitute. When this occurs, the substitute may take the place of the removed player in the batting order. Therefore, teams which start a game with fewer than eight players may not add additional players once the game begins.
10. Co-rec teams may play with a gender difference of one. They must maintain a minimum of six and a maximum of 8. Co-rec teams may use extra batters provided they have eight players in the field. If a team elects to use the extra batters, they must use one male and one female. Unlike ASA rules there is no alternating sex batting order. In the field, any gender may play any position.

SPORTSMANSHIP

1. Team managers are responsible for the eligibility and conduct of all their players. Game umpires are instructed to speak with team captains only! The umpire may eject players who choose to ignore this rule.
2. The umpire may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for the ejection on a daily report. Once on report, a player must meet with the Intramural Director before being reinstated for competition.

EQUIPMENT

1. A team may wear apparel of their choice. However, shoes and shirts must be worn at all times.
2. NO JEWELRY of any kind is permitted while participating in any Intramural activity. Failure to remove jewelry will result in ejection from the contest. Any exposed piercings must be taped.

FORFEITS

1. Captains of any team forfeiting a contest must stop by the UR office in person by 4:30 of the next business day to re-enter their team. Failure to do so will result in the team being dropped from further competition. Any team forfeiting a game will not be eligible for post-season play.
2. Any team forfeiting two games will be automatically dropped from competition. Any team may be charged with a forfeit for unsportsmanlike conduct.

DEFAULTS

1. Any team unable to attend a game may default their contest, if this is done twenty-four hours in advance of the scheduled game time. Sunday games must be defaulted by Friday noon. A default will result in a loss by the defaulting team, and will have no effect on playoff eligibility.

