Intramural Kickball Co-Rec Rules
Summer 2017

Participation Warning
There are inherent risks of mental and physical injury in Intramural Kickball; therefore, you may be mentally and/or physically injured by participating. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of basketball as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

Intramural Policies
1. **Eligibility:** Each team must have one person who has a current Aggie Recreation Center summer membership. That individual will then register their team on IM Leagues and pay the team fee either in person at the ARC, or over the phone via credit card by calling 435-797-0453. The rest of the team can be community members and must sign a waiver prior to the first game.
2. **Bleeding:** During any game, if a supervisor, scorekeeper, or official detects a participant who is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the game shall be stopped. The staff will contact the Campus Recreation Athletic Trainer, and the participant will receive medical attention. In order for the participant to continue to play, the bleeding must be controlled, the wound covered, and clothing changed if needed.
3. **Jewelry:** No jewelry may be worn while participating in games. The following is considered jewelry: watches, bracelets, earrings, rings, Fitbits, necklaces, chains, and headgear (barrettes, plastic clips, hats, etc.). Note: Head-bands or bandannas may be worn if they are no wider than 2 inches and made of non-abrasive cloth.
4. **Sportsmanship:** Unsportsmanlike conduct will NOT be tolerated. Any person may be ejected from a game and playing area at any time without warning for unsportsmanlike conduct.
   a. Each time a player, manager, and/or spectator is ejected from a league game, the player will be ineligible for their next game in that league (i.e. if player is ejected in a men’s game, they will miss their next men’s game).
   b. If a player is ejected during a tournament game, that player will miss their next scheduled game, regardless of what league it is in, and even if the team they were ejected from loses.
   c. Any player who receives three or more technical fouls during league and/or tournament play will be required to miss their next game before he/she can continue to play. For each additional technical foul received, he/she must miss another game.
5. **Identification Requirements:** All participants must present a form of ID to the Intramural Supervisor prior to the game starting. All individuals must complete a waiver prior to their first game.
6. **Protests:** Any team has the right to file a protest. Any protest must be filed by the team captain and within 24 hours of the contest. A $10 protest fee must be paid to the ARC Service Desk at time of filing the protest. If ruling is overturned, the team will receive their $10 back, but if the ruling stands, they will not receive a refund.

7. **Spectators:** All spectators must follow USU Campus Recreation policies. No musical instruments or phone-like items will be used during the game. The Intramural Sports Program is dedicated to providing a family-friendly environment, and the Competitive Sports Supervisor has the right to warn and/or kick out any spectator that is behaving inappropriately. This includes but is not limited to swearing, vulgar language, intent to harm another individual, respect towards employees and the opponent’s players/spectators, etc.

**Sportsmanship Rating System**

The sportsmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 (“B”) average in order to qualify for tournament play. Teams must also maintain a 3.0 (“B”) average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating should do so the business day following the contest by contacting the Competitive Sports Coordinator in the ARC or call 435-797-0552.

The sportsmanship rating system is based on the following criteria, **but not limited to:**

**A = Excellent Conduct and Sportsmanship (4.0)**
- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

**B = Good Conduct and Sportsmanship (3.0)**
- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
- Teams receive one unsportsmanlike conduct penalty will receive no higher than a "B" rating.

**C = Average Conduct and Sportsmanship (2.0)**
- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanlike conduct penalty.
- Manager exhibits minor control over team/spectators, but is in control of himself/herself.
- Teams receiving multiple unsportsmanlike conduct penalties will receive no higher than a "C" rating.
- Team is unable to produce a team at game time resulting in a forfeit.
D = Below Average Conduct and Sportsmanship (1.0)

- Team continually dissents the officials and/or opposing team from the court/sidelines.
- Team manager exhibits little or no control over team/spectators or himself/herself.
- Teams that have a player ejected will receive no higher than a "D" rating.

F = Poor Conduct and Sportsmanship (0.0)

- Team is completely uncooperative; manager has no control over team/spectators/self.
- Teams play with ineligible participants or withhold any information requested.
- Damage or destruction of any Campus Recreation facility/equipment.
- Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an “F” rating.
- Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving an "F" rating during tournament will not be allowed to advance.

Teams receiving a "D" rating during tournament must have their manager meet with the Intramural Director before their next scheduled contest.

Teams that do not maintain a 3.0 Average during Tournament play will be required to meet with the Intramural Director before their next scheduled contest.

Further information on intramural participation policies can be found in the USU Intramural Sports Handbook.

Rules of Play

Team and Equipment Regulations

1. Teams consist of 8 players, 4 males and 4 females. Teams will not be limited to a maximum amount on their roster. Additions to the roster can be made any time during league play and up to your first tournament game. Once the tournament begins you cannot add individuals to the team roster (unless someone is injured). You may not remove players from the roster once they have signed up.

2. You may start and finish a game with 6 players. If for any reason a team has less than 6 players, the game shall be forfeited.
   a. Co-Rec Rule: Teams must start the game with 3 males and 3 females.

3. Shoes that are judged unsafe by the officials (liable to cause injury to another player) will not be allowed. No open-toed shoes will be allowed. Shoes must be non-marking tennis shoes or non-metal cleats.

4. Teams are encouraged to furnish their own practice balls. Game balls will be provided.

Game Format

1. Game Length: A game will consist of 6 innings or 40 minutes, whichever comes first. No new inning will begin once the 40-minute time limit has expired. Any inning which has been started prior to the time limit expiring will be completed.
   a. Championship games will not have a time limit.

2. Forfeit: A team must have the minimum number of players to start a game. Teams not ready to play
at the scheduled starting time shall be penalized one run for every minute the game is delayed. Teams not ready to play at ten minutes after the scheduled starting time shall forfeit. “Ready to play” includes having the scorecard filled out and IDs checked. The game clock begins at the first pitch.

3. Extra Innings: 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.**

4. Run Rule: If a team is ahead by 15 runs after 4 complete innings (3 ½ if the home team is ahead), or 10 runs after 5 innings (4 ½ if the home team is ahead), then the game will be considered complete. The run rule will apply to all games including championship games.

5. Called Games: In the event of inclement weather or power failure of more than 15 minutes, the following will constitute a complete game:
   a. 4 innings have been completed 3 ½ if the home team is leading.
   b. The game has reached at least 25 minutes in elapsed time.
   c. If the game is called due to weather before the time limit (25 minutes) or inning limit (4 innings) has elapsed, then the game will be replayed from the exact point where play was stopped. If play stops due to inclement weather, the final decision will be made by the Competitive Sports Supervisor on site.

**Pitchers**

1. 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.

2. 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 the umpire’s opinion, the pitcher interferes with any part of a defense’s play, the umpire may call out a runner or the kicker as appropriate.

3. 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 into fair play, he/she will be out.

**Kicking**

1. The line-up on each team must alternate genders, and if there are 4 of one gender, and 3 of another there will be an out in the place of the missing individual. There will be 3 outs per inning.

2. 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.
3. 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.

4. 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.

5. 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.

**Fielding**

1. 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 and cannot enter the infield until the ball has been kicked.

2. 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.

3. 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 mound. The "fielding pitcher" may not position themselves in front of pitcher's mound (closer to the plate) until a ball is kicked.

4. 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.
   a. Co-Rec: 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.

5. The kicker is out in situations similar to softball (forceouts, flyouts, 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 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).

6. 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. The Competitive Sports Supervisor will determine if the throw was intentional or a true accident.

7. There is no infield fly rule.

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**Everything is at the discretion of the Competitive Sports Coordinator, Jaclyn Gidley. If you have any questions, contact her at Jaclyn.Gidley@usu.edu or 435-797-0552.**