UMKC INTRAMURAL KICKBALL LEAGUE RULES

GENERAL INFORMATION
1. It is the responsibility of each captain to read and understand the rules and relay to his/her team.
2. Each team must pay a non-refundable entry fee and a refundable forfeit deposit to participate in the intramurals league. If the team does not forfeit any games/matches and/or gives at least 24 hours’ notice to (816) 235-2719 or via e-mail to the Intramural Graduate Intern prior to their scheduled games/matches that they will not be able to participate, a full refund will be issued at the conclusion of the season. If any game is forfeited or proper notice is not given, the forfeit deposit will not be returned.
3. Official judgment calls cannot be protested. However, the outcome of a game can be protested if the protest is based on non-judgment call decisions and is factual in nature. The protest must be submitted to the Campus Recreation and Intramural Office in writing no later than 12:00 noon on the first school day following the game that is being protested. A decision will be rendered within three (3) school days by the Intramurals Director.
4. Participants, employees or contract employees are not allowed use tobacco products or have in their possession any alcoholic beverages or drugs during any intramural event (whether on campus or not). Officials reserve the right to prevent any person from participating/working if they use tobacco products or are in possession of or suspected to be under the influence of alcohol or drugs.
5. Any student of the University of Missouri-Kansas City is eligible to participate.
6. Intramural teams are allowed to carry up to two (2) former junior or senior college/university athletes who played in the related sport while in college.
7. ID must be carried by all participants in case of eligibility questions.
8. Males can participate on one men’s team or one men’s team and one co-rec team. Females can participate on one women’s team or one women’s team and one co-rec team. Conflicts with scheduling for playoffs may force a player on more than one team to choose with which team to participate.
9. Roster deletions or additions are allowed until the game/match time of the second scheduled game/match.
10. Any player, team or spectator displaying unsportsmanlike conduct will be assessed the appropriate penalty(ies). If a player, team or spectator is ejected from the event, they are required to leave the premises immediately. Failure to abide by this rule may preclude future participation in intramural events. Any player, team, or spectator ejected is automatically ejected from their next scheduled game/match (regular season or playoffs). Additionally, they may face further disciplinary action if deemed necessary by the Campus Recreation Sports Council. A second ejection during the session disqualifies a player, team or spectator from further participation in regular season and playoff games/matches.
11. Sportsmanship is vital in any sport. Each team will begin each game/match with zero sportsmanship points assessed against them. Points will be added accordingly as violations occur, including but not limited to unsportsmanlike conduct, personal fouls, etc. If a team accumulates 35 or more sportsmanship points in a game/match, that game/match will be called and the team with 35 points assessed a forfeit loss of the game (or all three games in volleyball) whether the game occurs in the regular season OR playoffs and forfeit that game (all three games of that match in volleyball). Inappropriate language will be considered unsportsmanlike conduct.
12. Playoffs will be conducted at the end of the regular season. The format, number of teams making playoffs, dates and times of the playoffs is dependent on the number of teams in the leagues, court availability, etc. All teams (generally the captain listed on team roster) will be contacted prior to the playoffs as to their time, date and location of game/match, if applicable.
13. To be eligible for the playoffs, a player must have participated in at least one game/match during the regular season. If a team wins a game/match due to a forfeit that is known prior to game/match time, all players on the team roster of the non-forfeiting team will be presumed to have played.
14. A Championship T-Shirt will be awarded to all roster players on the playoff champion team that have played in at least one regular season game/match.
STARTING THE GAME
1. Eight (8) players constitute a team for Intramural Kickball; however, play may begin with six (6) players present. There is a five (5) minute grace period effective from the scheduled start time to have the requisite number of players. Failure to have the requisite number of players results in a forfeit.
2. If a team is unable to maintain a full squad, the game will only continue if the umpire reasonably believes that the team with less than a full squad has a chance to win.
3. If neither team has the requisite number of players by the grace period, both teams will receive a forfeit loss (score 1-0).

SCORING AND LENGTH OF GAME
1. Forfeit score is 1-0 for any game forfeited.
2. Each game will consist of 6½ or 7 innings or 55 minutes. If the home team is ahead at the end of 6½ innings, the game is over. If the game reaches 55 minutes, the game will end once each team has had an equal number of half innings at bat. No new inning can begin after 50 minutes have elapsed from the beginning of the game. Extra innings will be played to determine a winner if the score is tied at the end of regulation.
3. In cases of extreme necessity, the umpire may request that the teams shorten the game to a prescribed number of minutes or innings. Both teams will be requested to give input but the final decision will lie with the umpire. Amongst others, instances that may cause this are weather and game timing issues.

THE GAME
1. The defensive team may be set up in any order the team wishes. There is no set rule for placing defending players. Any player can play any position defensively.
2. The batter is out in situations similar to softball (force outs, pop outs, etc.) In addition, a runner is out when she/he is hit by a thrown ball below the waist.
3. Each team will pitch to their own team. A two (2) pitch rule will be used. Officials will not call balls and strikes. The ball is put into play when the pitcher 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 (3) feet of home plate before kicking the ball. If the batter does not like the pitch, she/he should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. Batter gets a maximum of two (2) tries. A missed attempt or foul counts as a try. After two (2) tries, the batter is out.
4. 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.
5. 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 she/he remains on her/his feet, and deliberately, with great force 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.
6. Teams may bat as many players as they want, but the batting order should never change once the game has begun, unless someone has to leave the game permanently. Players that arrive after the game has begun may be added to the end of the batting order.
7. Forfeit time has been established as game time, teams should report to the field a minimum of 15 minutes before the scheduled starting time of the game.
8. An umpire will call the runners safe or out when a close play on the bases occurs.
9. No infield practice is allowed after the first inning.

OTHER RULES
1. Players are permitted to wear rubber cleated shoes (no football or baseball cleats with metal toes or spikes). Players must wear shoes while playing.
2. Forfeit time has been established as game time; teams should report to the Intramural Staff Assistant a minimum of fifteen (15) minutes before the scheduled starting time of the game to fill out the score sheet and disclaimer, and for the coin flip.
3. The manager or team representative must list the batting order prior to the start of the game. Score sheets are available from the Intramural Staff Assistant at the fields.
4. A coin flip will determine the choice of home and visiting teams. Be ready to bat/kick in proper order. Teams should hustle in and out between innings as there is a time limit in effect.
5. First and last names must be legibly printed on the scorecard (no nicknames please).

PLAYOFFS:
1. As time/weather permits, there will be an abbreviated playoff season. The top 4 teams in co-rec leagues will compete in a single elimination post-season tournament.

Note: Current American Softball Association of America (ASA) Rules will govern intramural kickball. These rules are an adaptation of the American Softball Association of America (ASA). They are not designed to emulate those rules. However, they do reflect the spirit of the general rules. Any rule not stated expressly in this document or situation not addressed by the statements herein will be governed by the current ASA Rules version used by UMKC.