

KICKBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

## **OPEN AND WOMENS TEAMS**

### STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **PLAY PASS:** All participants must have purchased a valid Intramural Sports Play Pass in order to be eligible to participate.
4. **SCORING:** The Intramural Officials working the game will keep the official score, and confirm the score at the conclusion of each half inning.
5. **TEAMS:** Ten (10) players on the field constitute a team. A team may start a game with as few as seven (7) players. *Clarification: a team will not receive an out for an unfilled eighth, ninth, or tenth spot in the lineup.* Teams may only have a maximum of nineteen (19) players on their full roster.
6. **EXTRA KICKERS:** Teams are permitted (but not required) to have extra kickers in the lineup. An extra kicker is considered a spot in the lineup, but the player(s) does not play in the field. An extra kicker may switch positions with a field player. The only stipulation is that the kicking order may not change. A substitute may enter the game into an extra kicker's position. That player is now considered an extra kicker. The extra kicker may kick anywhere in the line-up. A team may use up to four (4) extra kickers, but the total number of places in a lineup may not change once the game begins unless due to injury or ejection.
7. **GAME TIME:** No new inning may be started after the Intramural Sports Supervisor has made the announcement that the fifty (50) minute time limit has expired. A new inning has started immediately when the third out of the previous inning has been called.
8. **GAME EQUIPMENT:** Team's must use the ball provided by Towson University Intramural Sports.
9. **JEWELRY/ACCESSORIES:** No jewelry or accessories may be worn. Any kicker wearing jewelry or accessories will be called out. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification:*

Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.

10. GROUND RULES: Special ground rules may be implemented by the Intramural Sports Supervisor if special conditions exist that would warrant an alteration of ground rules already in place.

#### PLAYING THE GAME

11. INNINGS: Six (6) innings will constitute a game. Four (4) completed innings are necessary for an official game that is ended early due to inclement weather.
12. TIE GAMES: All games ending in a tie score during the regular season will be recorded as a tie in the win/loss record. During the playoffs, extra innings will be used to determine a winner.
13. SUBSTITUTES: All starters and substitutes will be permitted unlimited re-entries, provided they return to the same spot in the kicking order.
14. KICKING: Bunting is prohibited. Kickers may not leave the kicker's box to swing at a ball. The result will be a dead ball out, and all runners will have to return to their previous base.
15. KICKERS'S COUNT: Kickers will begin each at-bat with a one (1) ball, one (1) strike count. All legal pitches that the umpire calls a strike, missed swings, and foul balls will be counted as a strike. All pitches that are illegal or are not called a strike will be counted as a ball. Each kicker may receive one courtesy foul ball when there is a 2-strike count, but a second foul ball after the second strike will be considered a strike-out.
16. BASE RUNNING: Stealing and leading off are prohibited. Sliding is permitted, but not required. A base runner is NEVER required to slide. However, a player who initiates malicious contact will be called out and ejected from the game. Designated kickers are not permitted. Kickers/runners may not advance to first base on a dropped third strike.
17. PITCHING: Balls must be pitched by hand. The pitcher must have at least one (1) foot on the pitching rubber from the time the pitching motion begins until the ball is released.
18. STRIKE ZONE: A pitch that is not kicked and is not called a ball that enters any part of the strike zone, or an attempted kick missed by the kicker inside or outside of the strike zone is ruled a strike. A count of four (4) balls advances the kicker to first base. A ball is a pitch outside of the strike zone as judged by the official where a kick is not attempted
19. BALLS OUT OF PLAY: The official will call time-out anytime a ball crosses the out of play line. If a kicked ball travels out of play in the air, it will be considered a foul ball. If a live ball is thrown out of play, runners shall advance two (2) bases from the point when the ball was thrown. If a defensive player carries a live ball out of play, runners shall advance one base from the time the defensive player crosses the out of play line.
20. APPEAL PLAYS: An appeal for leaving a base early or missing a base may be made by the defense after the ball is declared dead by the official and before the next legal pitch. The appeal must be announced to the official, and then a defensive player in possession of the ball must touch the base in question. The officials' decision on an appeal is not subject to protest.
21. MERCY RULE: Games shall end if one team is ahead by fifteen (15) after the fourth inning or ten (10) after the fifth inning, providing the team behind has had its turn to bat that inning.

## SPORTSMANSHIP

22. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
23. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game (for sportsmanship related issues), that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.
24. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
25. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
26. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

## **CO-ED TEAMS**

27. TEAMS: Five (5) males and five (5) females constitute a team. A team may start a game with as few as seven (7) players. The following male/female ratios must be maintained: 5M:5F, 5M:4F, 4M:5F, 4M:4F, 4M:3F, 3M:4F. *Clarification: a team will not receive an out for an unfilled eighth, ninth, or tenth spot in the lineup.*