Kickball Rules (Fall 2020) (Updated 10/01/2020)

General Intramural Department Policies
1. All participants must register at https://recwellservices.uky.edu/
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:
1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the "Recreation Fee" before access to IMLeagues.com or participation
1. Information about "Recreation Fee" http://www.uky.edu/plusaccount/uk-estore-information
2. Pay "Recreation Fee" at https://iweb.uky.edu/ukestore/ and retain your electronical receipt
3. Email the Intramural Director, Natosha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you'd like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:
1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:
1. 10-minute rule applies to various sports:
   a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready as
      long as at least one player has checked in with the intramural staff
   b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
   c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. Defaults vary depending on tournament design
   a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
   b. Two (2) defaults result in a forfeit and will be considered the same as a forfeit
   c. Submit a default for your game via IMLeagues.com by completing the "Default" link by 5pm the day
      of your scheduled game time: https://uky.az1.qualtrics.com/jfe/form/SV_8iyhCrSzwZadOZL
   d. Failure to submit your default before designated time will result in a forfeit and $20 forfeit fee
      will be assessed to your team captain, Greek Chair or Residential Chair.
3. Forfeits applies to various team sports and tournaments:
   a. Team captain, Greek chair or Residential chair assumes responsibility for that team
   b. Captain or Chair is suspended and responsible for paying the $20 forfeit fee
   c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game
   d. Review our Wildcard Player Participation Policy to assist team to avoid forfeits
   e. Forfeit Fees CAN BE PAID ONLINE at:
      https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-
      0000-000000026001
4. Inclement weather decisions will be made no later than 3pm on game day
**Intramural Sport Program COVID-19 Guidelines for Individual(s)/Participant(s): Minimize Risks**

<table>
<thead>
<tr>
<th>Individual/Participants Do’s Summary</th>
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</thead>
<tbody>
<tr>
<td>Complete UK’s daily 4.0 self-assessment if symptomatic/sick stay home</td>
<td>If symptomatic/sick stay home</td>
</tr>
<tr>
<td>Wear face coverings/masks entering or exiting facility and when waiting to compete/participate</td>
<td>Not wear a face covering/mask or wear a plastic face shield covering because it increases the risk of injury to participant</td>
</tr>
<tr>
<td>Follow and maintain 6 feet social/physical distancing</td>
<td>Not follow or maintain 6 feet social/physical distancing</td>
</tr>
<tr>
<td>Avoid touching your eyes, nose, mouth with unwashed hands</td>
<td>Touch eyes, nose, and mouth with unwashed hands and give high fives, handshakes, fist bumps or hugs</td>
</tr>
<tr>
<td>Cover your nose &amp; mouth by using a tissue or inside of your elbow; sanitize hands immediately</td>
<td>Touch or remove university property, sports equipment, disinfecting equipment or items necessary for intramural staff to perform work duties</td>
</tr>
<tr>
<td>Follow posted signs and sanitize hands</td>
<td>Not follow signs and not sanitize hands</td>
</tr>
<tr>
<td>Follow guidelines, policies and rules associated with the Intramural Sports Program and UK’s Code of Student Conduct</td>
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**Intramural Sport Program COVID-19 Guidelines for Spectator(s)/Participant(s): Minimize Risks**

<table>
<thead>
<tr>
<th>Intramural Spectator(s)/Non-Participant Summary</th>
<th>Intramural Staff Summary</th>
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<tbody>
<tr>
<td>Spectator(s)/non-participant(s) is a non-player, captain, coach, manager, spectator or anyone representing a participant(s)</td>
<td>Complete their UK daily 4.0 self assessment before arriving to work and complete daily symptom checks before working</td>
</tr>
<tr>
<td>All spectator(s)/non-participant(s) will wear masks</td>
<td>Wear face coverings/masks</td>
</tr>
<tr>
<td>Follow and maintain 6 feet of social/physical distancing</td>
<td>Sanitize hands before and after performing work duties</td>
</tr>
<tr>
<td>Cover your nose &amp; mouth by using a tissue or inside of your elbow; sanitize hands immediately</td>
<td>Clean &amp; Disinfectant frequently touched surfaces and equipment in between uses and activities</td>
</tr>
<tr>
<td>Spectators/non-participants will not be in groups more than ten (10) people. Indoors spaces will not allow spectators if social/physical distancing cannot be accomplished</td>
<td>Ensure guidelines are followed (masks &amp; 6 feet), control the environment based on what is best for program operation and facility capacity</td>
</tr>
</tbody>
</table>

**ROSTERS**
- Registration for the Kickball Tournament will be through IMLeagues.
- The maximum number of players on the roster and the field at one time is 8.
- 10 player limit for Open registration, there is no gender requirement.
- 6 player minimum is needed to register and compete day of the tournament.
- Rosters will be frozen after the team’s first game.
- Players can only register for ONE team.

**EQUIPMENT**
- UK Intramural Sports will provide Kickball equipment.
  - You may NOT use your own ball.
- Athletic apparel must always be worn.
- Tennis shoes must be worn, no barefoot, five-finger shoes, or open toe shoes.

**TOURNAMENT PLAY**
- Tournament style will depend on the number of participants.
- The bracket will be created after the registration period has ended.
GAME TIME AND LENGTH

- The game will be 45 minute time limit and a 6 inning limit. The game will conclude when a limit is reached.
- No new inning will start after the 30- minute time limit
- Mercy rule can be applied if one of the following happens
  - If a team is ahead by 15 runs after the 4th inning
  - If a team is ahead by 10 runs after the 5th inning

SCORING

- A coin toss will determine the home and away teams.
- Any 8 players from the line-up can play in the field each inning.
- A game that is tied at the end of 6 innings or 45 minutes will continue into the next inning, and each half inning thereafter, with the offensive team placing the player that was last scheduled to bat in the previous inning on second base. The inning will begin with zero outs. Each half inning will continue as such until a winner is declared.
- Teams will pitch to their own kickers.
  - There are no strikes or walks.
  - The kicker gets a maximum of two pitches to kick a fair ball.
- Additional field markings include:
  - Kick Line - 5 feet from the apex of home plate (measured down each foul line with a line connecting the two 5ft. points)
  - Bunt Line - 35 feet from the apex of home plate (measured down each foul line with a line connecting the two 5ft. points)
    - A field diagram is available in the description on IMLeagues.
- All kickers must be behind the Kick Line when contacting the ball.
- Balls that are kicked and its first point of contact is the ground over the fence the play will result in a home run
- Balls that are kicked and its first point of contact is the ground on the inside of the field but bounces over the fence the play will result in all runners advancing two bases.
- An out for a kicker can be made in the following ways:
  - After two pitches - pitches that are not kicked also count as pitches.
  - If the pitcher intentionally contacts a kicked ball. In this instance, all runners will return to the base(s) last occupied. If the pitcher is contacted by a kicked ball in any other way, the ball will become dead, runners will return to their bases last occupied, and the pitcher will re-pitch to the kicker. The unintentional dead ball contact will not count as a pitch to the kicker.
  - Fly balls caught in fair or foul territory.
  - Ground balls fielded to a base for a force-out.
  - The kicker contacts the ball beyond the Kick Line.
  - If a legally kicked ball does not cross the Bunt Line.
  - The kicker fouls the second pitch
  - Tagging the runner out or throwing the ball at the runner and hitting him/her between bases (if, in the attempt to get the runner out, a thrown ball hits the ground before striking the runner; NO out will be made).
- The ball can be thrown at the runner if the throw is below the shoulders. A ball that hits a runner's head will be deemed dead and the runner will be awarded one base from the last legally touched base. (Exception: a player who is not in regular standing/running position and is hit in the face/head will be ruled out. Ex: bending down to avoid getting hit)
A runner may not lead-off or steal. He or she must remain on the base until the ball is contacted by the kicker. **PENALTY:** The ball becomes dead, the pitch does not count, and the runner is out.

- Pinch/courtesy runners are only allowed in cases of injury. The pinch/courtesy may be anyone on the team roster but must match the gender of the player needing a substitute.
- Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball. If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first (unless involved in the collision), and all runners return to the previously occupied base(s) unless forced to the next base.
- A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball or is holding the ball. In the event the defense obstructs a runner, the runner, and any other runners affected by the obstruction, will be awarded the bases he/she would have reached had there been no obstruction.
- A kicked ball that strikes an advancing runner is considered dead and the struck runner is out. The kicker will receive first base, and other runners may only advance if forced.
- Defensive players must stay behind the Fielding Line until the ball is kicked. If a defensive player begins the play in front of the Fielding Line and contacts a kicked ball in fair territory, the kicker will receive first base, and all runners on base will advance to the next base.
- **No sliding or diving to a base.** If this occurs, the runner is automatically out. No sliding or diving is allowed in order to tag a runner. If this occurs, the runner is awarded one base from the last base touched.
- Play stops when the ball is controlled in the infield by a defensive player.
- A ball that is played by the defense and subsequently thrown out of play will result in the base runner(s) being awarded the base they were going towards plus one additional base.
- A ball that goes out of the field of play is considered out of play and will follow the overthrow rule as stated above.

**Unsportsmanlike Conduct**

- Unsportsmanlike conduct and/or fighting will not be tolerated by any team representative.
- A team representative is a participant, player, non-player, captain, coach, manager, spectator, or anyone that is associated with a team.
- Unsportsmanlike conduct includes any behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct: [https://www.uky.edu/studentconduct/code-student-conduct](https://www.uky.edu/studentconduct/code-student-conduct)
- Unsportsmanlike conduct includes behavior, language, actions or contact against a team representative, Intramural official or campus recreation staff member.
- Unsportsmanlike conduct is, but no limited to,
  - Arguing a call
  - Behavior, language or action that is abusive, demeaning, insulting, disruptive, or threatening.
  - Contact that is excessive, unnecessary, persistent, severe, extreme, vulgar, violent or flagrant.
- An ejected team representative will be disqualified from the game and required to leave the facility in a timely manner and may be subject to expulsion from further Campus Recreation and Wellness events and programs.
- Two unsportsmanlike conduct penalties against a player will result in an ejection.
- Four unsportsmanlike conduct penalties against a team will result in an ejection.
- Six unsportsmanlike conduct penalties against a team during a season will result in a forfeit of the remaining schedule.
- Teams must achieve a 3.0 sportsmanship rating in playoff rounds and maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs teams that receive a 2,1,0 sportsmanship rating will be unable to advance.
Unsportsmanlike Conduct (Continued)

- Game(s) may be forfeited at any time at the discretion of the Intramural or Campus Recreation and Wellness staff.

Conduct (All team representatives are expected to display good sportsmanship)

- Any team representative ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director.
- It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at neharris1@uky.edu
- If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

Protests

- There will be no protest involving official’s judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
  - To protest, the protesting team must begin the process immediately following the event in question.
  - A failed protest will result in yellow card assessed to the team captain.
- In non-officiated games, all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.

The Intramural Department reserves the right to modify these rules at any point in the season in order to promote a fair, fun, and safe environment