



KICKBALL RULES

1. TEAM MANAGERS:

- **Team managers are responsible for informing their teammates of all Intramurals governing rules and policies.**
- Team managers are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules are available via the web at www.jhu.edu/recreation/intramurals/intramurals.htm.
- Team managers are responsible for their team and fan behavior before, during and after their game.
- Only the team captain may address an official on matters of rule interpretation or to obtain essential information.

2. PLAYERS:

- All players must present their JCard to the Intramural Supervisor on duty (Note: there will be NO exceptions)
- Seven players play in the field at one time. A team can play with five; however, if a team fails to meet that number at any time the game will be forfeited. A team may have more than seven, however only seven may play at one time. The batting order consists of all players, including those possibly not playing in the field with a maximum of ten batters.
- Players may only play on one team per league (Frat, Dorm, Open, Women's and/or Coed). Switching from one team to another is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season.
- Co-ed teams consist of seven players, but there must be at least three female members. If a team only has five players, two must be female. If a team only has six players, three must be female. If only two females are present the team must play with five players in the field; everyone is still eligible to bat.

3. ELIGIBILITY:

- Players must be current Homewood or Peabody students, faculty, or staff with membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card, before game time.

4. FORMAT:

- Leagues will consist of a 2 game regular season followed by a single elimination tournament.
- Eligibility for playoffs: "3.0" sportsmanship rating and No forfeited games
- Forfeits without a call in will receive a 0 for the sportsmanship rating.
- ***Any team that receives 1 or 0 sportsmanship rating in any game will NOT be eligible for the playoffs or tournament.***

5. EQUIPMENT:

- The intramural office will provide equipment, including balls.
- No shoes with metal or plastic spikes may be worn. Molded rubber spikes only.
- The Intramural office will furnish game balls.
- All participants must wear the proper athletic attire to participate, including proper shoes, shorts and T-shirts.
- No hats/caps/bandanas.
- No Jewelry is allowed, with the exception being medical identification jewelry.
- Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.

6. GAME TIME:

- **GAME TIME IS FORFEIT TIME.** The game time provided on the intramural web site is the start of the game, teams must be ready to play at that time.
- Before the game begins: players must check in with the Intramural Staff, with their J-card in hand.
- A regulation game consists of 7 innings or 50 minutes. If a game is running long on time, the official will call out last inning for the first full inning that starts after quarter to the hour.
- Each inning will consist of 3 outs.
- Teams may score a maximum of ten runs during an inning. The game will be called if a team cannot mathematically score enough runs to tie the opposing team (ie winning by 11 runs prior to the 7th inning)
- In case of rain, or an unusual delay, the Student Supervisor on duty will make the final decision as to whether the game is complete.

7. START PLAY:

- The home team will be determined by a coin flip.

8. PITCHING:

- The pitcher for kickball will be a member of the batting team (self-pitch).
- The pitcher is not allowed to field any balls or interfere with any defensive play. If he/she does interfere, the team will be given an out.
- The pitcher for the team is allowed to kick.
- Teams may change pitchers at anytime.
- The pitcher's mound will be 40 feet from home plate.

9. HITTING AND BASERUNNING:

- Each at bat will last no more than three pitches. If the third ball is missed by the batter or kicked foul, the player is out.
- Players may not kick the ball more than 5 feet in front of home plate.
- The ball must be kicked past the diagonal connecting first base, the pitcher's mound and third base to be considered in play. Balls that are bunted that do not cross this line are foul.
- Bases will be placed 60 feet from each other
- If a team bats out of order they will automatically receive three outs and will not be allowed to count any runs they scored in that inning. The player following the batter who made the last out in the correct order will lead off the next inning.
- Any runner who is not in contact with a base before the ball is kicked is out (no leading).
- Players may overrun first base.
- Players may slide into any base.
- Players must stay in the base-paths when running the bases. The player will be called out if they run outside the base-path. If a defensive player blocks a base-runner, the player will be awarded the next base.
- If a base-runner is hit by a kicked ball, he/she is out
- Any player running into the catcher or any other fielder will be declared out and immediately ejected from the game.

10. FIELDING

- Teams may make outs by:
 - Catching a fly ball
 - Tagging a player out with the ball
 - Hitting a base runner with the ball below the shoulders
 - Making a force out at the base
- Prior to the game, the official will tell the teams where the ball-out-of-play areas are. If a ball is thrown in one of these areas, all base runners may advance one base.
- The infield fly rule will NOT be in effect.
- Players may not intentionally throw a ball at a person's head. They will be ejected if this occurs.
- The play is over when the defensive team throws the ball to the pitcher's mound. If the pitcher fails to catch the ball the play is dead as long as the throw was to the mound. If an errant throw is made, players may still advance.

11. EXTRA INNINGS

- There will extra innings until a winner is determined, provided there is enough time. If time runs out, the game will be called a tie.

12. COED MODIFICATIONS

- The batting order shall be alternating female/male. (i.e. if 5 males & 3 females are on a team, batting order still must alternate, the females will bat more often in this case)

13. SPORTSMANSHIP:

- The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its **players** as well as **fans**.
- Playing Intramural Sports is NOT a right; it is a privilege. Therefore, the Intramural program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.

- Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next match.
- Any team that has a player ejected for an unsportsmanlike conduct, flagrant or tech will automatically receive lower than a "3.0" in conduct.
- A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their team's next game. The ejected player is suspended from all Campus Rec activities until the Assistant Director of Intramurals reinstates him/her. In addition, he/she will have to make an appointment to meet with the Assistant Director of Intramurals during office hours (Monday through Friday, 9:00 a.m. - 5:00 p.m.) before he/she is eligible to participate again.
- Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
- **Minimum 1 game suspension for all ejections.**

14. Safety and Liability

- The game of softball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status.

15. Alcohol and Drug Policy

- Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities.