

COED KICKBALL

Information Sheet

Fall 2009

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN

September 1, 2009 (**Entries are limited and are sold on a first come, first served basis.**)

ENTRY FEE

A \$30.00 non-refundable entry fee will be required at registration for each team.

CAPTAINS MEETING

Meetings for team captains (or a representative from each team) will be held **Thursday, September 3 at 11:00 AM in 271 RB and Tuesday, September 8 at 3:00 PM in 271 RB.** Intramural policies and procedures will be discussed during these meetings and it is important that all teams be represented at *one* of these meetings.

ELIGIBILITY

Fall 2009 full-time students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. Non-students must be active members of a BYU ward and their membership records must reside in the BYU ward that they attend.

The intramural activity fee is paid at the HHP College Services Office in 112 Richards Building. The cost is \$20.00 per semester during fall/winter and \$10.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester/term.

To participate in a team sport, each player must be added to his online team roster. Players need to be added to their team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **eighteen** players. Each participant may play for only **one Kickball** team.

DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:15 PM and Saturdays 8:15 AM to 1:15 PM. The West Stadium fields will be used. These fields are located west of LaVell Edwards Stadium off of University Ave.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants will need to show a valid (government, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, will need to show their paid receipt for the intramural activity fee before they can be checked-in.

FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams having less than **six** legal players at game time. Teams receiving their second forfeit will be dropped from regular season play and will not be eligible for tournament play. *Refunds will not be given for forfeited schedules.*

EQUIPMENT

The Office of Intramural Activities will supply kickballs for game play.

UNIFORMS

Any appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. **No metal cleats will be allowed.** Sleeveless shirts are not allowed.

OFFICIALS

The Office of Intramural Activities will provide all officials. Officials and supervisors assigned to your game have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays.** Participants may call the intramural rainout hotline at 801-422-3992 for this decision.

SPORTSMANSHIP

Sportsmanship is everyone's responsibility. We hope that everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and their spectators. Spectators may be asked to leave if necessary.

A yellow/red card system will be used to monitor unsportsmanlike behavior, rough play and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card shall be ejected from the game and will need to leave the field/court before play resumes. A team with a carded player will be required to play with one less player until the penalty time has expired (Yellow = one inning & Red = two innings).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting opponents.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION

There will be one division for regular season play. At the conclusion of regular season play, eligible teams will be re-evaluated and placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by **4:00 PM on Monday, September 28.**
- Teams will have until **4:00 PM on Thursday, October 1** to challenge classification rankings.
- Tournament brackets will be posted by **4:00 PM Friday, October 2.**
- Tournament play begins **Tuesday, October 6.**

RULES

Intramural coed kickball abides by the 2009 USSSA (Slow-Pitch Softball) rules with the following exceptions or points of emphasis:

1. *Team Composition:* A team consists of a maximum of eight (8) players (no more than four (4) men) and a minimum of six (6) players.
2. *Game Duration:* Each game will consist of six (6) innings or 50 minutes, whichever comes first. No new innings will start after 50 minutes. If time expires during an inning and it is determined that one team cannot score enough runs to tie or take the lead the game will be called.
3. *Overtime:* In the event of a tie game during regular season play, the game will stand as a tie and each team will be credited with a win. During tournament, a game that is tied at the end of six innings shall be continued, by playing additional innings until one team has scored more runs than the other at the end of a completed inning, or the team second at kick (bat) scores more runs in their half of the uncompleted extra inning.
4. One inning consists of each team kicking through their line-up once.
 - a. The kicking line-up for each inning includes the players actually playing the field. A line-up consists of a maximum of eight (8) players (no more than four (4) men) and a minimum of six (6) players.
 - b. Outs have no bearing on when the team's time at kick has ended except on the last kicker. Any out or "time call" during play on the last kicker (8th kicker or last kicker if less than 8 are on the line-up) ends the team's time at kick. This out may be made by force or tag, depending on the situation of the play.
 - c. All base runners left on base after the last kicker has kicked, will carry over to the next inning. After a team has kicked through their line-up once, the opposing team kicks through their line-up to complete the inning.
5. *Substitution Rules:* A player must play an entire inning before being replaced. Players on the visiting team who kick in the top half of the inning, must also field in the bottom half of that inning. Players from the home team who play the field in the top half of the inning, must also kick in the bottom half of that inning.
6. *Rolling (Pitching) & Kicking:* Teams will roll (pitch) to their own team. The pitcher must be an eligible participant who is on the team roster. There will be no walks. Each kicker receives two (2) rolls only. A foul kick off the last roll is an out. Kicks that do not go past the 50 foot arc will result in an out. All kicks must be taken behind the designated kicking line. Any ball kicked in front of the designated kicking line will result in an out.
7. *Running:* If a player is thrown out (meaning they are hit by the ball) and the ball then goes out of play, all runners will be awarded one base. Exception: If the umpire rules the runner intentionally caused the ball to go out of play, no bases will be awarded.
8. *Defensive Positioning:* Defensive positioning shall include no more than 2 males in the outfield, and 2 males in the infield, which includes the catcher position. A catcher must be provided. Infield players must be positioned behind the 50-foot arc before each rolled ball, and will not be allowed to cross arc until the ball has been kicked. Outfielder players must be positioned behind the 120-foot arc before each rolled ball, and will not be allowed to cross the arc until the ball has been kicked. Violations will result in an automatic single or the result of the play, whichever the offensive team chooses.
9. *Outs and Stealing Bases:* Outs will be made by touching the base prior to the runner reaching safely or by throwing the ball at the runners. NO head-shots. If the ball hits the runner in the head, the runner will be awarded the base they were going to. Runners should not attempt to get hit in the head. If it is evident that the runner was at fault in getting hit in the head, the runner will be out. No leading off or stealing bases. Runners must wait until the ball has been kicked to advance.

***If you have any questions contact Brooke in 145 RB (801-422-7597) or access our web page.
<http://intramurals.byu.edu/> Have a fun season!***