



## Campus Recreation: Intramural Kickball Rules

### **RULE 1: Facility, Playing Areas, and Equipment**

I. Facility - Wish Field, located on Belden Street (one half-block east of Sheffield Avenue).

II. Equipment-

- a. Ball: round playground ball will be used
- b. Baseball or Softball Gloves are illegal
- c. Shoes: each player must wear athletic shoes that cover the foot entirely. Sandals, boots, and open toe shoes are NOT allowed.
- d. Headwear: all hats and bandannas are illegal. The only legal headwear is a sweatband.
- e. Jewelry: all jewelry must be removed in order to participate in Intramurals.

*NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play*

### **RULE 2: Responsibilities of Captains, Players, Teams, & Spectators**

I. All team members are required to know the rules of the game and to abide by them.

II. The team manager and/or playing captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person's conduct will be handled through the manager.

III. The playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls that are protested may result in penalty for the offending team.

IV. Sportsmanship Ratings

- a. Teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include: "Outstanding, Acceptable, Unacceptable, or Season Ending".
- b. Teams receiving an "unacceptable sportsmanship rating" will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play.
- c. Teams receiving "Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.

V. Spectators

- a. May observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff.
- b. The team manager is ultimately responsible for the conduct of their spectators.
- c. Indoor sports, i.e., basketball, floor hockey, soccer, and volleyball, have limited spectator seating; therefore admittance of spectators may be limited. Outdoor sports, i.e., flag football, soccer, and softball; there is no limit to the number of spectators a team may have present. Spectators are to encourage and support their teams, not to berate or attempt to intimidate the officials or opponents.

Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. Have fun and encourage own team, rather than discourage opponent or the officials. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.

### **RULE 3: Team Composition and Eligibility**

- I. Player eligibility: All DePaul University students, faculty and staff with proper I.D. are eligible provided:
  - a. The player is not already participating with another team in the same division (open, women or co-rec).
  - b. The player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) in the previous one year (calendar year). If playing with an ex-varsity college athlete, the team must be in the competitive division.
  - c. No more than two current club members of a parallel sport may be listed on any roster (additionally, if playing with a current club member or former varsity athlete, a team may have no more than two club members/ex-varsity athletes).
  - d. All players are required to provide their DePaul I.D. to officials prior to game time to be eligible to play. No exceptions.
- II. IM Leagues
  - a. Will be used for all scheduling which means that each player must register with IM Leagues.
  - b. Their first and last name MUST match the name on their student, faculty, or staff ID card in order to be eligible to participate.
  - c. Captains MUST accept each player to their playing roster. After they are on the IM Leagues score sheet AND have signed the waiver they will be eligible to play.
  - d. Teams are permitted to add eligible members throughout the season until the playoffs (league play) or until the semi-finals of a tournament.
    - i. Additions must be made in accordance with the policy on adding players.
  - e. A player must have played in at least one previous game to be eligible for the playoffs (league play) or semi-finals (tournament play).
- III. Required Players
  - a. The game will be played between two teams of eight (8) players each.
    - i. More than eight players may kick but only eight are allowed on the field at a time.
  - b. Six (6) players are required at game time to avoid a forfeit
- IV. Shorthanded teams
  - a. A team cannot play with less than the required number of players. If for any reason they fall below the required number, and there are no available substitutes, the shorthanded team will lose by forfeit.
  - b. A team that loses two players due to ejection/disqualification in the same contest will be forced to forfeit that contest.

## **Rule 4: The Game**

### **I. Timing**

- a. A maximum of 7 innings will be played
- b. No new inning will start after 45 minutes of play.

### **II. Supervision**

- a. The game will have one Intramural Supervisor on site, who will settle any disagreements.
- b. The game itself will be self-officiated.
- c. Any discrepancy on a call will result in either a decision by the supervisor on duty or a re-do.
- d. Home/Visitor will be determined by a coin toss conducted by the Intramural Supervisor

III. Every time up-to-bat, each team will get three (3) outs, and will switch sides with the opposing team after three (3) outs are recorded. Also, a team may not score more than eight (8) runs per inning. If a team scores the maximum of eight (8) runs, the two teams will switch.

IV. Any ball kicked past any of the outdoor boundary lines is an out.

### **V. Putting a Player Out**

- a. A player will be ruled out if they kick two (2) foul balls.
- b. If a player will be ruled out if they are hit with the ball from the shoulders or below before they reach the base.
- c. Baseball/Softball style force outs
- d. A fly ball is caught, or if the base runner is off the base before the ball is kicked.

### **VI. Pitching**

- a. The team up-to-bat will provide the pitcher.
- b. The pitcher must make every attempt possible to avoid contact with a kicked ball.
- c. Any deliberate interference by the pitcher is illegal, and the person who kicked the ball will be declared out.

### **VII. Special Rules**

- a. Headshots are illegal and must be avoided at all costs.
  - i. If determined to be deliberate, the runner will be declared safe, and the opposing team will be issued a warning.
  - ii. Exception: If a player is bending or ducking trying to avoid a throw, and is hit in the head, they will be declared out.
- b. Leading off and/or stealing bases is illegal. If this occurs, the runner will automatically be declared out.
- c. There is no infield fly rule.
- d. There is no bunting. Bunting constitutes a simple tap of the ball or stopping the ball in fair play. Any person attempting to bunt will be automatically declared out.

## **RULE 5: Player Ejection**

- I. The field monitor/supervisor/official has the right to disqualify any individual at any time for any unsportsmanlike conduct. Malicious play will not be tolerated.
- II. Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred.

III. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture.

IV. Reinstatement Procedure

- a. All players ejected from an intramural contest, for any reason, must set an appointment to meet with the Assistant Director before they or their team is eligible to participate again.
- b. Ejected players will serve an automatic one-game suspension with the severity of the conflict dictating further suspensions.
- c. This suspension will not begin until the meeting has taken place.
- d. A player who is ejected from two contests during a season will not be eligible for playoff competition.

V. The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.