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

TEAM CAPTAIN’S MEETING
Attendance at the Captain’s Meeting is mandatory! If a team fails to attend the meeting, they are subject to being dropped from the league and replaced by teams on the waiting list. The Office of Recreation Sports and Facilities will not hold spots.

ENTRY FEE
The entry fee of $25/team must be paid at time of registration. The acceptable forms of payment are cash or checks made out to: UWW Rec Sports.

LEAGUE SCHEDULES
Schedules for league play will be posted online at www.uww.edu/recsports/

QUESTIONS
Please feel free to contact the Office of Recreation Sports and Facilities or the Intramural Coordinator, James Friel with any questions or concerns at 472.1145.

GENERAL PROCEDURES

Please use the Captain’s Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

TEAM CAPTAIN. Each team shall elect a captain and possess a team name. Team captains are responsible for knowing all rules on the rule sheet and in the Intramural Sports Handbook and relaying that information to all players on their team.

TEAM ROSTER. All team members must be listed on the team roster prior to participation.

PLAYER ADDITIONS. Player additions may be made at any time during the regular season.

STUDENT ID. Each player is responsible for verifying their ID and student number with the supervisor prior to each game. All players MUST have a current, valid UW-W ID in order to participate.

JEWELRY. All jewelry must be removed for intramural competitions. All necklaces, rings, watches, barrettes, and bracelets must be removed. Any player wishing to wear piercings may do so at their own risk, however these must be taped if visible.

MEN & WOMEN

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 their current valid UW - Whitewater identification card to the field 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 a supervisor before entering the game.

3. SCORING: Teams are responsible for keeping their own score and calling their own outs.
4. TEAMS: A team shall consist of eight (8) players. A team may start play with no less than six (6) players. When using six (6) players, if agreed upon, the other team may provide a catcher but will not make a play at home. If a team is reduced to five (5) players, the game will be forfeited at that point.

5. EXTRA KICKERS: Teams are permitted (but not required) to have extra hitters in the lineup. An extra hitter is considered a spot in the lineup, but the player(s) does not play in the field. An extra hitter may switch positions with a field player at any time during the game. The only stipulation is that the kicking order may not change.

6. SUBSTITUTIONS: Players may reenter the game after informing the supervisor.

7. GAME TIME: A game will consist of five (5) innings or 30 minutes, whichever comes first. No new inning may be started after the field supervisor has made the announcement that the 30 minute time limit has expired. A new inning has started immediately when the third out of the previous inning has been called. Exception: All championship games will be played through the 5th inning.

8. GAME EQUIPMENT: Teams must use the ball provided by the UW - Whitewater Intramural Sports Department.

PLAYING THE GAME

1. COIN TOSS: An initial coin toss will be done to determine the home and away team. The winner of the coin toss has the choice of choosing to be the home or away team. This becomes important because in the event of a tie game, the away team will have first at bat.

2. TIE GAMES: In the event of a tie game after 5 innings, the game will go into sudden death. This means that the first team to score will win.

3. PITCHER: The KICKING team supplies the pitcher for their own team. When it is the pitcher's turn to kick, someone else takes over as the pitcher. The pitcher must have at least one foot on the pitcher's mat while pitching in order for the pitch to be legal.

4. KICKING: Bunting is prohibited. The kicker must make contact with the ball ONLY after the ball crosses home plate. If the kicker steps on or past home plate before the ball is kicked, the kicker is automatically out. All players in the field must kick.

5. KICKER’S COUNT: The kicker has two pitches in which to kick a fair ball. If the second kick is fouled or taken, the kicker is out. The only exception to this rule is if the kicked ball strikes the pitcher. This will be considered a “deadball” and does not count as one of the two pitches. However, deliberate interference with a kicked or thrown ball by the pitcher is an automatic out.

6. BASE RUNNING: Stealing and leading off are prohibited (this includes on a swing and miss by the kicker). Sliding is permitted, but not required. A base runner is NEVER required to slide. However, a player who initiates malicious contact, in the judgment of the supervisor, will be called out and ejected from the game. Running over a fielder attempting to tag the runner is an example of malicious contact. Pinch runners are allowed only in the case where a player is injured and cannot run the bases. The person making the last out is the only person who is allowed to pinch run. The supervisor has the final ruling on determining if a player is physically unable to run the bases.

7. BALLS OUT OF PLAY: The catcher is responsible for calling foul balls. This will be signaled by putting both hands in the air and yelling “foul ball”. The catcher is also responsible for calling balls that go out of play. 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 live ball is carried out of play by a defensive player, runners shall advance one (1) base from the time the defensive player crosses the out of play line.

8. MERCY RULE: Games shall end if one team is ahead by fifteen (15) runs after the third inning, after the team behind has had its turn to bat that inning.
9. FLY BALLS: If the fielding team catches a fly ball, the kicker is out.

10. BALL HITTING BASE RUNNER: Throwing the ball at a base runner and hitting them below the shoulders will be considered an out. If the ball strikes the runner above the shoulders, the runner is rewarded the base he/she is advancing toward plus one additional base.

11. KICKED BALL HITTING BASE RUNNER: If a kicked ball hits a base runner before the fielding team makes contact with the ball, the base runner will be declared out.

12. FORCE OUT: If a team fields a ball cleanly and there is a close play at any base, the runner is OUT. If a team bobbles a ball and there is a close play at any base, the runner is SAFE. Teams will make the calls of whether a runner is safe or out. The supervisor is NOT an umpire.

SPORTSMANSHIP

13. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in intramurals until meeting with the Intramural Sports Coordinator. Games will be supervised, but unofficiated. The supervisor has the authority to impose penalties for teams behaving in an unsportsmanlike manner.

14. DISQUALIFIED PLAYERS: A player disqualified from the game for unsportsmanlike conduct must leave the court area IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. The player shall be suspended for no less than one game. Failure to leave may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.

15. DRINK POLICY: Teams and their fans/nonplayers are not allowed to bring glass or metal containers to any intramural game, and no alcoholic beverages will be consumed during the intramural games. Violators will be removed from the intramural facilities with possible forfeiture of the game and suspension from further participation in intramurals.

16. DRUG & ALCOHOL POLICY: Teams coming to games under the influence of alcohol and/or drugs will face a penalty as listed above, if in the opinion of the Intramural Supervisor and/or Coordinator of Intramural Sports they pose a threat to the safety and welfare of players, officials, or spectators/nonplayers.

17. IM SPORTS EQUIPMENT: Equipment provided by Intramural Sports is very expensive; therefore, any unnecessary abuse will result in the team being charged replacement costs for new equipment and must be paid before the team may continue to play.

18. GROUND RULES: Special ground rules may be implemented by the intramural supervisor if special conditions exist that would warrant an alteration of ground rules already in place.

CO-RECREATION

All of the above rules apply with the following exceptions:

19. TEAMS: Four (4) men and four (4) women constitute a team, and this ratio must be maintained as long as a team has eight (8) players present. A team may start a game with as few as six(6) players; however the male/female ratio must be 3:3. If only seven (7) players are available, the male/female ratio may be 4:3 or 3:4.

20. KICKING ORDER: Team members must bat in alternating order (i.e., woman, man, woman, or man, woman, man, etc.). If a team is playing with seven (7) players (see rule #18), eight spots must be made in the lineup and the last spot will be counted as an out whenever it appears in the kicking order. If an eighth player arrives late, he or she may take the vacant spot without penalty.
21. EXTRA KICKERS: Teams are permitted (but not required) to have extra hitters in the lineup. An extra hitter is considered a spot in the lineup, but the player(s) does not play in the field. An extra hitter may switch positions with a field player at any time during the game. The only stipulation is that the kicking order may not change and must remain woman, man, woman, etc.

22. FIELD PLAYERS: Players may play any position on the field, but legal ratios must be maintained at all times.

23. SUBSTITUTIONS: Males must substitute for males, and females must substitute for females.