

FSC INTRAMURAL 2011 KICKBALL TOURNAMENT

PLAYERS & SUBSTITUTIONS

1. A team shall consist of at least 8 players. A team can play with 10 in the field and can bat up to 12.
2. A team may start with no less than 8 players. In the event a team is playing with the minimum number (8) of players, and a player becomes injured or has to leave (other than an ejection) the game will continue until it is deemed a farce as determined by the officials and supervisor.
3. Field substitutions can be made in-between innings. All substitutions must be reported to the intramural scorekeeper. See batting order below for rules on batting substitutions.

EQUIPMENT

1. Shoes must be worn by all players. No metal or detachable cleats will be allowed.
2. The game ball shall be issued by the officials.
3. All jewelry must be removed. This includes, but is not limited to, necklaces, earrings, newly pierced earrings, facial piercings, rings, bracelets, and watches. Taping the item is not allowed as it does not provide adequate protection for you or others. If you cannot remove the item then you CANNOT play.

DURATION OF GAME AND GRACE PERIOD

1. Teams must arrive at least 10 minutes prior to their game time. Batting orders must be turned into the scorekeeper 5 minutes before the scheduled start time.
2. If either team fails to show up with at least 8 players, 5 minutes after their scheduled game time, that team shall receive a forfeit.
3. Game Length: Games will consist of 6 innings, however no new inning may begin after 25 minutes has elapsed from the time the game began, unless the score is tied.
4. No infield practice is allowed after the first inning.

PLAYING RULES

1. A coin flip will determine home and visiting teams.
2. Teams must provide their own pitcher. The pitcher will be allowed two pitches that his/her teammate can kick.
3. The ball is put in play when the pitcher rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an out.
4. The batter is out in situations similar to softball (forceouts, popouts, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders.
5. A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
6. Bunting will not be permitted and is a dead ball and an automatic out.
7. Any player may play any position defensively except you must provide a catcher, and can rotate between innings.
8. Substitute base runners are not allowed.

BATTING ORDER

1. If a team has more than 9 players they may bat the entire team. For instance, Team A has 12 players, All 12 players can bat but only 10 are allowed in the field. Teams with more than 9 players may choose to bat only 9 players. However every player must play at least one inning and all substitutions must be reported to the scorekeeper.

MISC. INFORMATION

1. Men and Women divisions will be available.
2. Other questions please contact the intramural coordinator or please check out the intramural managers packet that can be found on the intramural website.