Intramural Kickball Rules

*Modifications have been made to suit Ohio State Recreational Sports programs.*

**Rule 1: Eligibility**

A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore, do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:
- an Ohio State student taking less than four credit hours
- the spouse of a student or a faculty or staff member
- a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, as well as visiting professors at The Ohio State University who are paid through the university payroll department.
- an affiliate of the department (alumni, member of the President's Club, other recognized affiliate groups)
- a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member to regain possession of their identification card.

**Rule 2: Levels of Play**

**Open (O)**

Play once per week. This league combines both the competitive and recreational teams and is offered for both males and females without a gender ratio requirement. You may only play on ONE Open team.

**Rule 3: Equipment**

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• Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
• A head sweatband is permitted; however, hats, bandanas, and "do-rags" are not permitted.
• Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
• A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
• Knee and ankle braces that are unaltered from the manufacturer’s original design/production shall be permitted and do not require additional padding.
• Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
• No metal cleats! Closed toe shoes are required.

Rule 4: Team Captain Responsibilities

• Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
• Responsible for communicating game time, location, and ID policy to teammates.
• Ensure that all teammates sign a Release of Claims form located on the back of the scorecard before participating in their first game.
• Ensure teammates have a valid Ohio State ID at game time to check in.
• Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
• Ensure good team sportsmanship among teammates.
• Turning in team conflict sheets reflecting any scheduling problems for the members of your team.
• Cooperating with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the intramural sports staff the day following such occurrences.

Rule 5: Players

• A team shall consist of eight players in the line-up and on the field at a time. A team may begin a game with a minimum of six players.
  - All players must check in using a valid Ohio State issued ID.
  - If a team is only kicking six, then only six players are allowed in the field.
• Free substitution, except a substitute must play an entire inning prior to exiting the game, unless they leave due to injury.

Rule 6: Forfeits/Defaults

Forfeit Policy:
• All late teams shall start the game with a “B” sportsmanship rating.
• Teams ready for play may choose to decline any and all points.
• Not Ready for Play at Game Time: Team ready for play will automatically become home team.
• Five Minutes Late: Late team will lose its first at kick.
• 10 Minutes Late: Forfeit, recorded as 1-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
• If neither team is ready to play at game time, but they are ready before 10 minutes have elapsed the game shall start as normal.

There are three situations that will result in a forfeit:
• Not Enough Players – Team does not have the required number of players to participate at 10 minutes past the scheduled game time.
• Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
• Sportsmanship – Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and "A" sportsmanship rating for the contest. To receive a default, the captain must call the Rec Sports Competitive Sports Office by 4 p.m. on the day of the contest with their request. For teams playing on Sunday, the deadline is Friday at 4 p.m. The opposing team will then be contacted by the Intramural Office to let them know they do not need to arrive for their scheduled contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

Rule 7: Protests

Rules Protest
Questions pertaining to interpretation of rules on the part of game officials must be addressed by the intramural supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:
1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a “time out” and inform the official that he or she wishes to have a ruling on the interpretation by the intramural supervisor in charge.
2. No protest that involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes intramural staff when necessary.
3. If corrections are necessary, the intramural supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the intramural supervisor on site and completed. The contest will continue from this point “under protest.”

Eligibility Protest
Protests involving player eligibility must be called to the immediate attention of the intramural supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. A Protest Form should be obtained from the intramural supervisor and completed. The contest will continue from this point “under protest.”

Rule 8: Play

Start of Game
A pre-game coin toss will determine home and away status. Game must begin as quickly as possible; teams are not permitted pre-game warm-ups.

Timing
- Games will consist of six innings or a 45-minute time limit. No inning shall begin 45 minutes after the game begins.
- In order to prevent stalling tactics, an inning has officially started when the last kicker scores or is put out of the previous inning.

Scoring
- A run is scored when a runner safely reaches home plate, prior to an inning or half inning ending.
- A team may score a maximum of eight runs per half inning.
- Scoring and kicking order is the responsibility of the teams, not the umpires. We suggest that each team keep the box score for themselves and the opposing team to ensure that both teams are batting according to the order on the score sheet.

Mercy Rule
- After four complete innings (or 3 ½ if the home team leads), if a team is ahead by 17 or more runs, the game will be called. After five complete innings (or 4 ½ if the home team leads), if a team is ahead by nine or more runs, the game will be called.
- Due to the maximum of eight runs per inning, if one team is ahead by one more run than the number of outs remaining for the opponent in a traditional six inning game (or the current inning if the 45-minute time limit has been reached), the game will be called.

Pitching
- Teams will pitch to its own kickers. A member of the defensive team may position themselves no closer than three feet from the pitcher to act as a fielder.
- Pitchers of the kicking team will not be responsible for playing defense. When a kicked ball strikes the pitcher before it passes a member of the defensive team, the kicker will be called out and runners must
return to the base occupied at the time of the pitch. If, in the umpire’s discretion, the pitcher interferes with any part of a defense’s play, the umpire may call out a runner or the kicker as appropriate.

- The pitcher must be a member of the offensive team (i.e. legally signed in)
- Only two pitching changes are permitted per half inning.
- The pitcher may receive three warm-up pitches prior to the first inning. Warm-up pitches are prohibited at all other times. Infield practice is not permitted prior to any inning.
- The pitcher must stand with at least one foot in contact with the pitching line until the ball leaves the pitcher’s hand. The pitch shall be underhand at a slow to moderate speed. “Bouncies” are permitted.
- Each kicker will receive a maximum of three pitches. If the kicker allows three pitches to pass without kicking, he/she will be called out.
- Pitchers are not required to kick.

**Kicking**

- All players (maximum of eight) will kick each inning. Therefore, up to eight outs may be recorded during a team’s offensive half inning.
- The kicking order may change each inning.
- The offensive team is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without announcement, that kicker will be ruled out and the inning will end. All runs scored on the play will be nullified.
- When the last kicker of an inning kicks, play reverts to regular “two out softball/baseball play.” Therefore, the inning will end when ANY out is recorded (when the kicker is put out or any base runner is put out). The inning will also end when the defense is in possession of the ball while touching home plate. No tag is necessary at home plate during the last kicker’s at-bat. No runs will score when a force out is recorded during the last kicker’s at-bat.
- The kicker must contact the ball behind the kicking line. If, at the umpire’s discretion, the kicker contacts the ball past the line, the kicker will be called out and runners will return to the base occupied at the pitch.
- Any foul ball is an out.
- There are no walks.
- A kicked ball must go past the buntline in front of home to be in play. Balls that come to rest inside this area or are fielded (touched by a defensive player with any part of the body above the waist) in this area are considered foul and an out will be called. Once foul or touched, the ball will be dead and runners must return to the base occupied at the time of the pitch. Fly balls caught in this area are also dead and runners do not have the chance to tag up.

**Base Running**

- Base runners may leave a base as soon as a ball is kicked.
- When the base slides away from its proper position (when a runner goes into it sliding feet first), the runner is assumed to be on the base and not in jeopardy to be put out unless they try to advance. If the player slides head first, they must hold on to the bag to avoid being called out.
- If a base runner goes out of the base path to avoid being tagged, they are out. A player is not required to slide into a base, however, a player may not deliberately or otherwise crash into, or “takeout,” a fielder who
is attempting to make or complete a play.
- Penalty: the runner is out and the ball is dead. No runner shall advance because of the interference. If the umpire determines the act is flagrant the runner shall be ejected from the game.
- If a kicked ball strikes a base runner who is in fair territory and not in contact with a base, they will be called out. The ball will be dead, and the kicker will receive first base. All other runners will only move if forced.
- Out of Play
  - Overthrows: All runner(s) will be awarded two bases from the last base legally touched. The award will be governed by the position of the runner(s) when the ball left the throwers hand.
  - Catch and Carry: If a player catches a fly ball in playable territory then goes out of play with the ball in their possession the runner(s) advance one base (if intentional, runner(s) advance two bases).

Fielding
- No more than six players may be positioned in the infield area prior to a pitch being kicked. Two players must begin in the outfield area.
- Each team must provide a catcher. The catcher must field from behind the kicker and is considered one of the six infielders.
- The “fielding” pitcher must remain behind the pitching rubber until the ball is kicked.
- All field players must stay behind the pitcher while the other team is kicking.
- The kicker is out when:
  - a ground ball first base is touched by a player with the ball or by the ball when a player is in possession of the ball
  - hit by a thrown ball below the shoulders by a defensive player
  - tagged by the ball when a defensive player is in possession
- A runner is out when:
  - the base they are advancing to is touched by a defensive player with the ball or by the ball when a defensive player is in possession during a force out
  - hit by a thrown ball below the shoulders by a defensive player
  - tagged by the ball when a defensive player is in possession
- A kicker/runner is NOT out when:
  - hit above the shoulders (neck, head). In the case of a head shot, play continues but the runner who was hit above the shoulders in NOT liable to be put out until after they touch the next base. However, if the runner intentionally uses their head to block the ball or ducks and is hit above the shoulders, the runner will be called out (the ball is immediately dead and all runners return to the base they last touched).
  - A thrown ball touches the ground or base prior to striking the kicker/runner
  - they are contacted by a ball that is kicked at them by the opposing team
- In the event a fielder intentionally throws and contacts a runner’s head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners on base in advance of the runner hit by the head shot will score.
- There is no infield fly rule and all caught balls must have a tag up in order for runner to advance.

Rule 9: Sportsmanship
The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

Unsportsmanlike Conduct
Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest. No player or team shall:

- use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during or after the game
- participate in a game for which he or she is ineligible
- argue or talk back to the intramural staff. Only the captain should address an official and only if done so in a courteous manner
- intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports employee
- mistreat the facility, equipment, or supplies of The Ohio State University and/or the Recreational Sports Department

Unsportsmanlike Conduct Penalties
Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or intramural supervisors.

- Verbal Warning Resulting in Incident Report – Conduct Warning
- Ejection of Participant With/out Warning – Ejection
- Two Ejections or Three Verbal Warnings - Forfeit

Disciplinary Action
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with professional staff. The player will be suspended from ALL recreational sports facilities and programs until the meeting occurs and for a minimum of seven days from the time of the meeting.

Rule 10: Co-Rec Modifications

- There are no Co-Rec modifications. Kickball is played as an open league.

Rule 11: Playoffs

In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:

- “A” – Four (4) points
- “B” – Three (3) points
- “C” – Two (2) points
• “D” – One (1) point

• “F” – Zero (0) point

The grades for each regular season contest will be added together and divided by the total number of contests held. This will equal the team’s sportsmanship average.

For any questions or clarifications, please contact the intramural sports office at (614) 292-2732.