

UC Intramural Sports | Kickball Rules

Any intramural policies not mentioned here may be found in the intramural handbook. By participating in intramural sports, the participant agrees to abide by all intramural rules and policies.

1. Sportsmanship

- 1.1. Following each game, each team will receive a sportsmanship rating between 0.0 and 4.0.
- 1.2. Any unsportsmanlike actions may be forwarded to Judicial Affairs and may include revocation of intramural sports and/or Campus Recreation privileges.

4.0	<ul style="list-style-type: none"> • Always respectful to officials and opposing team. • Does not argue or complain with or about the officials. • Does not comment about officials' calls.
3.0	<ul style="list-style-type: none"> • Usually respectful to officials and opposing team. • Minimal arguing and/or complaining about officials' calls. • Maximum one unsportsmanlike penalty issued.
2.0	<ul style="list-style-type: none"> • Consistent dissent or disrespect to officials/opposing team. • Consistent arguing and/or complaining about officials' calls. • Maximum of two unsportsmanlike penalties or one ejection.
1.0	<ul style="list-style-type: none"> • Excessive complaining, dissent or disrespect to officials/opposing team. • Contact or provocation of officials or opposing team members not inherent to the sport. • Any player involved in a fight. • Maximum of three unsportsmanlike penalties or two ejections.
0.0	<ul style="list-style-type: none"> • Team and/or players are unsafe/out of control. • Multiple players on team fighting. • Destruction or abuse of UC property. • A team that receives a 0 rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team will be removed from competition.

2. Eligibility

- 2.1. To be eligible to play intramural sports at the University of Cincinnati, a participant must be a current UC student (taking classes in the same semester), faculty, or staff AND possess an active membership to UC Campus Recreation Center.
 - 2.1.1. Uptown, full-time UC students receive a Campus Recreation membership through full payment of the Campus Life Fee. All other populations will need to purchase a [membership](#) in order to be eligible to play.
- 2.2. Each eligible participant may play on one coed and one non-coed team per sport, per season.
- 2.3. Every game, each participant must check in with the intramural official with a valid Bearcat card.

3. Game Timing

- 3.1. The game will consist of seven (7) innings or 45 minutes, whichever comes first.
- 3.2. Should time expire, an inning that has started will be completed.
- 3.3. Mercy (Run) Rule: The game will end if one team obtains a score differential of 15 runs or more after 4 ½ (or 5) innings.
 - 3.3.1. The home team will have the opportunity to complete the bottom half of the inning, even if the away team has obtained a score differential of 15 or more runs.
- 3.4. Teams are limited to 10 runs scored in an innings. After the 10th run scored in any half inning, teams will switch or the inning will end, whichever is appropriate.
- 3.5. Late Penalties
 - 3.5.1. If a team is between one (1) and five (5) minutes late, the other team may receive three (3) runs, and the late team loses an at bat.
 - 3.5.2. If a team is between six (6) and 10 minutes late, the other team may receive seven (7) runs, and the late team loses an at bat.
 - 3.5.3. If a team is 10 or more minutes late, they will forfeit the game.

4. Overtime

- 4.1. There is no overtime in the regular season.
- 4.2. During playoffs if a game results in a tie at the end of regulation, extra innings will be played until a winner is determined.

5. Equipment

- 5.1. **Jewelry is not allowed during intramural play.** This includes earrings, bracelets, necklaces, and fitness trackers, among other things.
- 5.2. Headwear is not permitted during intramural play. This includes hats and bandannas among other things.
- 5.3. All players must wear athletic clothing and footwear.

- 5.3.1. Rubber molded cleats are the only cleats permitted. Removable or metal cleats are prohibited.
- 5.4. Casts or braces must be covered with padded materials.
- 5.5. Medical jewelry is allowed and must be taped down with athletic tape.

6. Rosters

- 6.1. A team consists of 10 players and may have up to 20 players on its' roster.
- 6.2. A team may begin play with a minimum of eight (8) players.
- 6.3. Coed teams
 - 6.3.1. Playing with 10 players must have five (5) players of each gender.
 - 6.3.2. Playing with nine (9) players must have five (5) players of one gender and four (4) players of the other gender.
 - 6.3.3. Playing with eight (8) players must have four (4) players of each gender.
- 6.4. Additional players may be added until the start of the fourth inning.
- 6.5. If at any time a team is only able to field seven (7) or less players, the team will forfeit.
- 6.6. Extra Player Rule: Teams may elect to use an extra player under the following conditions:
 - 6.6.1. If a team elects to use an extra player (EP), it must be made known prior to the beginning of the game.
 - 6.6.1.1. The extra player must be listed on the score sheet in the regular batting order.
 - 6.6.1.2. If an extra player is used, all 11 players must kick (bat), and any 10 may play the field.
 - 6.6.2. Coed teams are required to add both a male and female extra player.
 - 6.6.2.1. If extra players are used in this situation, all 12 must kick (bat), and any 10 may play the field.
 - 6.6.3. Defensive positions may change per inning, but the batting order must remain the same.
- 6.7. Once playoffs begin, players may not be added to the roster.
- 6.8. Prior to noon on the start date, a team must have at least five players confirmed on its' IMLeagues roster. Teams that fail to do so will have two sportsmanship points deducted from its' first regular season game.

7. Substitutions

- 7.1. A player may substitute for one (1) person in the lineup.
 - 7.1.1. Once a substitute has entered the lineup, he or she must play for a full inning (team's offensive and defensive halves of an inning).
 - 7.1.2. Once a player has been replaced, he or she must re-enter the game in the same original position in the batting order.
- 7.2. All substitutions must check in with the home plate umpire.

8. Playing Area

- 8.1. The playing area will be confined to 30 feet outside the first and third base lines and the fenced area of the outfield.
- 8.2. If an overthrown ball goes beyond 30 feet outside of the first or third baselines, the ball will be considered "Out of Play."
 - 8.2.1. If an overthrown ball is deemed "Out of Play," a runner will receive the base he or she was going to and one additional base.

9. Kicking/Pitching

- 9.1. Teams will provide a pitcher for their own team.
 - 9.1.1. Pitchers must avoid interfering with a kicked ball or with any defensive player.
- 9.2. Each kicker will receive a maximum of two (2) pitches.
 - 9.2.1. If a legal kick is not achieved on the second pitch, the kicker is out.
- 9.3. The kicker is allowed two (2) steps in front of home plate to complete his or her kicking motion.
- 9.4. If a kicked ball goes over any fence without touching a defensive player, the kicker is out.
 - 9.4.1. If a kicked ball goes over any fence, the kicker's team is responsible for retrieving the ball.

10. Outs

- 10.1. A team's "at bat" will end after three (3) outs. Outs may be obtained in the following ways:
 - 10.1.1. A fly ball is caught in the field of play.
 - 10.1.2. A player, off the base, is tagged by a ball held by the defending team or hit by a ball thrown by the defending team.
 - 10.1.2.1. A ball thrown at an opponent produces an out only if the runner is hit at shoulder level or below (when in standing position).
 - 10.1.3. A player gets hit anywhere with a ball thrown by the defending team while sliding.
 - 10.1.4. A player is subject to a force out when applicable.
 - 10.1.5. A kicked ball hits the pitcher or the pitcher interferes with a play on a runner.
 - 10.1.6. A player kicks the ball outside the kicker's box.
 - 10.1.7. A kicked ball travels over any fence.
 - 10.1.8. A kicker does not produce a legal kick after two (2) pitches.