



## Florida Southern College Intramural Kickball Rules

### General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) Metal cleats are not allowed.
- 3) All participants must arrive to the playing surface 15 minutes before game time.

### Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

### Eligibility Requirements

**Intramurals are open to current FSC students, faculty, and staff with FSC ID.** All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

**For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.**

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

### Entry Fees

Intramural Kickball is free. However, if you forfeit the tournament your team will owe \$10.00 and be immediately dropped from the tournament. This includes not showing up for the tournament after registering previously.

### Players & Substitutions

- 1) A team shall consist of at least 7 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 7 players. In the event a team is playing with the minimum number (7) 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.

### Duration of Game

- 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 7 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 35 minutes has elapsed from the time the game began, unless the score is tied.

#### **Playing Rules**

- 1) A coin flip will determine home and visiting teams.
- 2) Teams must provide their own pitcher. The pitcher will be allowed three 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 three attempts at kicking the ball. A missed attempt or foul ball on the third attempt 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, except for an injury.

#### **Batting Order**

- 1) If a team has more than 9 players they may bat the entire team.
  - a. For instance, Team A has 12 players, All 12 players can bat but only 10 are allowed in the field.
  - b. 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.