



-Arkansas State University-  
INTRAMURAL SPORTS

## 7-ON-7 KICKBALL RULES

Fall 2007



### RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Entries due:** Entries for 7-on-7 Kickball are due Monday, November 12 & will be closed Thursday, November 15.
2. **Rosters & limitations:** The minimum amount of players that you need to turn in a roster is five (5). The maximum amount of players that you can have on your roster is sixteen (16). For a player to be added onto your roster the captain must provide the following: 1) participants name, 2) participants valid ASU ID, & 3) participants e-mail address. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster that player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team in that sport. In short, chose your players wisely when making your final rosters. You have up to the last day of your last game of regular season to add players or change your roster. Once the tournament begins **ALL** rosters are frozen & **NO** changes will be made.
3. **Schedules:** Pool play schedules will be out Friday, November 16. Schedules can be picked up in the Intramural office or be printed off from the Intramural webpage at <http://union.astate.edu/intramurals>.
4. **Pool play & tournament:** The 7-on-7 Kickball will be 1 day of pool play followed by a one day double elimination tournament. **YOU MUST BE AVAILABLE BOTH DAYS TO PARTICIPATE!** Pool play is set to begin on Monday, November 26 & the tournament will begin & end on Tuesday, November 27. Requirements for post play are as follows: 1) less than two forfeits & 2) regular season sportsmanship average of or above a 2.0 or a "C". Your record will determine where you place in the brackets. For players to be eligible for post play they must play in at least one (1) game during the regular season.
5. **Defaults:** We here at the Intramural Sports Department understands that there will be scheduling conflicts with play time versus work, social events, class time, study time, i.e. During **ANY** team sport that we offer we allow one team two defaults per season. A default is where you know that you will not be able to make your game & you do not want to reschedule. To be considered for a default your team must make its best efforts to notify the Intramural Director (Not supervisor's or official's but the Director) at least 24 hours **BEFORE** the scheduled event time. You are given the loss but there is no charge. If a default is used after the maximum (2) the team will be charged the regular forfeit fee of \$10.
6. **Forfeits:** A forfeit is when a team does not show up, does not have enough players to meet the minimum to start a game, or does not make it to there start time. When any of the above happens a team is given a forfeit. A team is given a loss, will obtain a point differential of fifteen (15) points against their overall score, **AND** is charged a fee of \$10 per forfeit. The maximum amount of forfeits a team can get to make it to the playoffs is two. If a team exceeds the maximum amount of forfeits they are taken out of the league. **IF** a team forfeit's out the season then they will be automatically suspended from registering for the next team sport. If the forfeit another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. Fees must be paid prior to those participants or team playing **ANY** future intramural events.
7. **ASU ID's:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED!**
8. Before a player is allowed to participate during the season their name must be on the roster with a valid ASU ID **AND** must be **PRINTED LEGIBLY**. Players **CAN BE** added to the roster on the court. They can either come by the Intramural office or verified on the court prior to game time to verify their status.
9. **Number of players:** The game shall be played between two teams of seven (7) players each. Each team must have a minimum of five (5) players in order to begin a match.
10. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
11. **Shoes:** Tennis shoes must be approved court shoes which have non-marking soles. Players may not play barefoot!

12. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
13. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
14. Jewelry that may cause harm to others and/or your self is also prohibited. There are exceptions to wedding bands, medical bands & necklaces, and religious necklaces.

## **RULE 2. HPESS COURT POLICY**

1. **ALL** games will be played Monday & Tuesday from 6:00 PM – 10:00 PM at the HPESS on courts 3 & 4.
2. Food & beverages are **NOT** allowed on the courts!
3. If you do not have your ASU ID you **CAN NOT** get in as a spectator or a participant!
4. The Intramural Sports Staff & Director reserve the right to refuse **ANYONE** access to the complex. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!

## **RULE 3. CONDUCT OF PLAYERS**

1. Any player who acts in a manner not showing good sportsmanship shall be warned and possible ejection from the game & complex. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or spectator for violations of sportsmanship including, but not limited to the following:
  - a. Disrespectfully addressing an official or IM staff member.
  - b. Questioning the official's judgment or decisions.
  - c. Showing disgust with official's decisions.
  - d. Using profane or insulting language or gestures toward an official or opponent.
  - e. Baiting or taunting players of the opposing team.
  - f. Disrupting the game so that it may not be continued in an orderly fashion.
2. Captains are responsible for the action of their team members.
3. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** complex before play is resumed. If they refuse to leave UPD will be called to physically remove them from the complex. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Director of Recreation & Intramural Sports. They **WILL NOT** be reinstated to play until they talk with him first the next business day! It is important to note that this meeting **WILL NOT** take place on the court of play but the **NEXT BUSINESS DAY!**

## **RULE 4. GAME FORMAT**

1. A game will consist of five innings or 30 minutes, whichever comes first. No new inning will begin once the 30-minute time limit has expired, however, any inning which has been started prior to the time limit expiring will be completed.
2. Game time is forfeit time. A team must have the minimum number of players required to start a game. If there is an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team chooses to wait, it must wait for at least 10 minutes.
3. A coin toss will be held during the captain's meeting to determine which team will be the home team and which will be the visiting team. The team that is listed first on the league sheet is expected to wear light-colored jerseys and the team listed second is expected to wear dark-colored jerseys.
4. **Extra Innings:** In the event that the score remains tied after 5 complete innings or 30 minutes, a series of extra innings will be played until the tie is broken.
5. **Run Rule:** If any team is ahead by 15 runs after 2 complete innings, 12 runs after 3 innings, or 10 runs after 4 innings, then the game will be considered complete. The run rule will apply to all championship games.

## **RULE 5. RULES OF PLAY**

### **Pitching & Kicking:**

1. Teams pitch to their own team members.
2. The pitcher must remain in the pitchers box until the ball is released.
3. Teams will be given no more then three warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the Umpire (in the event the game is running late).
4. Pitches must be an under hand throw. There is no such thing as an illegal pitch in kickball.
5. Pitchers must not intentionally interfere with a kicked ball. If a pitcher does interfere the kicker is out. All base runners must return to the bases in which they came from.
6. Seeing how you only get three pitches there is no strike zones.
7. A foul ball on the third pitch will be an out
8. **ALL** kicks must go past the pitchers mound otherwise it is considered a foul ball.
9. The Umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. This rule is to be used if there is any blood present on a player or his/her uniform.
10. A runner is out when he/she is struck with a fairly batted ball in fair territory provided the ball has not passed an infielder, excluding the pitcher.
11. If a ball hits a wall or basketball goal in fair territory, it is considered a live ball. Balls that hit any of the above will not be eligible to be caught for an "out".
12. If the ball hits the ceiling in fair territory, it is considered a live ball.
13. A ball that hits the ceiling can be caught for an out.
14. The infield fly rule does not apply in kickball.

### **Running:**

1. Runners **CAN NOT** lead off. The runner can't leave the base until the pitch is contacted by the kicker.
2. Seeing how we are playing on hardwood floors sliding is **ILLEGAL**. Any one caught sliding, other than accidental, will be called out and ejected from the game(s).
3. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, or catching). If the base runner does not avoid the collision, they are liable to ejection at the supervisor's discretion.
4. A runner may not charge into a fielder hoping to dislodge the ball. The runner will be called "out", and if the action was flagrant, ejected.
5. The ball **CAN** be thrown at the base runner to get them out.