

**Grand Valley State University**  
**Campus Recreation**  
**Intramural Sports**  
**Kickball Rules**

**ELIGIBILITY:** All currently enrolled Grand Valley State University students (undergraduate and graduate) and faculty/staff are eligible to participate in the intramural sports program. Current students are defined as taking one credit hour at the time of registration. GVSU women's volleyball players and professional and/or semi-professional players are ineligible for one year following the last day of their participation with the varsity or professional team. Teams may only have two club players on their roster. Players are considered club players if they played on the club team during the academic year.

**STUDENT ID'S:** ALL participants must present a GVSU identification card to participate in an intramural sports event. Please consult intramural rules and regulations at [www.gvsu.edu/rec](http://www.gvsu.edu/rec) for more information.

**TEAM ROSTERS:** It is each team captain's responsibility to ensure that all team members are listed on the team's IMLeagues roster. Each team's roster will be frozen following their last regular season game. During playoffs, a participant and their correct G-number MUST be listed on that team's IMLeagues roster to be eligible to participate. Individuals not listed on the roster may not participate in playoffs.

**PLAY ON ONE TEAM/ILLEGAL PLAYERS:** A participant may play on only one single gender team and only one co-rec team. Women may not play on men's teams and men may not participate on women's teams. Any participant playing on two teams within the same gender classification will automatically be disqualified from participating on the second team they played on, and are subject to further discipline. In addition, any games in which the participant played illegally will result in a forfeit. Players are also considered illegal if they violate eligibility procedures.

**BLOOD RULE:** If a player is found to be bleeding, they must immediately leave the game until the bleeding stops. Substitutions may occur at this time and the official may take a timeout. Blood soiled clothing must be removed before the player can re-enter the game.

**CONCUSSIONS:** Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

**RULE INTERPRETATIONS:** The officials and supervisor on duty will address questions and/or protests of rule interpretations on the court; a ruling will then be determined. The resulting decision is final. **A rule interpretation must be protested before the next live ball. No protests on judgement calls will be heard.**

**SCHEDULE CONFLICTS:** The division time a team signed up for is the time they will play. If a team cannot make a game, please reference the default section below. No playoff games will be rescheduled due to participant/team conflict.

**FORFEITS AND DEFAULTS:** A forfeit will be declared if at least 4 players are not present and ready to play within the 5-minute grace period from the scheduled game time. A team that forfeits a game must pay a non-refundable \$30 forfeit fee to be eligible for the playoffs. **If a team forfeits once and does not want to play in the playoffs, they do not have to pay the fee and can finish out the regular season.** A team that forfeits twice will not be eligible for the playoffs, but can finish out the regular season.

A default is recorded if the team captain provides written notice to the intramural sports office before 3pm on the business day prior to the game to avoid further penalty. If a team knows they will not have enough players to play, please default out of respect of the other team's time. Consult the intramural sportsmanship policy at [www.gvsu.edu/rec](http://www.gvsu.edu/rec) to view ratings that apply to forfeits and defaults.

**Equipment:** Game balls will be provided. Close-toed shoes must be worn (no sandals). No metal spikes may be worn.

**Players and Substitutes:**

1. A team consists of 8 players. Each team must have 6 players checked in to start or continue a game.
2. There is no set lineup. A maximum of 8 players will kick each half inning; with each player only kicking once. The kicking order may change each inning. The 8<sup>th</sup> kicker must declare to the umpire that they are the "last kicker".
3. Any eight players can play in the field. A person does not have kick and play the field.
4. The offensive team will pitch to their kickers. The pitcher has no defensive responsibilities.

**The Game:**

1. Batters receive a maximum of three pitches. If the batter does not attempt to put the ball in play within three pitches, they are out.
2. The batter must remain within 3 feet of home plate when the ball is kicked or the batter is out.
3. Players may not bunt kick. The ball must travel past the 15 foot line.
4. The game shall consist of 5 innings or a 45 minute time limit, whichever comes first.
5. A new inning shall not begin after the time limit, but an inning already started will be finished. Games will end in a tie during the regular season.
6. The mercy rule comes into play when the team at bat no longer has a chance to score enough runs to win the game.
  - 6.1. Mercy rule example: Bottom of the 4<sup>th</sup> inning. Visitors are up 18-8. The home team must score 2 runs or more in the inning for the game to continue.
  - 6.2. Mercy rule example: Bottom of the 4<sup>th</sup> inning. Home team is up 10-4. Once the home team scores their 3<sup>rd</sup> run, the game is over.

**Base Running:**

1. Base runner(s) may leave their base when a pitch is kicked. There is no stealing.
2. There is no overthrows. All areas are in play.
3. Any ball that hits the net is still in play. Catching the ball off the net is not an out.
4. No pinch runners, unless the runner is clearly injured and may not safely run the bases. A courtesy runner may be used, if announced before the first pitch to the next batter. If there is no courtesy runner available, the player that made the last out may take the place of the injured runner.

**Foul Balls:** If a batter kicks two foul balls OR their third pitch foul, they are out.

**Sportsmanship:**

1. The intent of GVSU Intramural Sports is to provide a sportsmanlike, safe, and fun environment.
2. The sportsmanship rating system is designed to rate team and not individual conduct, yet hold the team accountable for an individual's actions.
3. Being a good sport is a team captains, players and spectators responsibility. They will be held accountable for acts including abusive language, threatening remarks or abusive behavior before, during and after any intramural contest and throughout the intramural season.
4. Team captains are expected to be the team leader and exhibit full control over their team, thus setting an example by communicating and educating their team to be good sports. Further, the captain may address an official in a respectful manner concerning a rule interpretation, not questions of officials' judgment.
5. A player ejected during the game results in a one game suspension (if severe, additional restrictions may be imposed).
6. Team Sportsmanship Ratings apply to behavior before, during and after a contest. Teams are expected to receive a rating higher than a three (3) to be eligible for playoffs. Those teams that receive a rating of two (2) will be suspended for their next game. Any team receiving a season ending rating (1) will be dropped from the sport and may be subjected to additional disciplinary action.