General

• All teams and players will be subject to current rules and regulations stated in the Intramural Handbook.
• All participants must present a current, valid UT Rocket Card upon checking in with the IM Staff.

Participants who do not have their UT Rocket Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
• Individuals are only allowed to participate on one same gender team and one coed team.
• All players must be currently enrolled as a student, faculty, or staff member of the University of Toledo.

Forfeit/Default

• Forfeits:

Any team that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. Game time is forfeit time. There is no grace period. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited contests will be recorded as a loss. This policy will be unilaterally enforced.

If a team forfeits a game they must pay a forfeit fee $15 before being allowed to resume participation in the sport. All forfeit fees must be paid in 2 business days or before next scheduled game, whichever is sooner. If the forfeit fee is not paid the team will be eliminated from competition.

• Defaults:

If a team knows in advance that it will not be able to make a scheduled contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:

- Games scheduled Monday-Friday → notification must be received by 12pm on the day before the scheduled game
- Games scheduled Saturday/Sunday → notification must be received by 3pm on the Friday before the scheduled game

Captains may contact the Intramural Department by notifying the Coordinator of Intramurals at 530-3704 or by email at joe.bendix@utoledo.edu. This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit fee.

• Dropped from Play:

Any combination of two forfeits/defaults in the same season will result in a team being dropped from play for the remainder of that particular season. Any team owing a forfeit fee will be eliminated from playoff eligibility. Any team that forfeits/defaults a game in a single or double elimination tournament will also be dropped from play.

• Forfeited and defaulted contests will not be rescheduled.

The Game

• All games will take place at the Scott Park facility. Teams will consist of 10 players (5 men and 5 women for coed) one of which MUST be a catcher. A minimum of seven (7) players is required to begin a game. The number of male players may not exceed the number of female players by more than one (i.e., a team may play with 5 men and 4 women).
• **Game time is forfeit time.** There is no grace period. A game will be declared a forfeit if a team does not have the minimum number of players (7) ready to play at game time and that team’s captain will be responsible for paying the forfeit fee. Any team forfeiting a game during the tournament will be automatically disqualified from competition in the remainder of the tournament.

• **COED RULES:** The batting/kicking order must alternate gender. If a team has more than 10 players, all players may kick provided the alternating gender rule is not violated. A maximum of 3 males can play on the infield with a requirement of one of these males being the pitcher or catcher. No more than 10 players may take the field defensively.

  Kickball rules are very similar to baseball/softball. Three outs per team per inning. Games are seven innings or 50 minutes, whichever comes first. A new full inning will not be started after 45 minutes of play.

  • **Teams will pitch to their own batters.** The pitcher must not interfere with the ball or impede a defensive player from making a play. No balls or strikes are called. Batters simply kick the first good pitch.

  • Batters may not kick a pitched ball in front of home plate. If a batter has both feet in front of home plate and kicks a pitched ball, the batter is out and the ball is dead. Runners are not allowed to advance. Batters/kickers are out on the second foul ball kicked.

  • Bunting is not allowed. A bunt is defined as any kicked ball in which the batter does not get the ball past the pitcher. (Imaginary line in the middle home to third). If so, then the play is considered a bunt, which is a foul ball. (Defensive) Pitchers are allowed to stop the ball from getting past this point.

  • Neither leading off nor stealing bases is allowed.

  • Batters/runners are put out in similar fashion to baseball (i.e. fly outs, force outs, etc). In addition, a batter/runner is out when struck with a thrown ball with the following exceptions: (1) Defenders may not hit a runner in the head with a thrown ball. In this situation the runner will be declared safe, all runners will advance 1 extra base, and play will be dead. However, if a runner ducks down to avoid a throw and gets struck in the head with the ball, the runner will be declared out. (2) A runner that overruns first base and subsequently gets struck by a thrown ball will not be called out UNLESS the runner turns toward second base. In this case, the runner will be declared out.

  • Sliding is not allowed. Runners are also prohibited from crashing into defenders. A flagrant collision will result in an immediate ejection of the violating player. Defensive players are not allowed to block a base or the base path. Interference with the base runner will be called in this situation.

• **RUN LIMIT: 10 runs per team per inning**

  A game will be termed “official” after 4 1/2 or 5 innings, in either of the following situations:

  • A game is cancelled due to inclement weather or hazardous conditions.

  • **Mercy Rule:** If a team is ahead by 15 or more runs after 5 innings and 10 after 6 innings, the game is over.

*Appended rule for 2008-2009 season.*