

Indoor Kickball 8vs8

Schedules

League schedules will be posted on the bulletin boards at the Student Activity Center and on imleagues.com

General Procedures

1. All participants must register on imleagues.com and be accepted by the captain 24 hours prior to the game they wish to play. Upon the start of a competition, the IM Sports staff will check all rosters to ensure eligibility. Players who do not appear on a team's roster will be classified as ineligible and will be required to register before being allowed to play.
2. No roster additions will be allowed after the completion of regular season play.
3. Default vs Forfeit - Any team knowing in advance that they will be unable to play a regularly scheduled game has the opportunity to default. If a team defaults, they will receive a loss in the standings, an "Exceptional Sports" sportsmanship rating, and does not count as a forfeit. In order for a team to default, the team captain must contact the Intramural Coordinator in writing by 5:00 p.m. on the day prior to their contest. Otherwise, it is considered a forfeit. If a team forfeits, they will receive a loss in the standings and a "Needs Improvement" sportsmanship rating.
4. Teams must arrive 15 minutes before their scheduled start time to insure that the event runs on schedule. A 10 minute grace period will be allowed before a forfeit is awarded.
5. All players must have their valid LSSU ID card at the appropriate playing area in order to play.
6. Teams must present their LSSU ID's to the Student Activity Center to enter the facility and must present their LSSU ID to the site supervisor to check-in prior to play that night.
7. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
8. The Sport Supervisor and Intramural Assistant is responsible for recording scores, running clock, and keeping order. The Sport Supervisor has the authority to eject any player for unsportsmanlike behavior (profanity, fighting, and participating in a contest under the influence of alcohol or other drugs, etc.). See Intramural Participant Handbook for more details.

Reporting Scores

1. Final scores and team sportsmanship ratings must be reported to the Sport Supervisor.
2. If you have another game, always check with the Sport Supervisor about return time before you leave the facility. It is our intention to keep games moving.

Game Format

Players

1. The game will be played between two teams of eight (8) players each.
2. This is an open league. Open leagues have no gender restrictions.

Games and Timing

1. Games will be 7 innings or 45 minutes. No new inning will be started after 45 minutes.
2. Mercy rule is 15 after two innings.

Game Play

1. A team will bat through its order until 3 outs are made each inning.
 - a. All present members of the roster bat and the batting order must remain the same throughout the game.
2. Players will pitch to the opposing team:
 - a. Pitchers must be at least 30 feet away from home plate. No running starts. The ball must be rolled underhand.
 - b. After the ball first contacts the ground, it may not bounce higher than one foot above the

ground.

- c. If the ball passes two feet on either side of home plate, it is a strike. Otherwise, it is a ball. Foul balls count as a strike.

3. All batters begin with a 1-1 count. Foul balls count as a strike. If a ball is kicked foul with two strikes, the batter is out. (No courtesy foul)
4. Batters may not bunt. Bunting is defined as the deliberate attempt to tap, push, or guide the ball with the foot without attempting a legitimate swinging motion with the leg. The judgment of a bunt is at the discretion of the umpire. The batter will be ruled out and all runners will return to their base.
5. A player may become out by force out at the base or by hitting the runner with the ball below the head and shoulders. Base runners may not deliberately attempt to deflect a thrown ball in order to allow another baserunner to advance further. Time will be called in this instance. Base runners MAY NOT LEAD or STEAL at any time. No sliding is allowed.
6. Time may be requested at any time by the pitching team. When the pitcher has possession of the ball in the pitching area, time will be called. A base runner that is more than halfway to a base when time is called may take that base. A base runner that is less than halfway to a base must return to the previous base
7. Runners may not leave the base until the ball is kicked. Doing so results in an automatic out.
8. A ball may hit any part of the ceiling except lights. Balls that strike any part of a light are considered an out. Runners must return to base last occupied.
9. A ball caught off the wall is an out.
10. A runner must stay within the base line when running to bases. A runner leaving the baseline is an out.
11. A fielder may not intentionally drop a fly ball in order to attempt a force out on a runner other than the batter. Runners will be declared safe. (Infield fly rule)