

OU REC WELL

INTRAMURALS

Employee Kickball Rules 2017

The following is a summary of rules, regulations, and policies for Intramural Employee Kickball. A complete list of policies and procedures can be located in the Intramural Sports Handbook. Questions or concerns can be directed to Intramural Sports and Club Sports Office Monday - Friday from 9:00 a.m. to 5:00 p.m. at 248-370-4732 or imsports@oakland.edu.

FACILITY

Kickball will be played in the Recreation and Athletic Outdoor Complex (RAOC).

ELIGIBILITY

Faculty and staff at Oakland University are eligible to participate in the employee kickball tournament. Certain exceptions are presented to graduate assistants and teaching assistants, and will be covered in detail in General Rules, subsection 'Team/Roster'.

All participants must be a rostered member on their respective team with a completed waiver on file before participating in their first game. No exceptions will be allowed.

FORFEIT POLICY

Games start promptly at 12:10 p.m. and game time is forfeit time. If a team does not have 7 members ready to go by 12:10 p.m. then the game will be deemed a forfeit. If a team forfeits one game they will be removed from the tournament. If a team cannot make a scheduled game, and they are in the winners bracket they may call and default the game before 10 a.m. the day of the game.

This will result in the other team receiving the win. The defaulting team will receive a loss and be placed in the loser's bracket. The defaulting team will still be eligible to participate in the tournament at their next scheduled game time.

GENERAL RULES

Official WAKA kickball rules will prevail in all cases not covered in this document, as long as they fall within the spirit of Intramurals.

Teams/Rosters

Teams will consist of up to 14 players (10 in the field and 4 extra kickers). All rostered players present may kick. A minimum of seven (7) players must be present at the start of the game. At any

point in the game when the 8th, 9th, 10th player arrives he/she can be added immediately after checking in with the game supervisor.

There must be at least two of each gender represented on every team. For examples a team can consist of any of the following gender combinations;

- 2F/12M or 12F/2M
- 3F/11M or 11F/3M
- 4F/10M or 10F/4M
- 5F/9M or 9F/5M
- 6F/8M or 8F/6M
- 7F/7M

Teams may add players at any time during the tournament except when the roster limit is reached. Rosters are limited to 14 spots, and once a player has played for a team they will occupy that roster spot for the rest of the tournament. They cannot be removed or replaced with another player. No additional players may be added after the roster maximum has been reached.

****This league is designated for full-time employees only, but there will be a limited exception for each team to place two graduate assistants or teaching assistants on the roster. These students cannot be undergraduate students, or regular graduate students. This exception is limited to students who are in graduate school and hold an assistanship position. Any team found to be taking advantage of this rule will be disqualified from the tournament.****

Equipment and Uniform

- Participants cannot wear metal cleats and must wear closed-toed athletic shoes.
- Teams are encouraged to wear a similar color, and players must wear athletic clothes

Game Play

A coin toss will determine the home team. The away team will kick first, while the home team will take the field first. Home team will have last at kick

Games will consist of 7 innings or 50 minutes, whichever comes first. If we start an inning we will finish that inning, unless time expires and the home team is ahead in runs.

There will be an 8 run limit per team per inning. A player will score when they safely cross the line at the home plate, without another player receiving the third out before they cross the line. Runners will not be permitted to touch home plate in order to avoid contact should there be a play at home plate.

- Mercy Rule:
 - 25+ runs in 5 innings
 - 20+ runs in 6 innings
 - 10+ runs in 7 innings

Players will not be allowed to lead off from bases or steal bases. Runners must wait for kickers to contact the ball before leaving their previous base.

In the event of a tie game the last kicker from the previous inning will start on second base for each team when they come up to kick.

Off the edge of the turf (grass) will be considered out-of-play.

Pitching/Kicking

Each team will pitch to their own kickers. Each kicker will have three pitches to kick the ball. If the ball is not put into play after three kicks the kicker will be considered an out and will return to the bench.

The pitcher in the field cannot interfere with the ball once it has been put in play. The pitcher will need to avoid the ball and the players making a play on the ball. If the pitcher interferes with either the ball or the kickers, giving their runner an advantage, the runner will be considered an automatic out.

Fielding teams will still be responsible to have a player in the defensive position of pitcher to field the ball should it be kicked directly back to the mound.

Outs

In the following situations, kickers will be considered out.

- The kicker receives a three pitches and fails to put any of the pitches into fair, playable territory.
- The kicker kicks a ball in playable territory that is caught by a fielder.
- The official kicking order is not followed.
- The kicker attempts to hinder the catcher or a fielder from fielding or throwing the ball.
- The Infield Fly Rule

In the following situations runners will be considered out.

- The runner is put out prior to reaching first base after kicking a fair ball.
 - The runner may step on the turf next to, and in line with the base in order to avoid contact while running to the base.
- The runner interferes with a play being made at a base.
 - The runner may step on the turf next to, and in line with the base in order to avoid contact while running to the base.
- The runner runs outside of the base path (3 feet in either direction).
- On a force play, the fielder contacts the base or tags the runner while holding the ball before the runner reaches the base.
 - If the runner overruns the base and is tagged they will also be considered out, with an exception given at first base.
- The runner fails to avoid a fielder attempting to field a kicked ball.

- The runner leaves the base before the kicker contacts the ball.
- The runner is hit by a kicked ball when they are off the base in fair territory.
 - The play will result in the runner being out, the ball is dead, and the kicker is awarded 1st base. If they are hit while on the bag, they are safe, a dead ball is declared and the kicker is awarded first base.
- If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
- If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.
 - If it is a close play the runner must avoid contact.
- The runner touches home plate while scoring.
 - All plays at home plate are considered a force-play, and thus the catcher must only touch home plate while having possession of the ball in order for a runner attempting to score to be considered out.
 - All runners should run to the outside of home plate when attempting to score, once they cross the designated line, the run will be counted.
- Pegging is not allowed, and any ball intentionally thrown at players will result in each base runner advancing one base beyond the base they previously occupy. Forces will be in effect.

Overthrow

One base shall be awarded for an overthrow that goes out of play. This shall be determined from when the player (thrower) releases the ball. It shall be one base from point of release. If overthrown into an "in-play" area, runners advance at their own risk.

SPORTSMANSHIP

Following each game teams will be given a sportsmanship rating based on their conduct on a scale of 0 to 4. Teams must maintain an average score of 3.0 to be eligible for playoffs, regardless of win/loss records. Intramural Sports staff will enter the sportsmanship rating from the previous night's games the following business day on IMLeagues. Participants may view their sportsmanship rating and read about more details pertaining to the rating scale by visiting www.imleagues.com/oakland.

Regardless of the division or league, teams are expected to display good sportsmanship towards officials, opponents, and teammates. During playoffs sportsmanship must remain at 3.0 or higher in order to advance regardless of win/loss or points scored during the games.

PROTESTS

Protests are not permitted on judgement calls. Captains are allowed to protest a misapplication of rules and player eligibility. To protest please alert the nearest supervisor before the start of the next play. The staff will attempt to explain the rule, but if the participant still insists that it is a misapplication they will need to fill out a Protest Form. The game will continue under protest, and the form will be delivered to the Intramural Sports and Club Sports Office staff. The following day the staff will review the Protest Form and make a decision by 12:00 p.m. If the protest stands the game will be rescheduled, but if the protest has no bearing then the result of the game will stand.

If the protest is based on player eligibility the office staff will investigate the following day. If the protested ineligible player is found to be on the winning team, then the team will automatically receive a forfeit. If the player is not ineligible the result of the game will stand.

INJURY POLICY

Any player that is injured during the course of play and requires medical assistance from the supervisor on site is required to assist in completing an Injury Report. If a participant refuses to comply they will be suspended until meeting with the Intramural and Club Sports Coordinator.

Any player that is bleeding must be removed from play immediately and cannot return until the bleeding has been dealt with and an Injury Report has been filled out. If a player has blood on his uniform, then the uniform must be removed/replaced before the player is allowed to return to play.

DRUG, ALCOHOL, TOBACCO POLICY

Teams and fans (including coaches) are not permitted to bring alcohol and/or drugs, or attend an intramural event while under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products, including but not limited to vapes, cigarettes, and chewing tobacco while on any property supervised by the Department of University Recreation and Well-Being. Violators will be asked to leave, and if necessary teams will forfeit games which is at the discretion of the Intramural Supervisor on site.

DISCRIMINATION POLICY

Any player or spectator that is heard shouting any racial, homophobic, or other derogatory statements at another player will be ejected and asked to leave the premises immediately. Along with being reported to the Dean of Students Office the player and/or spectator will also be suspended from all intramural and club sport activities for no less than one full semester, and must meet with the Intramural and Club Sports Coordinator before the semester of suspension begins.

INTRAMURAL SPORTS RESERVES THE RIGHT TO MAKE CHANGES OR ADDITIONS TO THE RULES OR POLICIES AT ANYTIME.