INTRAMURAL KICKBALL
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Intramural Sports are offered to UT Martin students on a voluntary basis and each student participates at his/her own risk. Participants are responsible for reading and agreeing to the terms stated in the UTM Campus Recreation Intramural Handbook, ensuring that they are physically fit to participate in the selected sport(s), and are encouraged to check with their family physician or Student Health prior to participation.

All Participants are to abide by the intramural eligibility, protest, and rescheduling rules stated in the Program Handbook

I. The Game, Players, Equipment, & Playing Field
   1. Starting Play
      A. Prior to the start of a game, the official, or supervisor, for the game will conduct a captain’s meeting in which they will designate which captain shall call the “coin toss”.
      B. The “coin toss” will determine which team is “home” and which is “away”.

   2. Players
      A. A match shall be played by 2 teams of a maximum of 8 players. A team may start and continue a match with a minimum of 6 players. Jack and Jill-8 players.
         i. If due to injury a team’s number of player’s drops below 6 the game will continue as long as the team has a chance to win.
      B. Only dressed players and coaches are allowed in the dugout. All spectators must remain in the bleacher area.
      C. Each team is allowed 2 designated coaches on the sideline; coaches must be registered on the team roster.

   3. Player Equipment-Required
      *Should there be any question regarding the legality of any equipment, the supervisor on duty will make the final ruling.*
      A. Uniform
         i. It is preferred that teams wear contrasting colored jerseys, however, players may wear jerseys of any color.
      B. Pants/Shorts
         i. No restrictions will be placed on the types of pants/shorts players wear.
      C. Footwear
         i. Shoes shall be made of a canvas, leather, or synthetic material, which covers the entire foot, and attached to a firm sole of leather, rubber, or composite material.
ii. Cleats are limited to studs of projections which do not exceed ½ inch in length and are made of a nonabrasive rubber or rubber-type synthetic material which does not chip or develop a “cutting edge”. Metal and/or plastic cleats are prohibited.

iii. Shoes must be worn by all participants. Vibram or any other variation of a “toe” shoe will not be admissible.

4. Player Equipment-Optional
   A. All types of headwear used for hair restraint will be legal, including hats.

5. Player Equipment-Illegal
   A. All jewelry must be removed prior to game start.

   For any infringement of this law, the player will be removed to correct his/her equipment and may not return until a proper substituting time.

6. Playing Field
   A. All matches will be played on the intramural softball fields.

II. Periods, Time Factors, & Substitutions
1. Match Length
   A. Games will consist of 5 innings or 20 minutes, whichever occurs first.

2. Inclement Weather
   A. Should a game in progress be stopped due to inclement weather, 3 complete innings will constitute a completed game, or 2 ½ innings if the home team is winning.
   B. In the event a game is called due to weather, if it has not reached 3 complete innings the game will be rescheduled if time & field space allows. If there is no time left to reschedule the game, double wins will be given.

3. Extra Innings
   A. If at the end of regulation the score is tied, extra innings will be used to determine a winner.
   B. Extra innings will be added until a winner can be determined.
   C. In the event a game reaches 8 complete innings, starting in the 11th inning the last batter out during the previous inning will start the at bat at second base.

4. Mercy Rule
   A. If a team creates a lead of 10 or more anytime after the end of the 3rd inning, the mercy rule will be enacted and the game will be declared complete.

3. Time-Outs
   A. No Time-Outs will be awarded during either half.
4. **Base Running**
   
   **A.** Base runners must remain in contact with the base until the batter has made contact with the ball. If the base runner leaves the base prior to the batter making contact with the ball, the current play will resume and the batter will be declared out regardless of the outcome of the play.

   **B.** Should the ball become out of play, all base runners will receive the base they were attempting plus the next base (1 plus 1).

   **C.** All feet first slide will be legal. Sliding head first will be illegal.

   **D.** Courtesy runners are illegal.
III. Game Play
   1. Objective
      A. The objective is to score as many points as possible within the allotted match time.

   2. The Pitch
      A. A legal pitch will consist of a pitcher rolling a ball, via hand or foot, to the batter.
      B. Pitches must roll and may not be intentionally bounced.
      C. Once the pitch has been set in motion the pitcher must remain in the pitching circle until contact has been made with the ball.

   3. Outs
      A. A player will be deemed out should one of the following occur:
         a. The kicker’s ball is caught in the air without first contacting the ground
         b. A fielder has possession of the ball while standing on the “forced” base the runner is heading towards.
         c. A runner is touched by the ball, whether in possession of a fielder or thrown or kicked at the runner.
         d. Base runners hit in the head will not be declared out unless the runner ducks to avoid being tagged and places their head in the path of the ball.

   4. Jack and Jill Modifications
      A. The kicking line-up must alternate between genders. An automatic out must be inserted between kickers of the same gender.