Summer Co-Ed Kickball for Faculty & Staff

WELLNESS WORKS! has partnered with The Department of Recreational Sports to bring a Summer Co-ed Kickball League to Texas A&M University faculty and staff employees!

League & Registration Information

- Co-ed, recreational level league. No league experience necessary.
- Team Roster Rules:
  - Teams must have a minimum of 9 and a maximum of 16 team members total (first-come, first-served basis)
  - Teams may not have more than 4 of one gender on the field at any given time
- Registration open from June 22 – June 28
- Registration fees paid by WELLNESS WORKS!
- Register at: surveymonkey.com/r/KickballLeague

Nights of Play, Game Times & Game Rules

- All games will be played on Mondays or Wednesdays and will only take place on the night that your team registered for (first-come, first-served basis).
- Times: 6:30pm or 7:15pm
- Regular season begins Monday, July 10 for the Monday league & Wednesday, July 12 for the Wednesday league.
  - 3 weeks for each team to play the other 3 teams in their four-team league
- All teams advance to the play offs:
  - Monday league: Playoffs are July 31 and August 7
  - Wednesday league: Playoffs are August 2 and August 9
- Championship Game on August 14: Monday league winner vs. Wednesday league winner
- Please see the attached rules for additional information.
- In the event of inclement weather, Team Captains will receive rainout information via email/text.

League Format

- League is open to the first 16 teams who register.
- 3 game round robin schedule, plus a single elimination tournament and championship game
- Trophy will be given to the winner of the Championship Game.

Equipment

- Kickballs will be provided by Rec Sports.

Location

- Penberthy Intramural Fields.
- Information regarding the Penberthy Rec Sports Complex including facility rules can be found at https://recsports.tamu.edu/facilities/.

Team Captain Meeting

- Captain Meeting (MANDATORY): Wednesday, June 28th at 3 PM in GSC 101B&C. If your team captain is unable to attend, please send a substitute.
- Final team rosters to be turned in at Team Captain Meeting.

Questions

- Contact 979-862-7418 or wellness@tamu.edu.
Highlighted Penberthy Complex Rules

1. The following are not allowed within the Penberthy complex – pets, vehicles, bicycles, alcoholic beverages, and glass containers
2. The following items cannot be utilized within the Penberthy complex – skateboards, scooters, hoverboards, metal cleats, and drones
3. All forms of smoking and tobacco products, including electronic cigarettes, are prohibited
4. All patrons of the facility are expected to wear shoes; participants engaging in recreational activity must wear athletic footwear
5. Rec Sports staff have final decision-making authority regarding behavior not explicitly covered in the rules and the authority to remove patrons who do not abide by their decisions
6. For information about field closures due to inclement weather, call (979) 845-2625

Rules of Kickball

1. PARTICIPATION

a. Jewelry – Participants are not permitted to wear any visible jewelry for the protection of all participants. If participants choose to wear jewelry, it must be completely covered with a bandage or athletic tape before playing. Neither Rec Sports staff nor the medics will provide bandages or tape to cover jewelry. If covered, jewelry must remain flush with the skin and not be protruding. Medical alert bracelets are permitted, but must be taped flush with the skin.

b. Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.

c. Casts/splints are not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least \( \frac{1}{4} \) inch thick.

d. Religious Headwear – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/earrings/bracelets or any other form of jewelry.

e. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.

f. Any player ejected from a game is automatically suspended from future participation, pending a meeting with the appropriate Rec Sports staff member.

g. Rec Sports staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.

h. Protest Procedure - Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. A team representative should notify the official. The clock will stop while a protest is being filed.

i. Blood Rule - Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.

j. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.

k. Footwear - All players must wear athletic shoes. Rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Sandals, five finger shoes, street shoes, hiking boots, combat boots, or metal spikes are not allowed. No player will be allowed to participate in bare feet. Any player seen wearing metal spikes after the first pitch of the game will be ejected.

l. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
Participants are encouraged to wear athletic style shorts or pants.

All equipment decisions made by the Rec Sports staff or medic on duty shall be final.

2. THE GAME

a. Each team shall consist of 9 players. Teams will consist of 4 men and 4 women; the ninth player may be of either gender. Each team must have a minimum of 7 players, at least 3 of each gender, in order to begin and continue a game. Any team that begins a game with 7 or 8 players may add players to the bottom of its line-up (to a limit of 9 kickers).

b. **Game Length:** A game will consist of 6 innings or 40 minutes, whichever comes first. No new inning will begin once the 40-minute time limit has expired. Any inning which has been started prior to the time limit expiring will be completed. Championship games will not have a time limit.

c. The game ball will be provided for all kickball matches.

d. **Forfeit:** A team must have the minimum number of players to start a game. Teams not ready to play at the scheduled starting time shall be penalized one run for every minute the game is delayed. Teams not ready to play at 10 minutes after the scheduled starting time will forfeit.

e. **Extra Innings:** In the event that the score remains tied after 6 complete innings or 40 minutes, extra innings will be played until the tie is broken. The team at bat will begin with a runner, the last person in their line-up, on second base. In the event that player is still on base when his/her turn to kick comes up, the player who made the last out will take his/her place on base.

f. **Run Rule:** If a team is ahead by 15 runs after 4 complete innings (3 ½ if the home team is ahead), or 10 runs after 5 innings (4 ½ if the home team is ahead), the game will be considered complete. The run rule will apply to all games including championship games.

g. **Called Games:** In the event of inclement weather or power failure of significant duration, the following will constitute a complete game:
   1. 4 innings have been completed (3 ½ if the home team is leading).
   2. The game has reached at least 25 minutes in elapsed time.
   3. If the game is called due to weather before the time limit (25 minutes) or inning limit (4 innings) has elapsed, then the game will be replayed from the point where play was stopped. If play stops due to inclement weather, the final decision will be made by the supervisor on site.

3. PITCHERS

a. Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder.

b. **Pitchers:** (of the kicking team) will not be responsible for playing defense. When the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw. If, in the umpire's opinion, the pitcher interferes with any part of a defense's play, the umpire may call out a runner or the kicker as appropriate. The ruling will follow guidelines similar to interference and obstruction in the NIRSA softball manual.

c. The pitcher must be a member of the offensive team, but does not have to be one of the kickers in the line-up. All-time pitchers are permitted. If the pitcher is a kicker in the line-up, when it is the pitcher’s turn in the line-up, another player will be required to enter the game to pitch.

d. **In the act of:** delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitching rubber until the ball leaves the pitcher’s hand. A legal delivery shall be a ball that is delivered underhand and a slow to moderate speed. Bounces are permitted.

e. Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball into fair play, he/she will be out.
4. **KICKING**

a. All players in the line-up will kick in each inning. Therefore, up to 9 outs may be recorded during a team’s at-bat. Their half of the inning will end once all kickers have kicked once, regardless of the number of outs recorded.

b. The kicking order may change each inning.

c. The offensive team (pitcher and kicker) is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without the offense notifying the defense that it is their last kicker, that kicker will be ruled out, no runs will be allowed, and the inning will be over.

d. The kicker must contact the ball within the boundaries of the box around home plate. If a kicker contacts a ball outside the box, he/she will be called out and all runners must return to their original base.

e. Foul balls on the first or second pitch will be ruled foul. If a foul is kicked on the third pitch, the batter will be out.

f. There are no walks.

g. A kicked ball must clear the bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded in this area are considered foul and if on the third pitch, the kicker will be out. All balls fielded in this area are considered dead and all runners must return to their original bases.

5. **FIELDING**

a. Defensive positioning is restricted by the following: No more than 6 players (including a "fielding pitcher" and catcher) may position themselves within the infield area prior to a pitch being kicked. In a game with 9 fielders, 3 must begin each play in the outfield area and cannot enter the infield until the ball has been kicked.

b. Each team must provide a catcher. The catcher must field from behind the kicker. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.

c. If a team provides a "fielding pitcher", the "fielding pitcher" may align themselves on either side of the offense's pitcher no closer than 3 feet from the pitching rubber. The "fielding pitcher" may not position themselves in front of pitcher's rubber (closer to the plate) until a ball is kicked.

d. Only one other infielder, other than the "fielding pitcher", may position themselves inside the diamond (inside the 1st/2nd/3rd base diagonals) until the ball is kicked.

e. The kicker is out in situations similar to softball (forceouts, flyouts, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. Any runner hit above the shoulders is safe. In this case, the play continues but the runner who was hit above the shoulders is NOT liable to be put out after he/she touches the next base. However, if the runner intentionally uses the head to block the ball or ducks in to the ball, the runner will be called out (the ball is immediately dead and runners must return to the base they last touched).

f. In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.

g. There is no infield fly rule.