

MIT INTRAMURALS

KICKBALL RULES

Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book](#)'s section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

-Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Forfeits

-If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.

-If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.

-The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:

- * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
- * 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
- * Less than 24 hour notice results in forfeit and fine

Fines

-Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.

-Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.

- Failure to attend captain's meeting: \$15
- Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
- Dropping out of league (once games have been scheduled): \$75

Injuries

-Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.

-Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

Number of Players

-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.

-There is a maximum of 10 players on the field at one time. Teams must have at least 7 players at the field to start a game.

-Co-Rec guidelines: At least 3 players must be male and 3 must be female. If a team only has 2 males or 2 females then they simply play two people down (8 on the field) as if they were missing one of each gender. If you have zero males or zero females then it is up to the opponents team captain and umpire to determine if it will be a forfeit or not.

-Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 20 shirts will be issued.

Playoffs

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

Equipment

-No metal spikes.

-DAPER will provide bases and balls.

-Equipment will be provided by MIT intramurals and will be located in a storage bin near the playing field.

Captains will be notified of its location and how to access it. *It is the responsibility of each captain to make sure the balls are put away if you don't clearly see that other intramural teams are waiting to play.*

Field of Play <http://intramurals.mit.edu/uploads/pdf/Outdoor Field Map.jpg>

- Jack Barry Turf 1 = Half of the turf closest to Z Center; Turf 2 = Half of the turf closest to the tennis bubble
- Roberts Turf East = Half of the turf closest to Johnson; West = Half of turf closer to baseball field
- Area B = Grass field next to the tennis bubble
- Area C = Grass field next to Area B, near MacGregor
- Area D = Grass field near Westgate parking lot
- Area E = grass field along Vassar Street with Rugby posts



Duration of Games

- All games last at most seven innings or one hour, whichever comes first. The last inning will start 10-15 minutes before the top of the hour. Captains are responsible for keeping their eyes on the clock.
- If the game is tied after seven innings, extra innings will be played only if there is time.
- Captains must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.
- There is a mercy rule. If a team is up by 10 runs or more after five completed innings, the game will be over.
- In the regular season, if the allotted time ends in a tie, the tied score stands.

Gameplay

- Three strikes and you're out. Five foul balls and you're out. Three outs per inning.
- There are balls but no walks. Pitchers – pitch over the plate, we are here to play kickball and have fun, not try to pitch a no hitter.
- The Strike Zone extends one foot on either side of the plate and one foot above the plate. Pitches must be rolled towards home plate.
- Contact with the ball must be made at or behind the plate. Kicking a ball in front of the plate will result in a dead ball.
- Defensive substitutions are allowed between any half innings. If a player subs out, they can sub back in without any penalty.
- Everyone kicks, even if they didn't play in the field that half inning. Keep the same kicking order the entire game. If someone shows up late, they are inserted into the end of the kicking order. If you do not meet gender requirements, an "out" must be taken when the missing gender would have kicker.
- No stealing or leading. Runners may leave the base as soon as the kicker makes contact with the ball. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of an inning, the kicker will be the first up next inning.
- There is a seven run limit in the first 4 innings. Unlimited runs may be scored at the start of the 5th inning. The only exception is if the captains declare one of the first 4 innings the last of the game. At that point, unlimited number of runs can be scored in any last inning.
- A foul ball over the kicker's head can be caught for an out.
- If the ball makes contact with a runner below the neck, they are out. Any headshot will result in the runner being called safe.

- Bunting is not allowed. A bunt is considered a kick that has no follow through. A kick deemed a bunt will be considered a foul.
- The pitcher and fielders may not advance beyond the imaginary line drawn from the mound to 1st and 3rd bases until contact is made with the ball. The catcher cannot cross home plate until contact is made with the ball.
- On an infield fly (any fly ball within the infield with significant arc and deemed an "easy catch") with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance (after the catch), BUT at their own risk.
- You may not have more than 7 infielders.