BIG BASE (KICKBALL) RULES
UW-RIVER FALLS INTRAMURAL SPORTS
LAST UPDATED: SEPTEMBER 2019

League Registration:
All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

Captain’s Quiz:
During registration, team captains will take a quiz related to the general intramural policies and rules of the specific sport they are registering for. Successful completion of the quiz ensures the captain knows the rules and policies prior to the start of the intramural league. Online quizzes have replaced mandatory in-person captains meeting.

Entry Fee:
The entry fee is now an individual fee. Participants must purchase a pass from IMLeagues upon registering or use a pre-purchased pass. Passes are $7.50 for a single team, $15 for a semester, or $25 for a year. The team entry fee must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot complete registration without payment. Entry fees help cover the cost of equipment, facility expenses, student staff labor costs, and administrative expenditures.

Schedules, Results, and Standings:
Schedules, results, and standings for league play and playoffs will be on IMLeagues. Please go to the UWRF Intramural Sports website at www.uwrf.edu/campusrec and click on the Intramurals Sports and IMLeagues to access IMLeagues.

Forfeit/Default:
If your team is unable to compete in a contest, please notify the Intramural Sports staff by email (campusrec@uwrf.edu) or phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee.

Questions:
Please contact the Campus Recreation Staff with any questions or concerns.

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General Procedures:
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster must add to the roster prior to the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on.
3. Each participant must wear appropriate apparel and footwear.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

5. All visible jewelry, watches, fitness trackers, and bracelets must be removed prior to participation.

   Note: Players are allowed to wear stud earrings at their own risk. All other piercings including hoop or dangle earrings will need to be removed.

**RULES:**

1. **GAME SETUP:**
   a. An intramural supervisor or scorekeeper will keep track of the line-up, stats, clock, and score.
   b. The contest is partly self-officiated with the watchful eye of an official and supervisor. The official and supervisor will make the final decision.
   c. Contests will consist of seven innings or 40 minutes, whichever comes first.
      i. A new inning will not start with 10 minutes left in game (30 minutes after start time).
   d. For tied games, extra innings will be played until a winner is declared.

2. **PARTICIPATION:**
   a. A legal team consists of eight players; four male and four female participants.
      i. A team may start with as few as six players; at least 3 of each gender
         1. If at any time a team is reduced to less than six players, a forfeit will occur.
      ii. A team may have up to 18 players in the batting order, however;
         1. The team may only have eight in the field; max of four per gender.
   b. Teams may set their lineup in any order they desire if everyone kicks once before anyone kicks for a second time. The line-up must stay consistent throughout the game.
   c. Participants arriving late must check in with the supervisor and may enter the game at the end of the line-up only.

3. **SCORING:**
   a. To score a run, a base runner must advance to first base, second base, third base, second base, first base, and home.
   b. Once a base runner touches all six bases in order, they will record a run for their team.

4. **KICKING:**
   a. Each pitch must roll, not bounce, over the strike zone at home plate.
      i. Batters have two good pitches (strikes) to put the ball in play.
      ii. Two poor pitches (balls) will result in a walk. All base runners may advance one base on a walk.
   b. A kicker must contact the ball on or behind the strike zone.
      i. If the kicker makes contact in front of home plate, the play will be dead and ruled a strike.
   c. The entire gym is in fair territory, except if the kick initially hits the curtain directly behind home plate before contacting a side curtain or player.
      i. If the initial kick hits the curtain directly behind home plate, the runner will be called out.
   d. If the ball hits the ceiling at any point it is considered an out. The ceiling includes anything hanging from the ceiling.
      i. If the ball goes over the curtain and hits the ceiling, it will be one base.
   e. The curtain is fair play. This includes the chains of the curtain.
   f. The ball played off the side curtains will not be recorded as an out.
   g. The ball going over the curtain directly across from home plate without touching anything will be considered a homuern. If the ball touches the flag or any portion of the ceiling, it will be an out.
      i. The chains on the back curtain are also a home run.

5. **BASE RUNNING:**
   a. After contacting the ball, a base runner can be called out three different ways:
i. The ball is caught in the air.
ii. A defensive player hits the base runner with the ball below the shoulders.
iii. The defense causes a force out at first base prior to the base runner reaching the base.
   1. Unlike traditional kickball, there are no force outs beyond first base
   2. Unlike traditional kickball, there are no base paths. A runner may advance to the next base in any direction they would like if they complete the bases in order.

b. Once on base, base runners are free to run whenever they would like; however, once the base runner completely leaves the base, they must advance to the next base.
   i. Base runners do not need to tag up on a caught ball.
   ii. Base runners do not need to run in-order from when they batted. A teammate may pass another teammate on the base path.

c. Players may NOT continue advancing bases when the designated pitcher has control of the ball in the designated pitching area.

d. Teams may use a courtesy runner in the case of an injury causing a player to be removed from the contest. Teams may not use a courtesy runner for an ongoing injury with the player remaining in the contest.
   i. The courtesy runner will be the last person of that gender to record an out.
   ii. If no outs have been recorded in the game, the last person of that gender in the batting order will be used.

e. If a base runner is still on base when their rotation in the line-up is due up, the runner will be called out on base and will return to home to kick.

f. The base runner is safe if they are hit above the shoulders with the ball (without actively ducking).

6. **MERCY RULE:**
   a. The game will be called if a team is ahead by 15 runs at the completion of the 5th inning or 10 runs at the completion of the 6th innings.