Covid-19 Implications: Intramural Sports Leagues and Events have been intentionally selected based on current Covid-19 guidelines and participant safety. Please note, due to Covid-19 policies and procedures, all Intramural Sports Rules will adhere to all necessary Personal Protective Equipment (PPE), social distancing, and sanitation methods. These include: masks worn by participants and staff throughout the duration of each contest and showing Competitive Sports Staff successful completion of Daily Wellness Check sent via email from the University each day. Spouses and affiliates will be required to answer similar questions to gauge health status once on site. Participants must also adhere to social distancing guidelines of maintaining 10 feet of space between individuals, because of the nature of physical activity. Please note, in adhering to these guidelines, corresponding modifications in Sports Rules (not listed below) will be enforced by Intramural Sports Officials.

Facility

Games will be played on the Grass Softball Fields at Mylan Park.

Eligibility


The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.

Information on applying for an SRC membership card can be found on WVU’s website, found here: https://campusrecreation.wvu.edu/membership or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU’s website, found here: www.wvugo.wvu.edu or at the SRC Front Desk.

Students

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

Spouses/Affiliates

Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.
Employees who are classified as “Affiliates” with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

**Field of Play**

The kickball diamond shall be a square with equal sides of 65 feet and a base at each corner. The distance from the front of home plate to the front of the pitcher’s plate shall be 50 feet. There shall be one foul line on each side of home plate – one extending through first base and one extending through third base. The foul lines are considered fair territory, and anything outside the foul lines is considered foul territory.

There shall be an orange or white base placed on the foul-territory side of first base for the batter-runner. When using the double base at first, the following rules apply:

- A kicked ball that hits or travels over first base is fair. A kicked ball that hits or travels over the double base (orange or white base in foul territory) is foul.
- The double base is for the batter-runner only, and no play by any fielder may be made on that base.

**Equipment**

Head decorations, head wear, and jewelry are illegal player equipment. Only headbands less than 2 inches wide, made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather, pliable plastic, or rubber will be permitted during the game. No bandannas (“do rags”) or hard-billed caps are allowed. All jewelry of any type must be removed.

You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e. medical). All equipment decisions made on site by the Intramural Sports Staff on duty shall be final.

The Intramural Sports Program will provide balls to be used.

All players must wear appropriate, athletic shoes or cleats, metal cleats are not allowed.

**Game Play**

Each game has a 5-inning or 50-minute limit. Any inning started before the 50-minute time limit shall be completed. Once the game has reached the 50-minute time limit, no new innings shall be started. Note: An inning is complete when the final kicker in the lineup completes his/her turn at bat.

**Team Composition**

Each team consists of up to 8 players in the lineup, one of whom is the captain. All participants must be listed on the official team roster prior to their participation in any Intramural Sports
activity. Roster provisions are outlined in the Intramural Sports Participant Handbook, which can be found on the West Virginia University Intramural Sports Website.

A game shall not begin without at least 5 eligible players on each team.

If, at game time, one team has not met the minimum player requirement and their opponents have, the Default Rule will go into effect. Default provisions are outlined in the Intramural Sports Participant Handbook, which can be found on the West Virginia University Intramural Sports Website.

Substitutions

All substitutions must be run through the Intramural Sports staff member who is keeping the scorebook.

The amount of substitutions in a game and the amount of times a player can be replaced by a substitute and re-enter the game are unlimited.

Base Coaches

Base coaches are recognized and can stand along first and third base; however, they must be listed on the team roster and be checked-in with a valid ID.

Winning Team

If the team that bats in the bottom half of every inning is already leading when the bottom half of the final inning is reached, that team wins the game and will not need to bat.

If the team that bats in the bottom half of every inning takes the lead during the bottom half of the final inning, that team wins, and the game is ended immediately.

Mercy Rule

If a team is ahead by 1 more run than the number of outs remaining for the opponent in the final inning (as noted above in Game Play), the game shall end.

Overtime

During the regular season, if the score is tied at the end of the final inning, the game shall be recorded as a tie.

During the playoffs, if the score is tied at the end of the final inning, the game will continue into extra inning(s).

- Each team will have the opportunity to bat for one additional inning.
- If a winner is not determined in one extra inning, the game will continue with full extra innings until a winner is determined.

Pitching
Teams will pitch to their own kickers. If the defensive team chooses to position a player near the pitcher, he/she may be positioned no closer than 3 feet to the pitcher.

Any team member who is on the roster and has signed in as a player in the game is eligible to pitch at any time.

A legal delivery shall be a ball that is delivered underhand and rolled on the ground.

Each kicker will receive a maximum of 3 pitches. Pitchers will deliver up to 3 pitches until the kicker puts the ball in play. If a kicker allows 3 pitches to pass and has not kicked the ball, he/she will be declared out. Note: If the kicker kicks the third pitch and it results in a foul ball, the kicker is declared out.

**Kicking**

All players in the kicking order will kick each inning. Therefore, up to 8 outs and up to 8 runs may be recorded during a team’s time at bat.

The kicking order may change each inning as long as every player in the kicking order gets an opportunity to kick.

The offensive team (pitcher, kicker, and/or runners) 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 and the inning will be over.

When the last kicker of an inning kicks, the inning will end when any out is recorded or when the last kicker scores a run. For this situation only, a fielder being in possession of the ball and touching home plate before the last kicker reaches it shall be considered a force out.

All kicks must be made by the foot or the leg and below hip level. Any ball touched by the foot or leg below hip level is considered a kick.

The kicker must contact the ball behind home plate. If, according to the umpire’s judgment, a kicker contacts the ball beyond home plate, he/she will be called out and all runners must return to the bases they occupied at the time of the pitch.

A kicker may kick the first two pitches foul without penalty, but if the third pitch is missed or kicked foul, that player’s at-bat is over, and he/she is out.

**Baserunning**

Baserunners may not leave the base until the pitch is kicked. If a runner is off base before the pitch is kicked, the runner is called out and “no pitch” is declared.

The base path for a runner is the direct line between the player and the base to which he/she is advancing and three feet to either side of that direct path. For plays between home plate and 1st base, the runner shall run in the 3-foot lane of the side of the foul line that is in foul territory.
A player who runs outside his/her base path (including the 3-foot lanes on either side) in an attempt to avoid a tag shall be declared out. In this situation, the ball shall remain live unless something else causes it to become dead.

Baserunners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, or catching). If a collision occurs and the baserunner is responsible, the following shall occur:

- The ball will become dead immediately.
- The responsible runner shall be declared out.
- The batter-runner is awarded 1st base (unless he/she is involved in the collision).
- All runners return to the bases they occupied at the time of the pitch unless they were forced to the next base by the batter-runner reaching 1st base.

A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making an attempt to field the ball. Each fielder has absolute right to any position on the field to field a ball and all runners must avoid a fielder in these cases. In the event that the defense obstructs a runner, the umpire shall award bases to the runner and all other runners affected by the obstruction based on where they would have reached without the obstruction.

Any runner in fair territory and not in contact with a base that is struck by a fair kicked ball is out except when:

- The ball has passed an infielder, and, in the judgment of the umpire, no other fielder had a chance to make an out.
- A runner is hit with a fair kicked ball over foul territory and no other fielder had a chance to make an out.
- A runner is touched with a fair kicked ball after it is touched by any fielder, including the pitcher.

In the event of one of these exceptions occurring, all runners must return to the base they occupied at the time of the pitch and the batter-runner is awarded first base. If that award creates another force, runners will move to the proper bases accordingly.

When a defensive player has the ball and is waiting for the runner, if the runner remains on his/her feet and deliberately crashes into the defensive player, the runner is declared out. The ball will be declared dead immediately, and all runners must return to the last base they legally occupied. If the act is judged by the umpire as flagrant, the offending player will be ejected from the game.

There are no courtesy runners in Intramural Kickball.

**Fielding**

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.
• If a team is fielding 8 players, at least 2 players must be outside of the infield area prior to the kick (this means no outfielder can be positioned adjacent to or in front of an infielder).
• Each team must provide a catcher. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.
• If a team provides a “fielding pitcher,” he/she may align himself/herself on either side of the offense’s pitcher within no closer than a 3-foot radius. The “fielding pitcher” may not position himself/herself between the pitcher and home plate until after the ball is kicked.

Any fielder can put out a kicker-runner in the following ways:
• Catch a kicked ball before it hits the ground (fair or foul)
• Hit the kicker-runner below the shoulders with a thrown ball before he/she reaches 1st base
• Step on 1st base while in possession of the ball before the kicker-runner reaches it
• While in possession of the ball, tag the kicker-runner with the ball before he/she reaches 1st base

Any fielder can put out a runner in the following ways:
• Hit the runner below the shoulders with a thrown ball before he/she reaches a base
• While in possession of the ball, step on a base to which a runner is forced (this includes tag-ups)
• While in possession of the ball, tag the runner with the ball before he/she reaches a base

A thrown ball that bounces prior to legally contacting a runner still puts out that runner.

Any runner hit with a ball above the shoulders shall not be put out. If a thrown ball hits a runner above the shoulders, he/she is entitled to the next base and may not be put out until after he/she has reached that base safely. The ball remains live; and if the runner chooses to make an attempt at another base after reaching the next base safely, he/she will be at the risk of being put out. Note: If the runner intentionally uses his/her head to block the ball or ducks into a thrown ball, he/she will be called out (the ball is immediately dead, and runners must return to the last base they touched). If a fielder intentionally throws a ball toward and contacts a runner’s head, the ball will be immediately dead, the fielder will be ejected, and that runner and all runners he/she trails will be awarded home plate.

Sportsmanship

Teams will receive a rating each week, by the officials’ discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players
4.0 = Good → Respectful, pleasant behavior, no warnings
3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive
and adhere to verbal warnings, no unsportsmanlike conduct fouls.
2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections
1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

*If you have any further questions, please contact us via email: intramural.sports@mail.wvu.edu.*