

COED KICKBALL

Information Sheet

Summer 2017

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN

Online appointment time sign-ups will begin at 3:00 PM on Monday, June 12 @ imsignup.byu.edu
A net ID and password are required to register for an appointment time. Schedule sales will begin on Tuesday, June 13. Those who make an appointment will have first priority. **(Entries are limited)**

ENTRY FEE

A \$30.00 non-refundable entry fee will be required at registration for each team.

CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Monday, June 26 at 4:00 PM in 267 Richards Building**. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

ELIGIBILITY

Summer 2017 full-time BYU students (6 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. **Non-BYU students must be active members of a Provo young single adult (YSA) or married student ward**. Their membership records must reside in the YSA or married student ward they attend.

The intramural activity fee is paid at the Information Center in 112 Richards Building. The cost is \$25.00 per semester during fall & winter and \$20.00 for spring/summer. A BYU ID or BYU Net ID with a valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester.

To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **eighteen** players. Each participant may play for only **one Kickball** team.

RELEASE AGREEMENT

All Intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:15 PM and Saturdays 8:15 AM to 12:15 PM. Games will be on the West Stadium fields located west of the Football Stadium off of University Avenue.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants must show a valid (government, school, or work issued) picture ID before every game*. Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, must present their paid receipt for the intramural activity fee before they can check in.

FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams with less than **five** legal players at game time. Teams receiving their second forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

EQUIPMENT

The Office of Intramural Activities will supply kickballs & jerseys for game play.

UNIFORMS

Any appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts are not allowed. **No metal cleats will be allowed.**

UMPIRES

The Office of Intramural Activities will provide all umpires. Umpires assigned to your game have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays.** Participants may call the rainout hotline at 801-422-3992 for this decision.

SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson, 436-438).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and spectators. The BYU Intramural Activities program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Live with integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Be consistent with who you are in all situations. “We are what we repeatedly do; excellence, then, is not an act but a habit” (Aristotle).
2. **Be accountable:** The gift of agency allows us the ability to choose right from wrong. Although we are free to choose our actions, we are not free to choose the consequences. Other people cannot determine our feelings or thoughts. We are each accountable for the things we do and say and should never blame others for our behavior.
3. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). “Good sportsmanship includes thoughtfulness and concern for others...humility in victory; and calmness and composure in defeat. It is fair play, following both the spirit and the letter of the rules. It is the Golden Rule in action on the playing court, on the bench, and in the stands” (Physical Fitness, Sports, & Recreation Manual. The Church of Jesus Christ of Latter-day Saints, 1984; 17).

4. **Play by the rules:** Do not push limits or escalate your level of physical play to match the style of enforcement. Playing to the call or whistle instead of by the established rules of the game is a violation of integrity and honesty. This style of play endangers the other players. Play hard, but play fair and honor the rules.
5. **Turn the other cheek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict—it only compounds the situation. Be meek. *Ye have heard that it hath been said, An eye for an eye, and a tooth for a tooth...whosoever shall smite thee on thy right cheek, turn to him the other also* (Matt. 5: 38-39).
6. **Be gracious:** Compliment your opponent after a good play. Focus on the good. Build people up—do not tear people down. Be genuine when you congratulate your opponent. Demonstrate gratitude for the efforts of the officials and activity supervisors. *A soft answer turneth away wrath: but grievous words stir up anger* (Proverbs 15:1).
7. **Have fun:** *...Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

YELLOW/RED CARD SYSTEM

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for one inning of game time. A participant who receives a red card will be ejected from the game and must leave the field before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 1 inning & Red = 2 innings).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION

There will be one division (open) for regular season play. Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

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| 1. Intelligent and aggressive base running. | 4. Accurate throws to the right places |
| 2. Consistent kickers that can place the ball. | 5. Speed and athleticism. |
| 3. Cleanly catch or field balls. | |

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by 4:00 PM on Monday, July 17.
- Teams will have until **12:00 PM on Thursday, July 20** to challenge classification rankings.
- Tournament brackets will be posted by 12:00 PM Friday, July 21.
- Tournament play begins Tuesday, July 25.

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 Richards Building). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done through the use of a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

RULES

Intramural coed kickball abides by the 2017 USSSA (Slow-Pitch Softball) rules with the following exceptions or points of emphasis:

1. *Team Composition:* A team consists of a maximum of eight players (no more than four men) with a minimum of five players.
2. *Game Duration:* Games will consist of six innings or 50 minutes, whichever comes first. When time expires (or anytime during the sixth inning), if it is determined that one team cannot score enough runs to tie or take the lead the game will be called.
3. *Overtime:* In the event of a tie game during regular season play, the game will stand as a tie and each team will be credited with a win. During tournament, a game that is tied at the end of six innings shall be continued, by playing additional innings until one team has scored more runs than the other at the end of a completed inning, or the team second at kick (bat) scores more runs in their half of the uncompleted extra inning.
4. *Innings:* One inning consists of each team kicking through their line-up once.
 - a. The kicking line-up for each inning includes the players playing the field in that inning.
 - b. Outs have no bearing on when the team's time at kick has ended except on the last kicker. Any out or "time call" during play on the last kicker ends the team's time at kick. This out may be made by force or tag, depending on the situation of the play.
 - c. All base runners left on base after the last kicker has kicked, will carry over to the next inning. After a team has kicked through their line-up once, the opposing team kicks through their line-up to complete the inning.
5. *Substitution Rules:* A player must play an entire inning before being replaced. Players on the visiting team who kick in the top half of the inning, must also field in the bottom half of that inning. Players from the home team who play the field in the top half of the inning, must also kick in the bottom half of that inning.
6. *Rolling (Pitching) & Kicking:* Teams will roll (pitch) to their own team. The pitcher must be an eligible participant who is on the team roster. There will be no walks. Each kicker receives two (2) rolls only. A foul kick off the last roll is an out. Kicks that do not go past the 50-foot arc will result in an out. All kicks must be taken behind the designated kicking line. Any ball kicked in front of or outside the designated kicking box (determined by point of contact with the ball) will result in an out.
7. *Base Running:* No leading off or stealing bases. Runners must wait until the ball has been kicked to advance. If a player is thrown out (meaning they are hit by the ball) and the ball then goes out of play, all runners will be awarded one base. Exception: If the umpire rules the runner intentionally caused the ball to go out of play, no bases will be awarded.
8. *Defensive Positioning:* Defensive positioning shall include no more than 2 males in the outfield, and 2 males in the infield, which includes the catcher position. A catcher must be provided. All infielders will wear a jersey to designate them from the outfielders. Infield players must be positioned behind the 50-foot arc before each rolled ball, and will not be allowed to cross the arc until the ball has been kicked. Outfield players must be positioned behind the 150-foot arc before each rolled ball, and will not be allowed to cross the arc until the ball has been kicked. Violations will result in an automatic single or the result of the play, whichever the offensive team chooses. Outfielders may not cover a base.
9. *Outs:* Outs will be made by touching the base prior to the runner reaching safely (on a force out) or by throwing the ball at the runners. Absolutely no head-shots. If the ball hits the runner in the head, the runner will be awarded the base they were going to. Runners should not attempt to get hit in the head. If it is evident that the runner was at fault in getting hit in the head, the runner will be out.

***If you have any questions contact Jeremy in 145 RB (801-422-7597) or access our web page.
<http://intramurals.byu.edu/> Have a fun season!***