



FALL 2023 KICKAPALL RULES

Updated 8/16/23

Recent changes will appear in italicized and highlighted text

Rule 1: Facility

1. All games will be played on Alpine Field.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all –University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. The Semester Sport Pass can be purchased for \$20 per semester or \$10 Flag Football Sport Pass per activity (league/event).
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural

Rule 3: Team Composition

1. Each game shall be played with a minimum of 6 players and a maximum of 9 players in the field.
2. Teams may bat 10 players maximum.
3. Teams can only have 10 players on their roster.

Rule 4: Equipment

1. Cleats are limited to studs or projections that do not exceed ½ inch in length and are made with non-abrasive rubber or rubber-type synthetic material, which does not chip or develop a cutting edge.
 - a. No metal cleats will be allowed.
2. A player wearing illegal equipment shall not be permitted to play. This applies to any equipment which, in the opinion of the Referee, is dangerous or confusing. Types of equipment or substances which shall always be declared illegal include:
 - a. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots. EXCEPTION: Face Shield.
 - b. *Any exposed jewelry (ear rings, nose rings, necklaces, etc.)*
 - c. Pads or braces worn above the waist. Casts worn above or below the waist.

Rule 5: The Game



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1. All games will be played through 5 innings or 40 minutes - whichever comes first. Should time expire, an inning that has started will be completed.
2. An inning officially starts when the third out of the previous bottom inning is recorded. If the game is tied after regulation, only one extra inning will be played. NOTE: The game shall be declared official if 3 innings or 30 minutes have expired when the game is stopped.
3. A new inning will not begin within 5 minutes of the official end time.
4. *There will be a 10-minute grace period for teams that have not arrived by game time. If after 10 minutes have passed and one or both teams do not have the minimum number of eligible players to start a game, then the game will be forfeited*
5. If for any reason the game must be called before completion because of inclement weather, it will be called official if four innings have been completed or if 20 minutes are left on the clock.
6. Each game starts with one kicker awaiting a pitch in batter's box.
7. The kicking team starts with zero strikes and gets three strikes until he/she is out.
8. If the kicker kicks a fair ball, the opposing team can get the kicker out in four ways:
 - a. Touching the kicker with the ball
 - b. Throwing the ball at the kicker before he/she reaches base (no head shots!)
 - c. Touching the base with the ball or in possession of the ball for a force out
 - d. Catching the kicked ball before it hits the ground
9. The ball is deemed out of play if it crosses the out of play line. In such an event the call is a foul ball and a strike is awarded.
10. The pitcher will roll the ball to their opponent for a legal pitch. No "bouncies", a pitched ball must be rolled on the ground without bouncing more than 6 inches high. If a pitched ball exceeds 6 inches high it is deemed an illegal pitch.
11. Bunts are not allowed and will be considered a strike.
 - a. Bunts are considered kicked balls that do not cross the 25-foot line. Each foul line will have a cone placed 25 feet from the back edge of home plate. An imaginary line that connects the cones will be used by the umpire to determine if any kicked balls do not cross.
 - i. Any kicked balls that are contacted by fielders within the 25-foot line will be considered kicks and not bunts

Rule 6: Base Running

1. Under no circumstances are runners permitted to steal before the pitch. The runner may leave their base once the ball is put into play on a fair kick.
 - a. A base runner shall be declared out if he/she leaves their base while the pitcher has the ball in legal pitching position or before a legal pitch is kicked.
2. NO SLIDING WILL BE ALLOWED.

Rule 7: Overthrows/Out of Play

1. When the ball is overthrown into foul territory, every base runner may advance at their own risk. The ball remains in play and such runners are liable to be thrown out while advancing. There is no limit on the number of bases a runner may take.

Rule 8: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. For tournaments or special events, if

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there is an issue with sportsmanship the team or individual will receive a warning. If there is another instance of sportsmanship issues the staff on site has the right to remove a player or team from the event. Sportsmanship issues include:

- a. Participants are openly arguing calls with officials on multiple incidents.
- b. Fighting.
- c. Mocking the skill level of an opponent.
- d. Trash Talk.
- e. Not having control of spectators for your team.
- f. Etc.