

10 March 2023

ANGIE FREEDMAN

NAS KEY WEST MWR

SPORTS COORDINATOR

SUBJ:  05 April 2023 Intramural Kickball League Rules Memo

Participant,

1. The 2023 Intramural Kickball league will commence on Wednesday April 5th, 2023, at the Sigsbee Softball field. The season will run through Wednesday May 10, 2023. Games will be held every Monday/Wednesday evening with the start times of 17:00, 18:00, 19:00, 20:00.
2. There is a minimum of four teams required to run the league.
3. The following league rules will apply:
4. Rosters:
	1. Team entry is based on a first come, first served basis. Ten team maximum for this league.
	2. All players must be active-duty military permanently assigned to the activity, on TAD orders assigned to the activity, DoD or federal employees who work full time for the activity, or a 16 and over dependent out of high school with a sponsor assigned to the activity to be on a team.
	3. No team jumping. Each person may only play for one team and be listed on one roster.
	4. Teams are coed in the sense that anyone may play. There is no requirement for a minimum number of women to be on the team or roster.
	5. The Sports Coordinator can assign any player who does not have a team to a roster.
	6. There is no limit on team roster size.
	7. All players must check in with the MWR representative prior to game time with the appropriate ID.
	8. Rosters are due to the Sports Coordinator no later than March 24th, 2023.
5. Game Location/Time Limit/Mercy Rule/Ties/Forfeits:
	1. We will be following the guidelines of WAKA in addition to our house rules.
	2. There will be no grace period for late arrivals.
		1. Each team must have a minimum of 6 players to play a game.
		2. If a team does not have 6 players at the start of the game the team missing players will forfeit
	3. All players MUST be listed in the official scorebook prior the start of the game, to avoid any delays (this includes all players who might participate in the game). If a player checks into the game without being listed in the scorebook, his or her team will be charged with an out.
	4. The game is played on the Sigsbee softball field.
	5. Games will be played for 5 innings or 55 minutes, whichever comes first.
	6. No new inning can begin after the time limit expires.
	7. Regular season games may end in a tie.
	8. If time runs out during an inning, the inning will continue unless it is the bottom of the inning and the home team is winning.
	9. Mercy Rule (insurmountable lead): If a team is winning by 10 runs after the fourth inning is completed, the game shall be terminated.
	10. There shall be a 60-second time limit between innings for teams to assume their positions. If, after 60 seconds, the defensive team is not in position, the first kicker of the inning will be awarded first base. If the kicker is not at home plate after 60 seconds, he or she will be declared OUT.
6. Uniforms:
	1. There will be no protests during the game unless it involves player eligibility.
	2. The Home team and Visitor team shall be assigned on the weekly schedule.
	3. Teams should dress in like-colored shirts as much as possible to distinguish between teams. PURCHASED UNIFORMS CANNOT DISPLAY VULGAR CONTENT OR DISTRACTING COLORS.
	4. Players shall not wear jewelry (except FLAT wedding bands).
	5. **NO METAL CLEATS ALLOWED.**
7. Sportsmanship:
	1. Unsportsmanlike behavior will not be tolerated. Outstanding sportsmanship is mandatory from players and fans.
	2. If a team captain has been warned of a problem and does not resolve the problem, the team may receive a forfeit for the game.
	3. Player ejection:
		1. Any team member who is ejected from a game for ANY reason (arguing with an umpire, fighting, improper conduct, etc.) will be suspended from the team’s next TWO scheduled games, including playoffs.
		2. A mandatory meeting with the Sports Coordinator shall be held and the punishment may be reduced to ONE game, if approved by the Coordinator.
		3. If the offending team member fails to meet with the Sports Coordinator, the mandatory TWO-game suspension shall be assessed.
		4. In the event of a physical altercation of any kind, security/police will be notified, and all involved individuals shall be reported to their command to face further consequences.
		5. Any team member ejected from a game for ANY reason must leave the softball complex **IMMEDIATELY**. Failure to vacate the premises (including the parking lot) immediately shall result in possible removal from the league and banishment from all future Intramural Sports leagues and activities, as well as possible authority notification.
8. Protests:
	1. Any protested rulings or decisions will be settled on the field at the time of the occurrence. The Umpire’s decisions will be final, except for misapplication of the rules or the use of an eligible player.
	2. In the case of an ineligible player, please notify the Sports Coordinator immediately for a decision. In these cases, the umpire will note that the game is played under protest from the point of dispute. **PROTESTS MUST BE SUBMITTED TO THE INTRAMURAL OFFICE, IN WRITING, PRIOR TO 1400 THE DAY FOLLOWING THE OCCURRENCE.**
9. Safety:
	1. Safety is the responsibility of all coaches and players.
	2. Coaches should conduct a safety briefing to their team prior to the first game.
	3. It is recommended that teams participate in at least 5-10 minutes of stretching and warming up prior to competition.
10. Officials have been instructed to report any unsportsmanlike conduct to the Sports Coordinator immediately following the occurrence. This includes the conduct of the team’s spectators. When a player is ejected from the game, he/she will automatically be suspended from further play until a scheduled meeting with the suspended player and Sports Coordinator occurs. The ejected player will need to leave the field and surrounding areas immediately.
11. Game Play:
	1. Starting the game:
		1. A team consists of 10 kickers in the lineup and 10 players on defense.
		2. Once the kicking lineup is established, it will remain the same for the entire game, unless a substitution is made.
		3. Teams must have a minimum of 6 players. Without the minimum number of players at game time, the team will be assessed a forfeit. If neither team has the minimum, a double forfeit shall be assessed. Should a team fall below the minimum number of players due to injury, the game may continue with less than 6 players, as long as the team has a chance to win. If in doubt, continue the game.
		4. The kicker must kick the ball within the kicking box.
	2. Kicking:
		1. The kicker or runner(s) is out in situations similar to softball (force outs, fly-outs, infield-fly rule, etc.).
		2. The kicker or runner(s) is out when he/she is tagged with the ball or hit by a thrown ball below the shoulders.
		3. If a thrown ball makes contact with the runner’s head, he or she is declared safe.
		4. The play is over once the pitcher has possession of the ball and no runners are attempting to advance. If not attempting to advance, all runners must return to their occupied base.
		5. All players in the kicking lineup will kick in each inning, no matter the number of outs recorded (maximum of 10 kickers per inning).
		6. No player will be allowed to kick twice in one inning.
		7. The offensive team must announce who the last kicker is for that inning before the inning begins and when the last kicker is at the plate.
		8. An inning is over after the entire lineup has been up to bat and the last kicker has scored or been ruled out.
		9. The last kicker also can be deemed out if the fielding team has possession of the ball on home plate, no tag necessary.
	3. Pitching:
		1. Teams will pitch to themselves.
		2. All pitches must be underhand.
		3. Each kicker will receive a maximum of 3 pitches.
	4. Defense:
		1. The defensive team will consist of 10 players and may be positioned in any fashion.
		2. The pitcher (offensive team member) may not hinder or interfere with the defense’s ability to get the runner out, or interference will be called, and the kicker will be called out.
		3. Defensive players may vary each inning (do not necessarily have to be in the kicking lineup).
		4.
	5. Base Running:
		1. Stealing and leading-off are not allowed. Base runners must remain in contact with their base until the ball is kicked. If a runner leaves the base before the ball is kicked, the runner is called OUT.
		2. Legal slides are allowed. A legal slide is defined as: a) Feet first b) Feet below the defender’s knee c) Slide directly into the base and not through the base.
		3. Illegal slides will result in an automatic out and a team warning. Illegal slides that make contact with a defender will result in interference (automatic double play) being called and a team warning. Multiple warnings will result in team ejection and possible removal from the league.
		4. Defensive players are not allowed to block the base path without possession of the ball or impede a base runner’s progress. Penalty – Obstruction and the awarding of one base.
		5. Base runners are not allowed to run into a defensive player (with or without the ball). This results in an out. In the case of malicious contact, the play will be declared dead immediately and the player will be ejected.
		6. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate. Catcher must not block the plate and runners must slide.
		7. When a ball is thrown out of play, runners will be awarded one additional base.
		8. As in baseball, runners may tag-up on a fly ball. Contact must be made with the occupied base until the catch is fully made by the defensive player. Then the runner can try to advance. If the runner leaves the base before the catch, the runner will be called out.

Best regards,

Angie Freedman

Sports Coordinator

Morale Welfare & Recreation