RULE ONE: THE GAME, FIELD, PLAYERS

Section One: General Provisions

A. Eligibility
   a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook.
   b. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
   c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the league.

B. Players
   a. The game shall be played between two teams of ten (10) players each in the field.
   b. Players in the lineup may switch fielding positions at any time. However, a substitute entering the game from the bench may only enter the game for one player per game. The original player may then only return for the person that substituted for him. When the initial player returns to the lineup, the substitute is finished for the game.
   c. A team may begin a game with a **minimum of seven (7) players**.
   d. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game and shall be governed by decisions of officials assigned to the game. **All patrons are under the jurisdiction of the Intramural Sports staff from their moment of arrival to their time of departure.**

C. Inclement Weather
   a. The decision to play scheduled games threatened by bad weather or wet playing areas will be made at 3:00 pm on that day.
   b. Players and officials should call the Rain Hotline (225) 578-7246 (LSU-RAIN) to obtain information regarding the status of the games for that day.
   c. If games are canceled due to inclement weather, Intramural Sports will attempt to reschedule the game as soon as possible. If a game cannot be rescheduled, both teams will receive a TIE and a 4 in sportsmanship for that contest.

D. Sportsmanship Rating
   a. The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular season. During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:

4 (Exceptional)

A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

3 (Normal)

A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were respectful and courteous towards the opposition and/or all UREC staff.

2 (Some Static)

A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of

questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**

1 (Difficult/Harassment)

A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.**

0 (Unacceptable)

A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s). Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non- appearance) games will result in the offending team gaining a 0 in sportsmanship for that contest.**

Section Two: Field and Ground Rules

A. The Playing Area
   a. The distance between the bases shall always be 65 feet.
   b. The distance between the back tip of home plate and the front of the pitcher's rubber shall always be 50 feet.

B. Obstructions
   a. Any obstructive areas in the normal field of play shall be marked with white fencing. Any kicked ball entering these areas shall be considered a ground rule double. If the ball is thrown into these areas, runners shall advance two bases from the base last occupied at the time of the throw.
   b. When a ball becomes obstructed, the defensive player nearest the ball shall raise their hands in the air to declare the obstruction. Once the umpires have granted time, runners will be granted (at the umpires' discretion) the base they would have achieved had the ball not been obstructed. Runners may not be awarded more than two (2) bases from their base last occupied during an obstruction play.

Section Three: Equipment

A. Official Ball
   a. Only kickballs supplied by LSU UREC Intramural Sports may be used in Intramural Kickball competition.

B. Players
   a. All players must wear athletic, closed-toe shoes.
   b. Cleats of soft or hard rubber shall be allowed, but metal cleats are not permitted.

i. Players who are caught wearing metal cleats will be automatically ejected from the game.

c. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
d. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
   i. The Intramural Sports staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
e. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance
f. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

RULE TWO: TIMING REGULATIONS AND SUBSTITUTIONS

Section One: Timing Regulations

A. Playing Time
   a. A regulation game consists of seven innings or a 1 hour time limit.
   b. Teams will not complete a regulation game if:
   c. The home team scores more runs in 50 minutes;
   d. The home team scores more runs in five and one-half innings;
   e. The home team scores more runs before the third out in the last half of the sixth inning; or
   f. The mercy rule is enforced.
      i. Completed games that end in a tie during the regular season will be declared a tie.

B. Mercy Rule
   a. The game ends and a winner is declared in the following circumstances:
   b. A team is ahead by 15 or more runs at the completion of the fifth inning.
   c. A team is ahead by 10 or more runs at the completion of the sixth inning..
   d. If the visiting team reaches the mercy rule limit in the top half of an inning, the home team has the opportunity to reduce the deficit below the limit in the bottom half of the inning.
   e. If the home team reaches the mercy rule limit while kicking or before coming to kick, the game ends and the home team is declared the winner.

C. Inning Run Rule
   a. The inning is over after a team scores 10 runs
   b. If a team can score more than 10 runs on one kick all runs count
      i. Example: if a team has scored 9 runs and has two runners on and both base runners score then both count and the inning is over and the team scores 11 runs

~~A.—.~~

RULE THREE: KICKING

Section One: Kicking Regulations

A. Count
   a. Each kicker will only have 3 attempts to kick the ball

B. Bunting
   a. There is no bunting. If the umpire feels that the kick was played as a bunt, the kicker will be ruled out.
   b. Bunting is defined as no follow through – you must follow through after kicking the ball

C. Kicking Order

a. The teams' lineup cards must list the kicking order of the team, including players' first and last names. The captain must deliver the card to the umpires before the start of the game.
b. Players must kick in the order that they are listed on the lineup card, unless a substitute enters the game. The substitute then must appear in the kicking order in the place of the player that he/she is replacing.

D. Kicking Out Of Order
a. Kicking out of order is an appeal play. Only the defensive team may make the appeal.
b. If the error is discovered while the incorrect player is kicking, the correct player takes his/her place.
c. If the error is discovered after the incorrect player has completed a plate appearance and before the pitcher has delivered a pitch to the next kicker, the player who should have kicked is out. Any advancement or score that occurred when the incorrect player was kicking is nullified. Any outs made when the improper player was kicking will stand. If the improper kicker makes an out while kicking out of order and is the next scheduled kicker in the lineup, that kicker's regular turn in the lineup will be skipped. The next kicker will be the individual who follows the improper kicker in the official lineup.
d. If the error is discovered after the first pitch to the next kicker, the turn of the incorrect kicker becomes legal and all advancements or scores are legal. The next kicker is the player whose name follows that of the incorrect kicker. No one is called out for failing to kick. Players who have not kicked and have not been called out lose their turns to kick and do not kick until their names are reached in the kicking order listed on the official lineup.
e. No base runner is removed from base in order to kick in his/her proper position. That player simply misses his/her turn to kick, with no penalty. The next correct kicker following that kicker in the official lineup becomes the legal kicker.

RULE FOUR: BASE RUNNING

Section One: Base Running Regulations

A. Advancement
a. A base runner can advance or return only by touching the bases in legal order, from first base, to second base, to third base, to home plate. A base runner advances to the next base by touching it before being put out. The player may hold a base until he/she legally touches the next base or until the kicker becomes a base runner and forces the player to leave the base.

B. Base Runners Not Called Out
a. Base runners are not out in the following (unusual) circumstances:
i. When a kicker-runner overruns or overslides first base and returns to the base immediately
ii. When a fielder, who does not have complete control of the ball, tags a runner
iii. When a base runner, to avoid interfering with a fielder who is fielding a kicked ball, runs outside the base path and in front of or behind the fielder
iv. When a base runner stays on a base on a fly ball
v. When a base runner slides into a base and dislodges it. If the base is dislodged several feet from its correct position, other base runners should go to the original position of the base.
vi. When a kicked ball hits a base runner who is touching a base, the runner is safe, unless the umpire judges that the runner intentionally placed himself/herself in the path of the ball. In that case, the base runner is out.

C. Base Runners Called Out
a. Base runners are out in the following (unusual) circumstances:
i. When a base runner who is not on a base is hit by a thrown ball below the shoulders

ii. When a base runner leaves the base before a pitched ball contacts the foot; the ball is dead, and no pitch is called
iii. When the base runner interferes with a thrown ball or interferes with a fielder who is attempting to field a kicked ball, catch a ball, or throw a ball
iv. When a fair kicked ball hits a base runner before it passes a fielder, excluding the pitcher, or a base runner intentionally interferes with the ball
v. When a base runner intentionally kicks a ball that is in play
vi. When a base coach interferes with a live ball
vii. When a base runner is attempting to score and the next kicker or another teammate interferes with the play
viii. When a fielder touches a base runner with the ball when the base runner is not on a base and the ball is in play
ix. When a fielder tags or holds a ball on a base to which the base runner is forced to advance before the base runner reaches that base (force play)
x. When the base runner runs more than three (3) feet outside the path between the bases to avoid being tagged
xi. When a base runner passes the base runner ahead of him/her before that runner is put out or scores
xii. When a base runner does not return to a base after a suspension in play caused by a dead ball situation
xiii. If a base runner leaves a base before a fielder touches a caught fly ball and a fielder holds the ball on the base and correctly appeals the play, or if a fielder tags a base runner before he/she returns to the base
xiv. If a base runner fails to touch a base and a fielder tags or holds the ball on the base before the base runner returns to the base
xv. If a base runner intentionally and forcefully makes contact with a defensive player with or without the ball
xvi. When a base runner abandons a base and leaves the field of play

RULE FIVE: FIELDING

Section One: Fielding Regulations

A. Infield Fly
   a. The infield fly rule applies when runners occupy first and second base OR first, second, and third base. The infield fly only is in effect when there are less than two outs.
   b. If an infield fly is called, the kicker is out, and the runners advance at their own risk.
   c. The infield fly rule applies to a fair fly ball (not including line drive) which can be caught by an infielder with ordinary effort.
   d. There are no limitations on which fielders can make a play on a fly ball which results in an infield fly. The infield fly is ruled when the ball reaches its highest point in flight.

B. Force Out
   a. A force out is an out which may be made only when a base runner is forced to advance before the base runner or kicker-runner reaches that base. It is only necessary for the fielder to tag the base or hold the ball on the base for the out to occur during a force out situation.

C. Flagrant Actions
   a. A base runner will be called out and ejected if he/she deliberately and viciously runs into a defensive player waiting to tag him/her with the ball.
   b. A base runner will be called safe and a fielder will be ejected if an attempt to hit the base runner with a live ball is deliberately aimed towards the runner's head.

c. Base runners are not allowed to slide under any circumstances.

D. Interference
   a. Interference is the act of an offensive player or team member that impedes, hinders, or confuses a defensive player who is attempting to make a play.
   b. Interference includes physical contact, verbal distraction, visual distraction, or any other kind of distraction that might hinder a fielder who is attempting to make a play. Defensive players must have an unhindered opportunity to field or throw the ball anywhere on the field.
   c. When the pitcher leaves their circle

E. Obstruction
   a. Obstruction occurs when a fielder who is not in possession of the ball, not in the act of fielding a ball, or not about to receive a thrown ball impedes the progress of a runner who is running the bases. For a fielder to be considered "about to receive the thrown ball," the ball must be between the fielder and the advancing runner.
   b. If contact between the runner and the fielder occurs when the ball is outside this area, obstruction is ruled. If contact occurs when the ball is within this area, neither obstruction nor interference has occurred and the ball remains live.
   c. When obstruction occurs, regardless of whether a play is being made on a runner, the umpire declares obstruction and signals a delayed dead ball. The ball remains live.

   d. If an obstructed runner is tagged out before reaching the base that he/she would have reached had the obstruction not occurred, the umpire calls a dead ball and awards the obstructed runner and any other runners affected by the obstruction the bases they would have reached had the obstruction not occurred.
   e. A runner who was obstructed may be called out if the defensive team makes a proper appeal of the runner if he/she missed a base or left a base before a fly ball was first touched.
   f. An act of interference that occurs after an obstruction overrules the obstruction.
   g. An obstructed runner who passes the base that he/she would have been awarded for the obstruction is running at his/her own risk. If tagged or hit below the shoulders, the runner is out. The ball remains live, and the play continues.

RULE SIX: PITCHING

Section One: Pitching Regulations

A. The team kicking will pitch to themselves
   a. Pitcher may be changed at any point – not during a current at bat
   b. They will throw three pitches to their teammate and one must be put in play or they are out
   c. The pitcher cannot leave the circle around the pitcher's rubber while the play is in play
   d. Any interference outside the circle will result in an automatic out for the batter and all base runners return to their base

RULE SEVEN: COREC MODIFICATIONS

Section One: Regulations

A. Rosters
   a. The game shall be played between five (5) males and five (5) females.
   b. The male to female ratio of players in the lineup shall never be greater than one in the favor of either sex.

c. If a team begins a game with an odd number players, an out will be given for the missing gender spot in the lineup. In this case, the sex with the most players must kick leadoff and in the final position in the lineup.
d. There must be 2 males and 2 females in the infield and in the outfield, catcher can be any gender

B. Substitutions
a. Players may only substitute for those of the same sex, male for male and female for female.

RULE EIGHT: APPEALS AND PROTESTS

Section One: Appeals

A. Types
a. Appeals may be made in the following circumstances:
i. When a runner misses a base;
ii. When the kicker-runner touches only the white portion of a double base when a play is being made at first base, except when the play is made from foul territory or when an errant or missed throw pulls the defensive player into foul territory;
iii. When a runner leaves a base on a caught fly ball before the fall is first touched; or
iv. When a kicker kicks out of order.

B. During A Live Ball
a. When the ball is live, a fielder in possession of the ball may make an appeal by touching the base that the runner missed or the base from which the runner left too soon on a caught fly ball, or by tagging the runner if he/she is still on the field.

C. During A Dead Ball
a. When the ball is dead – that is, when all runners have completed their advancement and time has been called – an infielder, the pitcher, or the catcher, with or without the ball, may make a verbal appeal on a runner who missed a base or left a base too soon on a caught fly ball.
b. If the ball has gone out of play, runners must have the opportunity to complete their advancement before the dead ball appeal can be made.

D. Runner Returning
a. A runner may not return to touch a missed base or a base from which he/she left too soon on a caught fly ball if:
i. He/She reaches a base beyond the base missed or the base from which he/she left too soon and the ball becomes dead;
ii. He/She has left the field of play; or
iii. A following runner has scored.

E. When To Appeal
a. Appeals must be made:
i. Before the next legal or illegal pitch;
ii. At the end of an inning, before the pitcher and all fielders have left fair territory; or
iii. On the last play of the game, before umpires leave the field of play.

Section Two: Protests

A. Types
a. Misinterpretation of a rule. The protest must be made before the next pitch, before all fielders leave fair territory, or, on the last play of the game, before the umpires leave the playing field.
b. Illegal player or players. The protest must be made while the players are still in the game and before the umpires leave the playing field.
c. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.

B. Procedures
   a. Protests based on decisions involving accuracy of an umpire's judgment will not be considered.
   b. Team captains must initiate protests. The Intramural Sports staff on site, including umpires, scorekeepers, and supervisors will determine the next action to take place.