

COED KICKBALL

Information Sheet

Fall 2026

This information sheet is intended to provide basic information and rules for this activity. Please refer to the 'Information' tab on the intramural web page for detailed information about policies and procedures of the Intramural Sports Program.

ENTRIES OPEN

Online team schedule registration will begin at 9:00 AM on Tuesday, September 1, and will end at 11:00 AM on Monday, September 7 (**Entries are limited**). Visit our website and click on the 'Registration' tab. Schedule distribution will begin at 8:00 AM on Tuesday, September 8.

ENTRY FEE

A \$50.00 entry fee will be required for each team. Team schedules may only be purchased by those who have an active my Financial Center account.

CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Thursday, September 10 at 11:00 AM in 267 Richards Building**. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

ELIGIBILITY

Current full-time BYU students are eligible. Current faculty and staff employees (70% or greater) and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, non-degree seeking students (Flex GE, Visiting Students, Evening School, English Language Center), student employees, faculty and staff employees (less than 70%), and spouses of students. All degree seeking students are also eligible to participate for **one semester** beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online. **Payment must be made before a participant can be added to a team roster.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term. **Do NOT pay this fee before the first day of the applicable semester or term.**

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 9:15 AM to 1:15 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 or school issued) picture ID before every game.

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 Sports will supply kickballs for game play.

UNIFORMS

Any appropriate, modest athletic uniform is permissible. Shirts, shorts or pants, and shoes must be worn. **No metal cleats will be allowed.**

UMPIRES

The Office of Intramural Sports 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. Weather updates, when needed, will be posted on our website – iSports.byu.edu.

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).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. The BYU Intramural Sports 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. **Stand as a Witness:** *We are to stand as witnesses of God at all times and in all things, and in all places* (Mosiah 18:9). Be consistent with who you are in all situations. “Never check your religion at the door. That kind of discipleship cannot be – it is not discipleship at all.” (Elder Jeffrey R. Holland – Israel, Israel, God is Calling. September 2012)
2. **Live with Integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Honesty applies equally in sports as it does in all other areas of life. Never lower your standards because “it’s just a game.”
3. **Play by the Rules:** Do not push limits or escalate the level of physical play to match the style of enforcement. This style of play endangers other players. Intentional disregard for the rules of the game is unsportsmanlike. Play hard but honor the rules.
4. **Be Accountable:** Although we are free to choose our actions, we are not free to choose the consequences. Others cannot determine our feelings or thoughts. We are each accountable for what we do and say and should never blame others for our behavior.

5. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). Sportsmanship is the Golden Rule in action. Treat others—officials, opponents, spectators, teammates—with honor and respect.
6. **Be Meek:** 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. Demonstrate humility in victory and dignity in defeat.
7. **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.
8. **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 facility 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

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:

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

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 TBD.
- Teams will have until **4:00 PM on TBD** to challenge classification rankings.
- Tournament brackets will be posted by 4:00 PM on TBD.
- Tournament play begins TBD.

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 RB). **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 with 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 2026 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 five men) with a minimum of five players (at least one female is required toward the minimum).
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 or 50 minutes 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 (3 total outfielders), and 3 males in the infield (5 total infielders) which includes the catcher position. A catcher must be provided. 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 Abigail in 145 RB (801-422-7597) or access our web page.
iSports.byu.edu Have a fun season!**