



# **Fort Hood Intramural Sports** **Kickball 2020**



Purpose: to provide policies and procedures to assist A&R Reps and Unit Level Coaches/Players with the implementation of the Fort Hood 2020 Unit Level Kickball League/Tournament.

## **LEAGUE RULES**

**Field Location:** Rodney J. Evens Complex- Clear Creek Road and Battalion Avenue

**Number of Games:** eight (8) games round robin format, teams will play once a week

**Referee:** one umpire will be assigned to each game

**Fee:** there is no cost to play in the league

**Game: Kickball**

**Unit level** (detachment, company, troop or battery) Intramural softball league play is from **4 May 2020 – 29 June 2020**. Makeup games will be played **6 July 2020**.

**Coaches Meeting** will be held at **1500 on 27 April 2020**, DFMWR Conference Room- Phantom Warrior Center, bldg. 194, 37th Street & 761st Tank BN.

**Championship Tournament** will be a 16 team single elimination and will be scheduled **13-16 July 2020**.

**Championship Tournament Coaches Meeting** will be held at **1500 on 29 June 2020**, DFMWR Conference Room- Phantom Warrior Center, bldg. 194, 37th Street & 761st Tank BN.

## **ROSTER, NUMBER OF PLAYERS and PROTEST**

**Roster:** Teams are required to submit a MOI/team roster to the Sports Office (bldg. #194, Phantom Warrior Center), signed by their unit commander (encl 1).

1. All active duty military personnel assigned or attached to units physically located at Fort Hood are eligible to participate. All eligible personnel will participate with their assigned unit.

**Minimum and Maximum # of Players on a Roster:** Teams consist of 10 players with a maximum of 14 players per team. May have any number of men and women may participate.

1. Teams will not be scheduled until their team roster has been submitted. Rosters may be updated throughout the season; however, once the post tournament begins, rosters cannot be amended.

2. Once a player starts with a team, he/she must remain with that team during all intramural competition. This requirement is also applicable for those units which field two teams. Should a team fold, players may not join another team.

**3. TEAMS WILL ONLY BE ALLOWED TO ADD 3 PLAYERS, WHO ARE ASSIGNED TO ANOTHER UNIT:** a transfer player memo must be filed with the Intramural Sports Coordinator (ISC) prior to participation (encl 2). The cut-off date for roster additions such as these is **19 June 2020**; requests submitted after this date will be disapproved.

**Protest:** Player eligibility will be the only grounds for protests.

1. Eligibility protests must be brought to the attention of game officials and/or the site supervisor prior to the conclusion of the game in question and be annotated in the official scorebook.

### **GAMES, DURATION AND FORFEITS**

**Games:** Games shall be played between two teams of 10 players each.

Line-ups are to be submitted to the Official Scorer 10-minutes prior to game time. Line-ups are available at the scorekeeper's table. First/last name and unit **MUST** be written in the line-up.

Teams will be allowed to begin a game with 8 players. A team will forfeit if they do not have the minimum number of players. The 9th and 10th positions will be outs when they come to kick. Players may be added to 9th and 10th positions upon arrival.

Teams must have at least 2 females in their lineup.

Teams get a 10 minute grace period on the 1st game only. The game clock will be set at 40 minutes. After the 1st game, game time is forfeit time.

**Duration of Play:** Game time is 50 Minutes or 6 Innings, whichever occurs first. The time starts when the coin flip ends and the meeting at the home plate is over. Umpire keeps official time.

In the event of a tie score at the end of the game during the regular season the game will end in a tie. We will play extra innings during tournament play only.

#### **Pitching / Catching**

No bouncies. A pitch that is higher than one foot at the plate is called a bouncy and results in a ball.

The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to abide by this rule results in the kicker being awarded first base.

No player may field in front of the pitcher other than the catcher, and no player may advance past the 1st to 3rd base diagonal line until the ball is kicked. Failure to abide by this rule results in the kicker being awarded first base.

The catcher must field directly behind the kicker and may not cross-designated line before the ball is kicked. Failure to abide by this rule results in the kickers being awarded first base.

An intentional walk of a male player results in the female player up to kick next has the option of walking or kicking the ball. It must be an intention walk. This is under the discretion of the umpire.

## **Kicking**

The strike zone extends to one foot on either side of home plate and 1 foot high.

All kicks must be made by foot.

All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.

Bunting is allowed; if the ball does not pass the 15 foot arch it will be considered a foul.

## **Running**

Runners must stay within the base line. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base. But must be safe at the base to which they were running.

Neither leading off base, not stealing a base is allowed. A runner off his/her base when the ball is kicked is out.

Hitting the runner (upright running position) with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances one base. If the runner is hit above the shoulders while intentionally using the head to block the ball, ducks to avoid contact with the ball, or slides, the runner is out.

After a kicked ball is caught, runners must tag their originating base before running to the next base.

All ties go to the runner. Runners may overrun first base only.

One base on an overthrow: In taking advantage of the time loss from an overthrown ball that travels outside of the fence, a runner may advance to the next base.

In case of a need for a pinch runner, the pinch runner must be of the same gender.

3 out of 4 outfielders must have both feet on the grass when ball is kicked.

## **Strikes / Balls**

Kicker starts with a count of 1 ball and 1 strike

A strike is:

A pitch with in the strike zone either not kicked, or else missed by the kicker.

The first foul counts as a strike; it is not the third strike.

A count of three (3) balls advances the kicker to the first base.

A ball is:

A pitch outside of the strike zone

An illegal bouncy

### **Fouls**

Three (3) fouls constitute an out

A foul is:

A kick landing out of bounds.

A kick landing in-bounds but traveling out of bounds on its own before reaching first or third bases. (Any ball touched by an in-bounds fielder is automatically in play.)

A kick in front of home plate.

A shoulder and above shot.

### **Outs**

A count of three (3) outs by a team completes the team's half of the inning.

An out is:

A count of three (3) strikes or three (3) fouls.

A runner touched by the ball at ANY time while not on a base.

Any kicked ball (fair or foul) that is caught in the air.

A ball tag on a base to which a runner is forced to run, a force out.

A runner off of his/her base when the ball is kicked.

### **Ball in Play**

Once the pitcher has the ball in control and on the mound the play ends.

If a runner intentionally touches or stops the ball, the runner is out.

If the score is tied, the game shall be marked a tie.

### **Forfeits: IF YOU FORFEIT 2 GAMES, YOU WILL BE ASKED TO LEAVE THE LEAGUE.**

1. When a game is cancelled and/or rescheduled for any reason, the ISC must be notified NLT 1400 on the date the change is to take place. Units failing to notify the ISC of their unavailability to play prior to 1400 on the day of the scheduled game will be required to forfeit the game.

## **SCORING AND STANDINGS**

League standings and game schedule can be viewed online at **www.scorebook.com**. Look up Fort Hood and select Kickball 2020.

Standing Results: WINS = 3 points, TIES= 1 point, LOSSES = 0 points

Tie-Breakers: In the event of a tie in the standings, the tie-breaker for final league standings are followed in this order: 1. Head to Head results. 2. Totaled points scored.

## **PLAYER'S EQUIPMENT**

**Uniform:** Pinnies will be available.

**Footwear:** Metal cleats prohibited

**Jewelry** that is out of sight does not have to be removed if not considered dangerous by the umpire. No watches or rings with stones.

## **AWARDS**

Commander's Cup Points:

Participation points will be awarded 10 points for each team who participate in league play and completes a season, up to a maximum of 50 points.

Championship points will be awarded as Post Champion- 50 points, Post runner-up- 25 points and third place- 15 points.

Post Champions

Team and individual awards are presented to the first and second place finishers only.

## **MISCONDUCT POLICY**

Intramural Sports takes fighting and aggressive behavior from teams, players, and fans very seriously, you may be asked to leave the playing area if displaying unsportsmanlike conduct or abusive language.

No profanity allowed.

**Alcohol, smoking or use of chewing tobacco** is **NOT** permitted on the playing field or in the dugouts. Any player or coach under the influence of alcohol will not be permitted to enter the playing area.

**Glass bottles** are completely prohibited from the Sports Complex area.

**Dogs** are prohibited from being at the Sports Complex.

**The manager or coach is responsible for ensuring that:**

(1) All members of the team are familiar with the contents of this MOI.

- (2) The team is fully equipped and properly attired.
- (3) The conduct of the team is in accordance with this MOI.
- (4) No illegal players are entered on roster or participate in games.

**For the Fort Hood Sports SOP, review it at [HOOD.ARMYMWR.COM](http://HOOD.ARMYMWR.COM).**

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**SAMPLE REGRISATION/ROSTER MEMORANDUM**  
(LETTER HEAD)

(OFFICE SYMBOL)

(DATE)

MEMORANDUM OF INTENT FOR FORT HOOD SPORTS OFFICE

SUBJECT: Registration for Unit Level Intramural Sports

1. The following unit is submitting this memorandum as a notice of intent to field a team for (chosen sport):

(Unit Name)

(Roster)

(Rank, first and last name)

2. Team's POC for this memorandum is (add name, email address and phone number).
3. The undersigned verifies that each Soldier listed on this roster is assigned to Unit/Company.

**SIGNATURE BLOCK**

**RANK, BRANCH**

**Commanding**

ENCL 1

**SAMPLE TRANSFER PLAYER MEMORANDUM**

(LETTER HEAD)

(OFFICE SYMBOL)

(DATE)

MEMORANDUM OF INTENT FOR FORT HOOD SPORTS OFFICE

SUBJECT: Authorization to Participate in the Unit Level Basketball Program

1. I authorize (Transfer Player's Name), who is assigned to the (their Unit), to participate in the unit level Basketball program with (joining Unit).
2. Team's POC for this memorandum is (add name, email address and phone number).

**SIGNATURE BLOCK**

**RANK, BRANCH**

**Commanding**

ENCL 2