Towson University
Intramural Sports
2017-2018 Trench Ball Rules

Kickball is a contact sport, and injuries are a possibility. The Intramural Sports Program assumes no responsibility for injuries; however, basic first aid will be available.

All rule changes are highlighted in gray.

Open and Women's Teams

Starting the Game

1. Start Time: Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

2. Identification: All participants must bring their current valid Towson University One Card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Sports Supervisor before entering the game.

3. Play Pass: All participants must have purchased a valid Intramural Sports Play Pass in order to be eligible to participate.

4. Teams: Each team will have a maximum of six (6) players on the court. The minimum number to start play is three (3).

5. Game Time: No new game may be started after the Intramural Supervisor has made the announcement that the thirty five (35) minute time limit has expired. A new game has started immediately when the previous game has ended.

6. Game Equipment: Team’s must use the balls provided by Towson University Intramural Sports.

7. Jewelry: No jewelry may be worn. Any batter wearing jewelry will be called out. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.

Playing the Game

8. Match Play: Teams will play a best 3 out of 5 games series.

9. Objective: The object of this game is to eliminate all opposing players by getting them out. The team with the last person standing on the court wins. There is a 35 minute time limit per match. In case of a tie at the end of regulation, an overtime period will be played.

10. Time Outs: Each team is allowed one 30-second time-out per game.

11. Declaring a Winner: The first team to legally eliminate all opposing players will be declared the winner.

12. Eliminating an Opponent: You can eliminate an opponent by: hitting them with the ball from the shoulders – down, catching a ball thrown by an opposing player on the fly or on a deflection off another teammate, or by dropping a held ball after trying to block an incoming ball with it (the held ball must hit the ground).
13. You will be eliminated by the following ways: an opponent catches a ball that you threw at him/her, You are hit by a ball from an opponent, you intentionally hit an opponent from the neck and up with a ball, you cross the centerline, you run out-of-bounds to avoid being hit by a ball or to pursue an opponent, you intentionally place your head and neck into the path of a thrown ball, or you retain possession of a ball for more than 20 consecutive seconds.

14. SPECIAL CIRCUMSTANCES: If the ball hits 2 or more players before hitting the ground, both or all the players hit are eliminated. If the ball hits a player and is then caught by a teammate, the player throwing the ball is eliminated.

15. NO ONE IS ELIMINATED IF: You throw a ball and unintentionally hit the opponent in the head, you are hit by a ball that accidentally hits you in the head, or a ball hits the ground prior to hitting a player.

16. Players who are eliminated go to the trench.

17. WHILE PLAYERS ARE IN THE TRENCH: They can eliminate their opponents in the same methods as above. They can catch a ball thrown by their teammate and get back in the game (ball cannot be caught off of wall).

18. BALL RULES: Teams can only pick up balls on their half of the court anytime during the game. When a Team's Trench is unoccupied, the opponent may pick up balls in that team's trench. When a player is in the Trench, no balls can be taken from it by the opponents.

19. PLAYERS RETURNING TO PLAY: When a player gets back into play from the Trench, they can be eliminated as soon as they cross the midline back onto their "in play" area. Players MUST run OUTSIDE of the court on the sidelines when heading to and from the Trench.

SPORTSMANSHIP

20. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

21. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.

22. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.

23. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.

24. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.