

KIN-BALL Rules



All participants must have & show their valid KENT STATE UNIVERSITY ID before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.

GENERAL INFORMATION:

- All students, faculty, staff and spouses can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook.
- All games will be played at the Student Recreation and Wellness Center Multipurpose Gym.
- Following one week of clinic/practice and two (2) weeks of regular season play, teams will advance to a single elimination playoff bracket, provided they have not forfeited and/or defaulted any game(s) and meet sportsmanship requirements.
- Each team will consist of four (4) players and must have a minimum of three (3) to participate. If participating with only three (3) players, during the serve two (2) players will hold the ball while the third player serves the ball; all other rules remain the same.
- Teams will be “open” meaning any combination of male/female players is permitted.

EQUIPMENT:

- Intramural Sports will provide all required equipment.
- Athletic shoes must be worn. No sandals, boots or non-athletic shoes will be allowed.
- Players may wear a headband made of soft pliable material. No other headwear will be allowed.
- All jewelry must be removed, and can NOT be taped over.
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

GAME FORMAT:

- Each game will be played with three (3) teams of four (4) persons against each other at a time.
- All games will be three (3) 12-minute periods.
- There will be a two (2) minute intermission between periods.
- The opening serve of each period will be determined by a dice roll between captains.

THE GAME:

- The game begins with one team serving the ball.
- To serve the ball, three (3) players hold the ball up while the fourth player yells “OMNIKIN” and the color of another team and then hits the ball.
- The team whose color was called by the serving team must catch the ball before it touches the floor.
- If the catch is successful, the receiving team serves.
- If the ball touches the floor, the other two (2) teams get one (1) point each and the receiving team serves.
- The ball is considered out-of-bounds if it touches the wall, overhead elements, team bench area, and/or any other physical obstacles surrounding the playing area. **Please use caution near the walls.**

SUBSTITUTIONS:

- Unlimited substitutions are allowed, but may only be made after a fault has been called.
- Substitutes must make themselves known to the scorekeeper and be recognized by the officials before entering the game.

THE SERVE:

- Three (3) members of the same team must be in contact with the ball so the fourth team member can hit it.
- The server must say "OMNIKIN" and the color of another team BEFORE hitting the ball. Both must be said loudly enough that all three (3) officials can hear it – if not, it will be a fault against the serving team.
- The server must hit the ball with one or both hands and the ball has to travel at least eight (8) feet in an upward or outward direction.
- **The ball may NOT be hit on a downward slope.**
- The same person cannot serve the ball twice in a row.

THE RECEIVING TEAM:

- The receiving team has thirty (30) seconds to stop the ball and serve it again.
- The receiving players can control the ball with any part of the body except the head.
- **A maximum of two (2) players may be in contact with the ball while walking; 3 or more teammates moving with the ball will be a walking violation.**
- A player may not "trap" the ball between his/her arms.

FAULTS:

- A fault by any team will result in one (1) point being awarded to BOTH of the opposing teams.
- It will be a fault on the serving team when:
 - The server hits the ball out of bounds
 - The server hits the ball in a downward slope
 - A player serves the ball twice in a row
 - A server does not say either "OMNIKIN", an opposing color, OR serves the ball before saying either word
 - Not all four (4) members of the serving team are touching the ball when it is served
 - The serve is not completed within thirty (30) seconds of first touching the ball during reception
- It will be a fault on the receiving team when:
 - The ball goes out of bounds after the receivers touch it
 - The receiving team fails to keep the ball from touching the ground
 - A player traps the ball between his/her arms
 - A team moves their feet while three (3) or more players are touching the ball
- It will be a fault on the non-receiving team when:
 - A player from the non-receiving team interferes with a serve, and/or touches the ball first, before the intended receiving team
- If a team faults, they will be the next serving team.
- Any first touching by the non-receiving team is a fault against the non-receiving team.
- Any incidental contact of the ball, by a non-receiving team after first touching, will result in a replay. After first touching has occurred, the team who is responsible for the contact will be at fault.
 - ie: During mid-play, the receiving team intentionally throws it at an opposing team; the receiving team is at fault.
 - ie: During mid-play, a non-receiving team intentionally interferes and contacts the ball; the non-receiving team is at fault.

AWARDS:

- The winning team will receive Intramural Sports Champion T-shirts.