USCB Intramural Kickball
Captain’s Manual/Rules

I. Equipment
A. The Intramural Sports Program will furnish the kickball.
B. For safety and injury prevention, exposed jewelry, such as wrist watches, bracelets, earrings, and neck chains must not be worn during games.
C. METAL SPIKES MAY NOT BE WORN.
D. Casts are illegal.
E. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.
F. Please bring your USCB ID to check-in.

II. Time Factors
A. A regulations game will be seven (7) innings in length.
B. A game need not be seven (7) innings for it to be legal.
C. NO new innings may begin after 55 minutes have elapsed from the start of the game.
D. Semi-final and Final games will have no time limit.

III. Field
A. Kickball will be played on the soccer field.
B. The Bunt Line will be painted 28 feet from home plate.
   1. Kicked balls that are touched by the defending team before they reach the Bunt Line, will be considered a foul ball.
C. The Fielding Line will connect first and third base.
   1. All fielders must remain behind the Fielding Line until the ball is kicked.
D. The Kicking Box is a 10’x10’ box behind home plate.

IV. Tie Game
A. During the regular season, ties will not be resolved, and each team will be credited with a win.
B. If a tie exists in tournament play, extra innings will be played.

V. Players
A. An official team consists of 8 players.
B. A team must have 6 players to start and continue a game.
C. Any substitutions made after the start of the game must follow ASA Softball rules.
D. If a player arrives after the start of the game, they may be inserted into the batting order by adding on to the end of the existing lineup.

VI. Base Running
   A. When a defensive player has the ball a base runner may not deliberately, with great force, crash into the defensive player. Penalty: Base runner is OUT. Ball is dead and all runners return to last base touched at the time of the collision. SRS Level 3: Sportsmanship Ejection.
   B. There is NO must slide rule. A base runner must avoid contact with a fielder who has the ball. Sliding is one option to avoid contact.
   C. Balls that leave the field of play on a throwing error will result in all runners advancing one base.
   D. Runners may not advance off the base until the ball has been kicked (NO LEADOFFS/STEALS).
   E. Runners may tag up on any fly ball once the ball has been caught.

VII. Kicking
   A. Kickers have three (3) pitches to kick a fair ball
   B. The ball must be kicked within the kicking box. PENALTY: Kicker is OUT.
   C. Any number of players may be included in a team's kicking order.
   D. When a player kicks for the first time, it establishes their position in the line-up for the entire game.
   E. If, for any reason, a player must leave the kicking line-up, the substitute must be a person who has not yet kicked. If no qualified substitute is available, an OUT shall be declared each time the vacated positions in the kicking order comes up.
   F. A starting player may leave and return to the line-up only once, provided that the player returns to the same spot in the kicking order.

VIII. Pitching
   A. The kicking team will provide its own pitcher.
   B. The pitcher will wear an IM jersey in order to be visible and distinguished from other players.

IX. Fielding
   A. There will be total free substitution of players in the field on defense, but never more than eight (8).
   B. The infield fly rule is NOT in effect.
   C. If an infielder deliberately drops a fly ball in a force play situation, the ball is dead, the kicker is ruled out, and all runners must return to their bases.
D. Outs may be obtained in the following ways:
   1. A fly ball caught in the field of play.
   2. A player, off the base, is tagged or hit by the ball held or thrown by the defending team
      a. If the ball is thrown at an opponent it is only an out if it hits the runner from the shoulders down (when in the standing position).
      i. If a player ducks and gets hit in the head, they are out
      ii. If a player gets hit anywhere with the ball while sliding, they are out.
   3. A player is subject to a force out when applicable.
   4. A kicked ball hits the pitcher or the pitcher interferes with a play on a runner.
   5. Kicking the ball outside the Kicker's Box.

E. The fielding team can have a MAXIMUM of three (3) outfield players.
   1. An outfielder begins the play standing in the outfield grass.
   2. All outfielders must remain in the outfield grass until the ball is kicked.

F. The fielding team can have a MAXIMUM of five (5) infield players including a catcher.
   1. An infield player begins the play standing in the infield dirt.
   2. The catcher must remain behind the batter until the ball is kicked.
   3. Any catcher interference will result in a one base award for the kicker and all runners.

X. Dead/Live Ball
   A. When a ball becomes "LIVE", it remains so until it is in possession of an infield player and all runners have stopped trying to advance.

XI. Mercy Rule
   A. Teams may score a maximum of 10 runs per inning; except in the 7th inning.
   B. If a team is winning by 15 runs after four innings or 10 runs after five innings, the game shall end.