

## 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 outfield player 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.