10v10 Intramural Kickball League

**Please refer to the Participant’s Manual for a complete list of all Intramural Sport guidelines & procedures**

**ANY RULES NOT COVERED REVERT TO ASA SOFTBALL RULES:**

*Rule changes from previous seasons have been highlighted in yellow*

A. General IM Procedures
   a. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card before each game in order to play. No ID – No Play – No Exceptions!
   b. Teams are expected to begin the game at the schedule time. Game time is forfeit time!
      i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game
      ii. Defaults: If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
      iii. The USC Intramural Sports Office can be reached:
         1. By email at intramurals@sc.edu
         2. By phone at 803.576.9387
         3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
   c. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the REC*IT app directly to your phone. www.recitcollege.com
   d. The new USC Intramural Sports Rainout Line number 803-574-1504. The Rainout Line also has a downloadable app option for the most up to date game updates: https://rainoutline.com/search/dnis/8035741504.
   e. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the field.
   f. Sportsmanship: Each team will be given a sportsmanship rating 0-4, in accordance with the Participant’s Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
   g. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
      i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next ball is pitched.
      ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

B. Location:
   a. All game will be played at the Blatt PE fields.

C. Players
   a. The maximum number of players on the field is 10, with at least four 4 of each gender.
   b. The minimum number of players on the field is 6, with no gender minimum.
   c. All players present for a game must be placed in the kicking order, unless the player elects not to play.
   d. Fielding teams are required to play a catcher and pitcher.
   e. No substitutes for the catcher are permitted during the inning; catchers may only be changed between innings. Players may not between the outfield and the infield during the inning.

D. Equipment
   a. All equipment may be provided by Intramural Sports and will be brought to the game by the umpire.
b. Athletic shoes or molded rubber cleats are allowed as well as hard plastic cleats. No metal cleats allowed or cleats deemed unsafe for play for supervisor and/or umpire. All players must wear closed toed shoes at all times.

E. **Game Clock**
   a. Each game shall be completed in no more than 7 innings or 55 minutes, whichever comes first.
   b. No new inning may begin after 45 minutes; any inning being played after 45 minutes shall be the last inning of the game.
   c. In the event of a tied score after the final inning, the game shall be recorded as a tie (regular season only).
   d. A game will be termed “official” after 4 complete innings (or 3 ½ if the home team is ahead.)

F. **Pitching & Catching**
   a. The Roller/Pitcher must release the ball **BEHIND** the roller's mound and within one foot on either side of the roller's mound (mirroring the 1 foot strike zone on either side of the plate). At the end of the release, the pitcher CAN NOT at any time cross the roller's mound. Doing so will result in an illegal pitch which can be called a ball by the umpire, but can still be kicked by the kicker.
   b. No defensive player, including the pitcher, may cross the invisible line between 1st and 3rd base prior to the ball being kicked. The first violation of encroachment of the invisible line will result in the team being warned and a re-kick, if necessary. The second violation, and thereafter, will result in the kicker choosing the option of re-kicking or being awarded first base.
   c. The pitch must pass within the 1-foot strike zone around and **no more than 6 inches above home plate**.
   d. The pitch must have bounced twice or be rolling on the ground when crossing the plate.
   e. Pitchers must release the ball from below the waist and can not, during delivery of the pitch, take the ball over their shoulder.
   f. The catcher **must** remain behind the kicking box until the kicker makes contact with the ball. The catcher may NOT stand to the side of the kicking box or so closely to the kicker as to interfere with his or her ability to kick, until contact is made with the ball.

G. **Kicking**
   a. There must be at least 4 players of each gender in the kicking order. If there are fewer than the required number of players of a particular gender, that point in the lineup shall be counted as an out.
   b. There is no alternating gender requirement in the kicking order.
   c. All players who have fielded or will field must be included in the kicking lineup, except for injured players who have been withdrawn from the game.
   d. Bunting is permitted for female players.
   e. If in the judgement of the umpire, a male batter doesn't make a full swing to kick the ball, the umpire will immediately call the play dead. The kick will be considered a foul ball and will count as a strike against the batter.
   f. 3 strikes is an out and is called when:
      i. The ball crosses the strike zone without being kicked.
      ii. The kicker swings at but misses the ball.
      iii. The ball is kicked foul.
   g. Foul balls are always counted as strikes, including on a 2 strike count, and are called when:
      i. The ball lands or is touched in foul territory.
      ii. The ball lands inside the foul line, but rolls outside the foul line before reaching the 1st or 3rd base lines. A ball that lands past the 1st or 3rd base lines but rolls into foul territory shall be considered fair.
      iii. Contacts the ball behind home plate with any part of the body above the knee.
      iv. The kicker kicks the ball with any part of the foot planted outside the kicking box, including in front of home plate. All balls must be kicked inside box.
      v. The kicker makes a "double-kick", i.e. kicks or contacts the ball after the initial kick while still behind home plate.
   h. 4 balls allows the kicker to advance to first base as is called when:
      i. Ball fails to pass through the 1-foot strike zone around home plate.
      ii. Ball bounces more than 1-foot above strike zone.
      iii. Ball bounces fewer than twice prior to crossing the strike zone.

H. **Running**
a. Stealing bases and leading off bases is illegal. A player who was leading the base prior to the hit shall be called out.
b. Sliding at first base is illegal. A player who slides at first base shall be called out. Runners are strongly encouraged to use the safety base.
c. There is no infield fly rule; the runner may commit when the ball is touched by a fielder, regardless of whether or not it was caught.
d. Play shall end when the pitcher has control of the ball within 10 feet of the pitcher's mound. Any runners in motion at this time, and at the ref's discretion, must stop at the base they are moving towards.
e. A runner is out when:
   i. Fielder catches a fly ball.
   ii. Gets 3 strikes.
   iii. Base is tagged on a forced run.
   iv. Runner is tagged by a fielder in possession of the ball.
   v. Comes in contact with the ball, except when thrown by a fielder at the head (unless sliding).
   vi. Runner is off base when the ball is kicked.
f. A runner that is tagged or hit in the head by a ball shall be considered safe at their intended base, unless that player was sliding or intentionally placed their head in the path of the ball.
g. In the event of an overthrow into foul territory in an attempt to make a play, the runner may advance only as far as the base they are running toward plus the next base. This is a restriction on the advance of the runner; runners are NOT automatically awarded the base unless ref deems ball unplayable (over the fence, in the woods, etc.)
h. Pinch running due to injury is permitted at 1st, 2nd and 3rd base provided the pinch runner is of the same gender. The runner who was substituted for shall be removed permanently from the game. Pinch running at kick is not permitted.
i. Any runner who punches or kicks a ball while running the bases, or attempts to punch or kick a ball from a defender, is immediately out; the play is called dead, and all runners currently on base must go back to their last touched base.
j. Runners can not intentionally touch, yell at, or severely interfere, intentionally, with a fielder making a catch. Referees can immediately call any runner out if they deem this rule to have been violated.

I. Mercy Rule
   a. The inning shall advance when a team scores 7 runs in the inning. The mercy rule shall be called and the inning advanced immediately upon scoring the 7th run. The mercy rule advances the inning; it does not end the game except when team is down by more than 7 going into the 7th inning, more than 14 going into the 6th inning, or more than 21 going into the 5th inning, the game will be called.

J. Playoffs
   a. All teams are eligible for post season play provided that they do not forfeit more than once, default more than twice and have a 3.0 sportsmanship rating average.
   b. Ties are not permitted in playoff games. In the Playoffs, we will go to extra innings and start each inning with the 3 previous kickers on base with no outs. The Winner will be determined with the Team that is up after that inning concludes. If a Tie occurs after the first Extra Inning, we will go to a 2nd Extra Inning until a Winning Team is Declared.