

Campus **Recreation**

University of South Carolina Student Life

8v8 Kickball **Tournament**

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

Rule changes from previous seasons have been highlighted in yellow

Section 1: General Information

A. General IM Procedures

1. Teams should arrive 15 minutes before the game to check-in with the supervisor.
2. All participants must display a valid Carolina Card before each game to play.
 - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
3. Teams are expected to begin the game at the scheduled time.

B. Defaults

1. A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
2. The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
3. If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in **a forfeit fee of \$25 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE.** The team will receive a 3-sportsmanship rating for each default.
4. The UofSC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. Forfeits

1. A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. **A forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.**
2. If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. **A second forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.**

D. Team Choice (5 minutes: 5 minutes)

1. The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 - ii. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
2. 8v8 Kickball (5points: 5 points)

E. Sportsmanship

1. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.

F. Playoffs

1. All teams are eligible for post season play provided that they do not forfeit more than once or default more than twice and they complete the season with the required sportsmanship rating (3.0).

G. Miscellaneous

1. To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to log onto sc.dserec.com/online/dashboard
2. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
3. 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 play.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

The game will be played according to the current Amateur Softball Association's rules if not explicitly stated in this document.

A. Location:

1. All game will be played at the Blatt PE Softball Field.

B. Players

1. The maximum number of players on the field is 8.
2. The minimum number of players on the field is 6, with no gender minimum.
3. All players present for a game must be placed in the kicking order unless the player elects not to play.
4. Fielding teams are required to play a catcher and pitcher.

C. Equipment

1. All equipment may be provided by Sport Programs and will be brought to the game by the umpire.
2. 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.

D. Game Clock

1. Each game shall be completed in no more than 7 innings.
2. No new inning may begin after 45 minutes; any inning being played after 45 minutes shall be the last inning of the game.
3. In the event of a tied score after the final inning, the game shall be recorded as a tie (regular season only).
4. A game will be termed "official" after 4 complete innings (or 3 ½ if the home team is ahead.)

E. Scoring

1. There is a ten (10) run limit per inning.
 - i. Once a team as scored ten (10) runs in an inning regardless how many runners are on base or outs the inning will be over
2. Mercy rule: If a team is up by:
 - i. Twenty (20) after four (4) innings
 - ii. Fifteen (15) after five (5) innings
 - iii. Eleven (11) after six (6) innings

F. Pitching & Catching

1. The Roller/Pitcher must start and end the pitching motion in one motion (no running start) with at least one foot on the pitcher's rubber.
 - i. At the end of the release, the pitcher CANNOT at any time cross the pitcher's line.
 - a. Doing so will result in an illegal pitch and a warning.
 - b. After 1 warning, kickers will be allowed to take a base for each infraction thereafter.
2. No defensive player, including the pitcher, may cross the invisible line between 1st and 3rd base prior to the ball being kicked.
 - i. The first violation of encroachment of the invisible line will result in the team being warned and the kicking team has the option to re-kick or take the result.

- ii. The second violation, and thereafter, will result in the kicker choosing the option of re-kicking or being awarded first base.
- 3. A pitch will be considered a strike if the ball bounces at least twice, bounces no more than six (6) inches above home plate, and passes within the 1-foot strike zone around home plate.
- 4. The pitch with excessive speed or any spin will be called illegal.
 - i. Each illegal pitch will be considered a ball.
 - ii. A player who elects to kick an illegal pitch, takes the result of the play.
- 5. Pitchers must release the ball from below the waist and cannot, during delivery of the pitch, take the ball over their shoulder.
- 6. 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 their ability to kick, until contact is made with the ball.

G. Kicking

- 1. There is no maximum number of players that can be in the kicking lineup.
 - i. No player can be added to the kicking lineup after the lineup has kicked through once.
- 2. There is no alternating gender requirement in the kicking order.
- 3. All teams must create a lineup.
 - i. The team may ask for the opposing team's lineup before the game.
- 4. Kicking order issues are the responsibility of the teams.
 - i. If at any time a lineup order comes into question, no action will be taken.
 - ii. If lineups have been exchanged and a player kicks out of order, an out will be assessed for every kicker that was skipped.
- 5. 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.
- 6. All balls must be kicked inside box.
- 7. 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.
- 8. Fouls are always counted as strikes, including on a 2-strike count, and are called when:
 - i. The ball is considered foul if it is touched by a fielder in foul territory.
 - ii. The kicker contacts the ball behind home plate with any part of the body above the knee.
 - iii. The kicker kicks the ball with any part of the foot planted outside the kicking box
 - a. Including in front of home plate.
 - iv. The kicker makes a "double-kick", i.e. kicks or contacts the ball after the initial kick while still behind home plate.
- 9. 4 balls allows the kicker to advance to first base.
- 10. Bunting is not permitted for any players.
 - i. A bunt is determined by a ball that is kicked by the batter that does not reach the first/third base invisible line.
 - ii. If the ball does not reach the line, it will be considered a foul ball and will count as a strike against the batter.
 - iii. If the fielder touches the ball in any manner, the ball will be considered live

H. Running

- 1. Stealing bases and leading off bases is illegal. A player who was leading the base prior to the hit shall be called out.
- 2. A player who slides into any base and initiates contact with the defensive player shall be called out.
- 3. Runners must use the safety base at first if not advancing past first base.
 - i. 1st Infraction: Team Warning
 - ii. 2nd Infraction: player will be called out.
- 4. 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.
- 5. Play shall end when the umpire calls "Time"

6. 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 umpire deems ball unplayable (beyond the boundary line).
7. 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.
8. A runner is out when:
 - i. Fielder catches a fly ball.
 - ii. Base is tagged on a forced run.
 - iii. Runner is tagged by a fielder in possession of the ball.
 - iv. Comes in contact with the ball, except when thrown by a fielder at the head
 - a. If the ball contacts the head while the runner is sliding, head is ducked, or body is an unnatural position, they are called out.
 - v. Runner is off base when the ball is kicked.
 - vi. 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.

I. Playoffs

1. All teams are eligible for post-season play provided that they do not forfeit, do not default more than twice, have a 3.0 sportsmanship rating average
2. If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.
3. 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.