

University Of South Florida

Intramural Sports

Kickball Rules

General:

1. A team consists of 7 (seven) players. A minimum of 5 (five) is needed to start and continue the game. A full roster will consist of 10 (ten) players.
2. The defensive team may set up in any order the team wishes. There is no set rule for placing defending players, except that teams must field a catcher.
3. The kicker is out in situations similar to softball (force outs, pop outs, etc.) In addition, a runner is out when she/he is hit by a thrown ball below the shoulders.
4. The ball is put into play when the pitcher (whom will be provided by the kicking team) rolls the ball toward home plate and the kicker attempts to kick the ball. The kicker must wait for the ball to be within three feet of home plate before kicking the ball. There are no strikeouts or walks. Kicker gets a maximum of two (2) pitches. A missed attempt or foul counts as a try. After two tries, the batter is out.
5. Bunting is not permitted. You must make a full kick through to not be penalized. Any attempt at a bunt will be an automatic out. There will be no infield fly rule.
6. Leading off and stealing bases between pitches is NOT allowed. A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead.
7. A designated kicker or extra kicker is Not allowed.
8. Teams may kick only 7 players. The kicking order should never change once the game has begun, unless someone has been substituted for. Once substituted for, you can't reenter. Players that arrive after the game has begun may only be added to the order if the kicking team has not gone through their full line up. Otherwise they may be added to the end of the line up. Substitutes are allowed.
9. Forfeit time has been established as game time, teams should report to the field a minimum of 15 minutes before the scheduled starting time of the game.
10. The game shall consist of 5 innings or a 30 minute time limit, whichever may occur first.
11. Mercy rule is as follows:
 - 20 runs after 2 innings
 - 15 runs after 3 innings
 - 10 runs after 4 innings

Co-Rec Rules:

1. Maximum roster will consist of 10 (ten) players. To start or continue a game teams must have at least 2 (two) females. Teams may only field 7 (seven) players whom may play any position. Teams may only have one more male than female to play or to continue the game.
2. Kicking line-up must alternate by sex. Teams will not be penalized for a male then male line-up order when only having 5 (five) or 7 (seven) players. If a team has 6 (six) players, the team must consist of 3 (three) males and 3 (three) females. Teams may start and continue a game with more females than males. Females may kick back to back in the kicking line-up.
3. All other rules will apply with the general rules.