ELIGIBILITY RULES:
1. You must have an MTSU ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!!

2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.

3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Associate Director of Intramurals, Sport Clubs, and Wellness.

THE GAME:
1. The Field: Games will be played on the softball fields. The field will be a regulation softball field. (Depending on the weather kickball may be played in the arena)

2. Team: Teams will consist of 10 players, but a team may begin a game with 9 players. A maximum of 12 players allowed on the roster.

3. Game: Games shall consist of 5 innings or 30 minutes. A new inning may not begin past the 25th minute of the games starting time. Home team has to kick.

4. Time-Outs: There will be no time-outs in kickball, unless an injury occurs.

5. Equipment: Hats, bandanas, metal cleats or spikes, or jewelry MAY NOT be worn while playing. Any player found wearing any of the above during the game will be removed from the game and will not be allowed to re-enter. Shoes must be worn at all times.

6. Substitutions: Substitutions will be allowed. Players who substitute out of the game may re-enter, but they must kick in the same spot in the line-up.

7. Mercy Rule: The game will be called if a team is up by 10 runs after the 3rd inning or 8 runs after the 4th inning.

8. Pitch Count: Pitcher has 3 rolls to get the ball into play. If the 3rd roll is a ball or an illegal pitch a walk will be awarded to the kicker.
THE GAME:

- The Intramural Supervisor on duty will serve as the on-site official if officials are not provided. Any discrepancies must be reported to that supervisor for a final decision.

- The manager or team representative must list the batting order prior to the start of the game.

- Odds/Evens will determine the choice of home and visiting teams. Be ready to bat/kick in proper order. Teams should hustle in and out between innings as there is a time limit in effect.

- Teams must furnish a scorekeeper. In the event of a protest, consult the Intramural Staff.

- Any player can play any position defensively.

- Current A.S.A. Softball Rules will govern kickball with the following emphasis and modifications.

  - The batter is out in situations similar to softball (force-outs, pop-outs, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders.

  - There is **NO PITCHERS HAND RULE**.

  - The ball is put in play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball.

  - The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown.

  - The ball must roll prior to entering the kicking area. A bouncing ball entering the kicking area will result in a no pitch unless the batter kicks the ball.

  - A batter gets only one attempt at kicking the ball. A missed attempt or foul ball is an **OUT**.

  - A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.

  - In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected. A designated batter or extra batter is allowed.
➢ Bunting will not be permitted and is a dead ball and an automatic out.

THE CO-REC GAME:

➢ Co-Rec softball rules will apply to kickball unless otherwise noted.

➢ Co-Rec matches may be played with an uneven male/female or female/male ratio according to the following premise:
  - **Minus 1**: 5/4 male / female and vice versa
  - **Minus 2**: 6/4 male female and vice versa (This may occur at the consent of both teams or at the discretion of the Intramural Sports Staff.)

➢ Batting order must alternate between males and females similar to softball rules. **Teams will take an out if they fail to meet this requirement due to uneven numbers.**

➢ There are no restrictions regarding positioning for males and females in the field.

Kickball......... 8/12/15