I. Eligibility
   All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.

II. Game, Players and Equipment
   1. Games will be self-officiated by base coaches.
   2. Game shall consist of 6 innings or 50 minute time limit, whichever comes first. No new inning shall be started after the time limit has expired; however if an inning is in progress, that inning must be completed.
   3. Teams shall consist of eight (8) players. Teams may start and continue a game with six (6) players. Sixteen (16) players MAX on roster.
   4. IM Sports Staff will provide kickballs for all games.
   5. The distance between bases shall be 60 feet. The distance from home plate to the pitcher’s stripe shall be 45 feet.

II. Pitching
   1. The kicking team will pitch to themselves.
   2. The pitch must be released underhand, at a moderate speed, with minimal bouncing.
   3. Each batter will get 3 rolls, provided that the rolls are kickable.
III. Kicking
1. A team may have all of their players bat in the lineup, even if the player is not playing defense in the field.
2. While batting you may run forward to kick the ball, however you must be behind the front of home plate when you make contact with the ball. If you are in front of the home plate the pitch will be counted as a strike and the kick will not count.
3. NO BUNTS!! – Must pass the pitcher

IV. Fielding/Getting Players Out
1. When a team is in the field, they must have a catcher, along with 7 other position players.
2. A player may be forced out at a base, tagged out with the ball, or thrown out by getting hit with the kickball below the shoulders.

III. Sportsmanship
1. All players are expected to play with good sportsmanship and uphold the spirit of Intramural Sports.
2. Self-Officiate with sportsmanship & class. Please respect your opponent(s) at ALL times and call a fair game to ensure a quality recreational experience for everyone involved.
3. Players should resolve their own disputes. If there is a call or dispute that cannot be resolved, the Intramural Supervisor has the right to stop the contest.
4. HAVE FUN!!