Eligibility: All members of the PSU community are eligible to participate. **For indoor activities you must have a valid membership to the SRC. Please refer to the Intramural Sports Handbook prior to filling out the team roster.

League/Divisions: Men’s, Women’s, & Coed.

Facility: All kickball games will be located at lighted softball fields southeast of the SRC in the Sports Complex.

Scheduling: This will be a Double Elimination Tournament. Teams will play Monday – Thursday.

Playoff Format: (See above).

Rainouts: IM Sports will reschedule games cancelled because of inclement weather if time, space, and personnel are available

Roster Management: Rosters will be limited to 15 spots. This includes any coaches that a team might have. Only 15 championship shirts/headbands are available for the champions. The Intramural Office shall be contacted before 2:00pm for roster modifications.

Check-IN: Each participant must have his/her valid PSU ID to check in with the scorekeeper prior to the start of the game. Players who come after the start of the game are still eligible to play after checking in with the scorekeeper. Players will NOT be added to the roster on site after the first game of play.

Minimum Player: Games will consist of ten (10) vs. ten (10). Teams must have a minimum of eight (8) players for the game to begin. If the team does not have the minimum, number of players they will be assessed a forfeit. A forfeit fee of $20 will be assessed to the captain/managers student/faculty account, and can be paid at the cashiers office located in Horace-Mann.

- COED: Ten players shall constitute an official team. Coed teams must have five male players and five female players in the line-up at all times. In this case, teams will have 10 players play in the field at all times, at least 5 of which must be female. A team is able to start a game with no less than 8 players, at least 4 of which must be female. At no time can more than 5 male players be allowed to play in the field. A team that has only 4 female players can only play 5 males in the field, thus resulting in a 9 player field.

Game Time: Game time is forfeit time. If a team is not checked-in, or does not have the minimum number of players present, and ready to play by game time, the Intramural Supervisor will declare the contest a forfeit.

- Exception: A team may waive the right to win by forfeit and wait for the opposing team. The game clock will start at the scheduled game time regardless of any situation. If after 10 minutes, the team still does not have the minimum amount of players present the team must accept the
forfeit win. If a team waives the right to win by forfeit and the game begins, that team cannot rescind their decision and take the forfeit.

**Pre-Game Meeting:** Officials will hold a pre-game meeting with both team captains/managers. This meeting will discuss rules of emphasis and game management items. Managers may voice their concerns/protests at this time.

**Post-Game Meeting:** Officials will hold a post-game meeting to have both captains/managers sign the scorecard and review the contest.

**Team Benches/Sidelines:** Team dugouts are located on each side of the field. Teams will be held responsible for everyone in the dugout/bench including spectators.

**Game Management:** A game will consist of six innings or the standing score at the end of 45 minutes, whichever comes first. No new innings will be started after the 45-minute mark. However, any inning that has been started may be finished. Tied games will go into extra innings. The game will be considered complete if it has reached 4 (3 ½ if home team has the lead) innings and must be canceled due to any circumstances.

**Mercy Rule:** A team leading by 15+ runs after four (4) innings or 10+ runs after five innings or any complete inning thereafter will be declared the winner and the game complete.

**Uniform:** No metal cleats allowed. No individual will be allowed to participate in street clothes. This includes jeans, or other “non-gym” clothing. Players will not be permitted to wear jewelry or anything deemed dangerous to other players.

**Game Rules**

- The offensive team, team at kick, will supply the pitcher. There will be one pitch unless it is fouled off, then the kicker will receive another pitch. If fouled off again, the kicker will be out.

- A player will be ruled out if they kick two fouls, get hit by the ball from the shoulders or below before reaching the base, a pop fly is caught, or if the base runner is off of the base before the ball is put into play by the kicker. EXCEPTION: a player who is not in a regular standing/running position and is hit in the face/head will be ruled out! (ex. bending down to avoid getting hit or the runner falling down)

- If a kicked ball comes to rest without being touched by the fielding team and has not completely crossed the semicircle approximately eighteen (18) feet from home plate, the kicker will be called out and all runners will return to their original bases.

- Home/Visitor will be decided by a coin toss conducted by the program coordinator.
• There will be no infield fly rule.

• There will be a 10 run mercy rule after the fourth inning.