MATBALL RULES
MINNESOTA STATE UNIVERSITY - MOORHEAD INTRAMURAL SPORTS
LAST UPDATED: JUNE 5, 2013

Rule 1: General Eligibility

Section 1: Participants
Participation is limited to currently-enrolled, fee-paying MSUM students, faculty members, and full-time staff. All players must sign-in with the supervisor at the event site prior to the event starting to participate.

Rule 2: Equipment

Section 1: Equipment
A. Players must wear tennis shoes and appropriate athletic wear
B. All other equipment will be provided by the Intramural Department

Rule 3: Team Members

Section 1: Team Qualifications
A. Teams must have a minimum of 10 players and a maximum of 15 total on roster.
   a. Teams must consist of at least 5 females and 5 males in the field at all times
B. All players on the roster must be in the "kicking" order, even if they are not playing in the field that inning.
C. The team that is kicking will provide the pitcher for that inning
   • The pitcher is not allowed to make plays on the ball after it is kicked
   • If the pitcher is hit by the kick, the ball will be dead and a re-pitch will be required.

Rule 4: General Rules

Section 1: Guidelines
A. There will be a half hour time limit on the games (no maximum innings).
B. The team with the most number of runs at the end of the time limit will win.
C. Fielding team must make 3 outs to end the inning
D. Kicking team will be allowed 2 strikes and 3 balls per "at kick" (one courtesy foul is allowed per "at kick")

Section 2: Offense (Kicking Team)
A. NO stealing OR leading off of bases once the runner in on base.
B. No sliding into bases
C. Runners must run around the bases TWICE to score a run
D. Runners MUST advance at least one base each time their team makes a playable (in play) kick
   a. The order of: first-second-third-home-first-second-third-home
E. Automatic Out:
   a. Ball directly hitting the ceiling (or any object attached to the ceiling) after being kicked
   b. The second foul ball occurs at an at bat
F. Foul Balls:
   a. A ball that goes out of any open doors
   b. A ball that goes behind home plate
G. In Play Balls:
   a. A ball that is kicked in a forward direction from home plate
   b. Bunts are allowed
H. Automatic Home Runs:
   a. Any ball that directly hits the ceiling above the brown lockers door on the west wall of gym 113

**Section 3: Defense (The Fielding Team)**
A. There must be 10 players in the field at all times (not including the pitcher provided by the offense team).
B. Getting a runner out:
   a. Catching a kicked before it hits the floor (bounces off the wall count as a clean catch as long as caught before it hits the floor)
   b. Throwing a ball at a runner and hitting them, regardless of if it bounces first or not, the runner is still out
   c. The runner is hit by a kick from their own teammate
C. A fielder is not allowed to intentionally interfere with a base runner. They must not be in the base line unless they are fielding a ball
D. Force outs do not count at any bag