ACCIDENT INSURANCE
The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

GENERAL
You must show a valid CSUC or photo ID to participate. ID cards will be collected by officials prior to contest. No ID, no play, no exceptions. Any problems with lost or misplaced IDs must be taken care of prior to game time.

Conversations with officials will be kept to a minimum. Team captains, and only team captains, may address the officials. Captains may only address matters of rule interpretation or essential game information and must do so in a courteous manner. Any verbalization directed toward an official other that outlined above, will result in a technical foul and dismissal from the contest.

A player may only play on one men’s team/women’s team. A player may play on a second team, provided that team is co-ed.

BLOOD RULE
A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered or the uniform is changed.

FORFEITS
A. Game time is forfeit time.
B. One forfeit may constitute automatic elimination from league.
C. Each team is allowed only one default.

PLAYERS
1. Six players constitute a full team. Games can start with 5 players.
2. Teams may bat up to ten players; however, only six players are allowed in the field at a time.
3. Co-rec teams must have a minimum of three women in the field at a time.
EQUIPMENT
1. A standard size rubber playground ball will be used.
2. All players are required to wear some type of court shoe.

TIME
A game will be defined as seven innings or 50 minutes. Unless the game is tied, no new inning may begin at or after 10 minutes to the end of game time.

MERCY RULE
If a team is ahead by 25 runs, or more, after the 4th inning and the game is deemed dangerous or lackadaisical by the officials it may be called.

COED BATTING ORDER RULE
The batting order must follow a boy-girl or girl-boy order for as long as possible. When the point is reached where it becomes impossible to do, the members of the same gender can follow each other in the batting order.

GAME PLAY
Kicking
1. Any ball touched by the foot or the leg below the knee is a kick.
2. NO BUNTING!!! All kicks must be a legitimate attempt to kick the ball past the pitcher.

Fair and Foul
1. A ball kicked outside the kicking box, touched more than once in the kicking box or stopped in the kicking box is a foul.
2. A ball landing in foul territory is a foul ball.
3. A kicked ball landing in fair territory, but traveling out of bounds is a foul ball.
4. A kick made above the knee is a foul ball.

Foul Territory
1. Any ball that hits the wall before the intersection of the wall/goal and the beginning of the low glass wall be considered a foul ball.
2. All balls must be kicked at or behind home plate.

Pitching
1. The team batting will supply the pitcher
2. All balls must be pitched by hand.
3. The pitcher must pitch from behind the pitching line.
4. A batter will have a maximum of two pitches to get a hit. If the ball is not kicked into play on the second pitch, the batter will be out.
5. The pitcher shall not intentionally interfere with a kicked ball.
   RESULT: The ball is dead, the batter is out, and all runners are returned to the bases occupied before the pitch.
   NOTE: If the pitcher contacts the ball (kicked or thrown) in any other way (unintentionally) the ball is dead, all runners are returned to the bases occupied before the pitch, and the pitch is retaken.
Outs
An out will be recorded when:

a. A ball kicked foul on the second pitch to any batter.
b. Any kicked ball fair or foul that is caught.
c. Any ball that makes contact with the building’s superstructure or lighting.
d. Any directly kicked ball that lands in the spectator area.
e. A ball tag on a base to which a runner is forced to run, before the runner arrives at the base.
f. Tagging the runner with the ball before they arrive at the base.
g. Throwing the ball and hitting the runner directly (not on a bounce), below the shoulders, before they reach the base.
h. A ball tag of a runner on base, in which the runner does not tag their original base when a ball is caught.
i. A runner off of his/her base when the ball is kicked.
j. Any kicker who does not kick in the proper kicking order.
k. All plays at home plate are a force play once the player is past the point of being halfway home.
l. **NO SLIDING IS ALLOWED AT ANY POINT!!**

Ground Rule Double
1. Any ball that lands in the netting between glass doors and the scoreboard will be ruled a double and all baserunners may advance two bases.

Defense
1. There is no set defense for the opposing team. However, all defensive players must stand behind the pitcher until the ball is kicked.
2. Any ball that makes contact with the wall/net up to the gray railing CANNOT be caught off the wall for an out.
3. Any ball that makes contact with the net above the gray railing can be caught for an out.

Scoring
1. If any team scores ten runs in one inning, that inning is over regardless of how many outs there are. The pitching team is now up to bat.
2. A team that is down by 1 or more runs can equal the score and score 10 additional runs before the 10-run limit rule goes into effect.
3. During the final inning of play the 10-run limit rule **will not** be in effect.