

## Recreational Services Matball Rules

1. There is a 50 minute time limit on games. No new innings shall begin after 45 minutes
2. If a team does not have 5 players present at game time, a forfeit will be called.
3. One player must be at the playing site at least 15 minutes prior to the start of the game.
4. The pitcher must slowly roll the ball to the kicker. The umpire will determine if the pitch is too bouncy or too fast.
5. No player may strike out.
6. Each player must go around the bases two times before counting it as a run.
7. Once the runner gets to the 4<sup>th</sup> base on their first time around, he/she must go directly from 4<sup>th</sup> to 1<sup>st</sup> base. They do not have to touch home base. On the second time around, the runner will go from 4<sup>th</sup> base to home base to score the run.
8. Each team gets 3 outs per inning.
9. You can have as many players on one base as you would like a one time.
10. Once you leave one base to go to the next, you are required to keep running to that base. You may not go back to the base you just left.
11. To get the runner out, you may throw the ball at the base that the runner is running to, or you may throw the ball at the person running. If you throw the ball at the base that the person is running to before he/she gets there, everyone that is already on the base and/or everyone running to that base is out. Each person counts for 1 out. You may also throw the ball to a person who can put their foot on the base. Anyone running to the base would be out.
12. There is no stealing. Bunting is allowed, as long as it goes past the 3 point line on the basketball court.
13. There are no foul balls, however, the ball must be kicked forward and not backward.
14. If the runner purposely catches the ball on the way to the base to avoid hitting others that are running, he/she is out.
15. Any ball hitting any part of the ceiling lights or rafter beams is an automatic out.
16. No game shall end in a tie.
  - a. Tie breaker method: Team A's next kicker will go to third base. The next four kickers in the lineup will all kick. Team A will hit until they get 3 outs or until all four kickers have kicked. Team B will then follow the same format. The team which scores the most runs in this sudden death format will be the winner. The runner on third base does not have to go around the bases another time. They may score right away. This tie breaker method will be followed anytime a game is tied and the official has ruled a new inning cannot be started due to the 45 minute time limit.
  - b. If the game being played is the last game scheduled for that day, the tie breaker method will not be used. Extra innings will be played until a winner is determined.