

JOIN THE FUN!



Coed Kickball League



Information is available at the
Marshalltown Softball Association website
www.leaguelineup.com/marshalltownsoftball under
Forms>Handouts.

\$100.00 for a 6-game season!
Games will be played at the South 6th Street Complex
Monday nights beginning June 8th, 2026

Form your team today!

Deadline to sign up: Saturday, May 23rd, 2026
Deadline with a \$25 late fee: Wednesday, May 27th

Questions? Email: marshalltownsoftball@gmail.com

Marshalltown Softball Association
P.O. Box 1574
Marshalltown, IA 50158
marshalltownsoftball@gmail.com
www.leaguelineup.com/marshalltownsoftball
www.facebook.com/marshalltownsoftball



2026 Summer Coed Kickball League Registration Packet

Cost: \$100.00

Registration Due Date: Saturday, May 23rd, 2026 by 5PM

This league is offered for the recreational player and is characterized by the following:

1. League season will consist of 6 games.
2. This league is open to any male or female who is at least 16 years old.
3. League games will begin the week of June 8th, 2026.
4. League games will be scheduled on Monday nights.
5. Games will be played at the South 6th Street Softball Complex.
6. MSA will provide the game ball.

Registration Details

All registrations must include the following:

- A Roster form must be submitted, containing the name of team, league and division, manager name(s), and manager phone number & email address.
- Registration fees must be paid in full by the due date or late fees will be charged.
- Completed waiver forms are required for all participants. This waiver can be submitted using the digital form on our website, or the paper form can be submitted by email, mail or in person. Waivers are valid for the calendar year in which they are submitted.
- All players must submit the waiver form and be added to their team's roster to be eligible to play. A team playing with an ineligible player will forfeit any games played with said player (see league rule #4).

How to Register

1. Online – Navigate to our website and click on Forms>Handouts. Select the **League Registration Form (digital)** link and complete the form in full.
2. Email/Mail – Navigate to our website and click on Forms>Handouts. Select the **League Registration Form (printout)** link. Print the form and complete it in full. Email or mail the completed form using the relevant address information in the header of this document.
3. In person – Bring your completed roster to the softball complex concession stand during softball league games.

How to Pay

1. Online – Use the payment option at the bottom of the **Adult Roster Form (digital)** when you submit your roster. Note: there is a convenience fee applied for this payment method.

2. Mail – Mail a check payable to “Marshalltown Softball Association” to the address listed in the header of this document.
3. Drop off – Deliver your payment to GNB Bank and notify them that you are paying league fees. **Be sure to specify your team name.** Payment can alternately be dropped off at the softball complex concession stand during Summer League games.

DISCLAIMER: This is a recreational league for adults. Official softball rules are not being used for kickball. If you cannot act like an adult, please do not participate. Please read, understand, and abide by the league rules. You are responsible for the people who come to the complex to watch you play. If your fans cannot control themselves, please tell them to leave.

All coaches and managers are required to attend the pre-season meeting. Attendance is mandatory for participation in the kickball league.

League Rules

1. This league is intended to provide an enjoyable recreational experience. It is the responsibility of each league member to maintain good sportsmanship. The M.S.A. will take whatever action necessary to ensure that an individual's conduct does not jeopardize the right of others in having an enjoyable recreational experience. Poor sportsmanship by teams, spectators or individuals will not be tolerated. The game umpires or scorekeeper may file an unsportsmanlike conduct charge to the M.S.A. Each incident will be handled individually with possible discipline ranging from three games to one calendar year suspension.
2. The official team roster will be maintained by the M.S.A. Board. All players must be at least 16 years old, and they must have completed a waiver form to be eligible to play. Players can be added to rosters throughout the season, but they cannot be removed from the roster after the team's first league game. At that time, players can only be transferred from one team to another within the same league. Players can play in more than one league, but may not play in more than one division, or on more than one team, in the same league.
3. M.S.A. POLICY: Any team or player owing money to the Marshalltown Softball Association or U.S.A. Softball will not be allowed to play in any league until the debt, and all related charges, is paid in full. This includes each player on a team's roster if it is a team debt.
4. All league players are restricted to athletic shoes or soccer shoes with rubber cleats.
****NO METAL CLEATS****
5. Profane language will not be tolerated. Player(s) who violate this rule will be ejected. If the supervisor can hear profanity, the player will be ejected.
6. All teams will be required to provide a representative with strong knowledge of the rules to serve as umpire for certain games as scheduled. The umpires will have jurisdiction over every play and should rule with honesty and fairness. Each game will have two umpires assigned, each umpire coming from a separate team that is not playing in the game. If a team fails to provide an umpire, they may be forced to forfeit one or more of their games.
7. Facility supervisors may eject players for unsportsmanlike conduct.
8. All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins. Any players that may enter the game as a substitution must also appear on this list and be indicated as a sub.

9. Maximum of 11 players on the field for defense with a minimum of 7 players. A catcher is not necessary for teams with fewer than 9 players. Teams may bat/kick a maximum of 8 male players with as many female players as they wish.

10. A team lineup must be made up of at least 4 men and 4 women, with a maximum of 12 kickers. The additional players may be of any sex. If a team does not have 4 females/males for a game, a “ghost” player shall be written into the batting order and represents an automatic out for each male/female under the minimum. A team having 11 players that is missing a required male/female player must play short on the field by the number of missing players male or female. It is recommended, not required, that teams try their best to have an equal number of male and female players on the field. However, in the event a team only has 4 female players, a male will be required to play catcher.

11. A lineup can include up to two substitute players. Substitute players can replace any one player of the same sex. When substituting a player, you must inform the other team.

12. The kicking order shall alternate sexes until all females have kicked.

13. Teams with fewer than 7 players shall have a 10-minute grace period before a forfeit is declared. If your team has fewer than 7 players, you are allowed to recruit one or two players from other teams with the approval from your opposing team.

14. A regulation game consists of 9 innings or a time limit of one hour. The one-hour time limit includes grace period and play time. Game time will not be extended in the event of a late start.

15. The home team is determined by “rock, paper, scissors” – best two out of three.

16. A game is considered official after five innings in case of inclement weather.

17. There are no walks or strikes in kickball. A legal pitch must be underhanded. Pitches must come from the pitching rubber.

18. Fast pitch and curve balls are not allowed. The pitcher will get a warning first. A repeat fast pitch will result in the kicker being awarded first base.

19. The person up to kick is allowed one courtesy foul or missed kick. If the second foul or missed kick occurs, the kicker will be out.

20. The catcher must give the batter ample room to bat.

21. Infielders may not encroach past the 1st to 2nd and 2nd to 3rd base paths and outfielders must stay in the grass until the ball is kicked. You must have a minimum of three outfielders.

22. Bunting is not allowed. A bunt is defined as an intentional soft kick. A ball that did not travel far does not constitute a bunt. The umpire will determine whether it is a bunt or not.

23. The kicker/batter will contact the pitched ball behind the front edge of home plate. The ball does not have to cross the plate and can be contacted to the right or left of home plate but not in front of home plate.

24. If a ball hits the kicker in fair territory after being struck by the kicker, the kicker is out. If the ball hits the kicker in foul territory, a foul ball is called.

25. A player is OUT when a ball is caught by the defense, a ground ball is fielded and thrown to first base before the kicker arrives at the base, a base runner contacts a ball while not touching a base, a runner is tagged with the ball while not touching a base, or a runner is forced out at a base.
26. Runners may avoid a throw but must stay in the base path. Fielders shall not impede the runner's path to the base. An infraction on the fielder will result in the runner being awarded the base.
27. No leading off or stealing allowed. The base runner may leave the base once the kicker contacts the ball. Sliding is legal. Leading off/leaving early will result in a "do-over." A second offense will result in the runner being called out.
28. Runners must tag up on a caught ball and may advance at their own risk. Runners that leave early and do not tag up may be tagged out or forced out at their previous base.
29. Balls thrown at the base runner must be below the shoulders. ANY HEAD SHOT intentional or unintentional occurring while the runner is in an upright position results in advancement to the base they were advancing to plus an additional base. Runners already on base will receive their next base only, unless forced by the batter runner. Any intentional hitting of the ball with the head by the runner will result in the runner being called out. Head shots result in a dead ball.
30. Once the pitcher has possession of the ball on the mound, play is considered dead. If a base-runner is more than halfway to the next base as the ball is returned to the pitcher, the base-runner will be awarded that base. Otherwise, base-runners should return to the previous base.
31. Players on the field are allowed to kick the ball as opposed to throwing it.
32. Courtesy runners are allowed if the other team agrees. Runners must be the last out of the same sex.
33. Runs crossing home plate before a third out made on a force play out do not count. Runs that cross home plate before a tag out or a throw out on a player do count.
34. Prior to the kick, no participants or spectators may be in the sideline area except the kicker, umpires and designated base coaches. A verbal warning will be issued first, any further violations will result in an out.
35. If a team is behind by 15 runs or more, they may submit to the other team.
36. It is permissible to turn right or left when over running first base. Runners can only be tagged out if they are actively attempting to run to second base.
37. Above all, have fun. These rules are in place to provide a fun recreation experience for all.

FOR CURRENT GAME INFORMATION, PLEASE CHECK THE MSA FACEBOOK PAGE OR WEBSITE
DO NOT CARRY ALCOHOLIC BEVERAGES INTO THE COMPLEX. 22 CENTS OUT OF EVERY DOLLAR SPENT AT
THE CONCESSION STAND COMES BACK TO THE COMPLEX IN THE FORM OF IMPROVEMENTS.
THANK YOU FOR YOUR COOPERATION.

The Marshalltown Softball Association is not responsible for lost or stolen items.

Any damage caused to City / M.S.A. property shall be repaired at the expense of the adult that caused the damage, or the parent or guardian of a minor causing damage. The player will be suspended from league play until payment is made.