
Each player must present their own, valid LAKER ID Card before each contest to be eligible to participate.

- a) Any player caught attempting to use another person's ID Card will be ejected and ineligible for participation in any Intramural Sports for a minimum of four-months from the date that they meet with the Assistant Director for Intramural Sports.
- b) Students, faculty and staff who have paid their Recreation & Wellness fees and have a valid LAKER ID are eligible to participate.

NO EXCEPTIONS!

Students, faculty, and staff who are eligible for entrance into the Student Activity Center: Fitness Center are eligible to participate. Intramural Sports are **FREE** for all participants

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time, however the team that is present shall choose to accept the 10 minute grace period before games are forfeited.

The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

I. Game Procedures

- 1.1 A game will consist of seven innings or 45 minutes, whichever comes first. No new inning can begin after the 45-minute time limit has expired.
- 1.2 Teams will play 6v6 and must have a catcher.
- 1.3 All batters get 3 pitches.
- 1.4 There is a seven run limit per team, per first 3 innings.
- 1.5 There is no run limit for innings four through seven, however if the Mercy Rule is reached then the game will be ended.
- 1.6 Extra innings will be played to break a tie. The last batted out will be placed on second base to start any extra inning.
- 1.7 Teams pitch to their own players. Pitches may be overhand or underhand.
- 1.8 Pitchers must not intentionally interfere with a batted ball. If intentional interference is ruled, the batter will be called out. If a ball comes in contact with the pitcher and is NOT intentional, the pitch will be re-done.
- 1.9 Bunting is not allowed

II. Substitutions

- 2.1 The captain making substitutions shall notify the supervisor of any changes. A team may not make substitutions in the middle of an inning, unless for injury.
- 2.2 All substitutes must sign in prior to play

III. Base Running

- 3.1 Runners can NOT lead off or steal bases. The runner may not leave the base until the pitch is contacted by the batter.
- 3.2 A runner is out when he/she is struck with a batted ball in fair territory.
- 3.3 Base runners are responsible for avoiding all collisions with fielders anytime a fielder is make a play on the ball (fielding, throwing, or catch). If the base runner does not avoid the collision, they are liable to ejection at the supervisor's discretion.
- 3.4 A base runner may not charge into a fielder hoping to dislodge the ball. The runner will be called "out", and if the action was flagrant, ejected.
- 3.5 Any fielder not making a play on the ball is liable to ejection from the game if they interfere with a base runner or cause a collision with a base runner. (This includes run-downs).

- 3.6** Sliding is not allowed. A violation of this rule will result in the runner being out.
- 3.7** The ball may not be thrown at the base runner to get them out. If this occurs, it will be a one base error. (ex. A runner going to first gets second).
- 3.8** If the runner makes contact with a base and the base slides the runner is safe if it occurred before the tag or put out.
- 3.9** Once the ball is in possession of the pitcher on the mound, runner may not continue advancing past the base they are on their way to at that time. Discrepancies with this will be ruled on by the official or the supervisor.

IV. Overthrows

- 4.1** There is no overthrow rule.
- 4.2** Runners may advance at their own risk until the play is called dead by the supervisor or the ball is secured by the pitcher on the mound.

V. Co-Rec Modification

- 5.1** In a Co-Rec game, batters must alternate male/female.
- 5.2** If at any point the lineup goes male-male there will be an out charged to that team. The opposing team may disregard this if they choose and allow the short-handed team to continue without penalty if agreed on before the game. This decision cannot be reversed.
- 5.3** Teams must play a minimum of 2 males 2 females in the field. A team may never play 4 people of the same gender in the field.

VI. Mercy Rule

- 6.1** If a team is ahead by 20 runs after 3 complete innings (2 1/2 if the home team is ahead), 15 runs after 4 complete innings (3 1/2 if the home team is ahead), or 10 runs after 5 innings (4 1/2 if the home team is ahead), then the game will be considered complete. The run rule will apply to all championship games.