League Registration:
All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

Captain’s Quiz:
During registration, team captains will take a short quiz related to the general intramural rules and rules of the specific sport they are registering for. Successful completion of the quiz ensures the captain knows the rules and policies prior to the start of the intramural league. Online quizzes have replaced the mandatory in-person captains meeting.

Entry Fee:
The team entry fee of $35 must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot register without payment.

Schedules, Results, and Standings:
Schedules, results, and standings for league play and playoffs will be on IMLeagues. Please go to the UWRF Intramural Sports website at www.uwrf.edu/campusrec and click on the Intramurals Sports and IMLeagues to access IMLeagues.

Forfeit/Default:
If your team is unable to compete in a contest, please notify the campus recreation staff by phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee of $5.

Questions:
Please contact the Campus Recreation Staff with any questions or concerns.

<table>
<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Campus Rec Staff</td>
<td>General Information</td>
<td>715.425.4289</td>
<td><a href="mailto:campusrec@uwrf.edu">campusrec@uwrf.edu</a></td>
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<td>Ryan Rudesill</td>
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General Procedures:
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on.
3. Each participant must wear appropriate apparel and athletic footwear.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.
5. All visible jewelry, watches, and bracelets must be removed prior to participation.
RULES:

1. GAME SETUP:
   a. An intramural supervisor or scorekeeper will keep track of the line-up, stats, clock, and score.
   b. The game is self-officiated, with the final decision made by the participants, not the supervisor.
   c. Games will consist of seven innings or 50 minutes, whichever comes first.
      i. A new inning will not be started with 10 minutes left in game (40 minutes after start time).
   d. For tied games, extra innings will be played until a winner is declared.

2. PARTICIPATION:
   a. A legal team consists of eight players; four male and four female.
      i. A team may start with as few as six players with no more than four males.
         1. If at any time a team is reduced to less than six players, a forfeit will occur.
         2. If both teams agree, a team with six may use the opponent as a catcher; however, he/she will not make any plays at home including catching a force out.
      ii. A team may have up to 10 players in the batting order, however:
         1. The team may only have eight in the field; only four may be males.
         2. The team may not have more than five males in the lineup.
   b. Teams may set their lineup in any order they desire as long as everyone “kicks” once before anyone “kicks” for a second time. The lineup must stay consistent throughout the game.
   c. Participants arriving late must check in with the supervisor and may enter the game at the end of the line-up only.

3. FIELDS:
   a. All games will be played at David Smith Stadium at Ramer Field (the turf).
   b. After the initial kick is ruled in fair territory, there are NO out of bounds. The ball is always in play on overthrow until it is returned to the pitcher.

4. GAME PLAY:
   a. Team members will pitch to their own team.
      i. Once the ball is in play, they will not participate in the defensive plays.
      ii. If at any time the pitcher intentionally interrupts the play, that offensive player will be out.
   b. Every pitch is a strike and the batter gets 2 strikes (or 2 pitches).
      i. A foul ball is considered a strike.
      ii. On the 2nd strike if the batter fouls off the pitch they are out.
      iii. There are no walks.
   c. There is no stealing or leading off. An out will be recorded if the base runner leaves the base early.
d. ***NEW for 2016-17:*** Players may slide feet first into any base. Likewise, outfields may dive to make a play on the ball.

e. The catcher position does count as an infield position.

f. The catcher makes all fair and foul calls.
   i. The ball must land in fair territory or on the line and stay in fair territory until it reaches 1st or 3rd base. If the ball touches the base it is in fair territory.
   ii. Any ball landing in fair territory but rolling foul before reaching 1st or 3rd base and without being acted on by fielding team is a foul ball.

g. Teams may utilize a 1st and 3rd base coach.

h. Once the ball is returned to the pitcher, the play is dead until the next “kick”.
   i. Runners may only advance to a base started before the pitcher received the ball.
   ii. Teams may use a courtesy runner in the case of an injury.
   iii. The courtesy runner will be the last person of that gender to record an out.
   iv. If no outs have been recorded in the game, the last person of that gender in the batting order will be used.

5. **BASE RUNNING:**

   a. A “kicker” must make contact with the ball on or behind home plate.
      i. If the “kicker” makes contact in front of home plate, the play will be dead and ruled a strike.
   b. Bunting is considered illegal as the pitcher cannot participate in defensive plays.
   c. After making contact with the ball, a base runner can be called out four different ways:
      i. The ball is caught in the air.
      ii. A defensive player hits the base runner with the ball below the shoulders.
      iii. The defense causes a force out at any base given the base runners must advance bases.
      iv. The base runner runs more than 3 yards out of the baseline in either direction.
   
   d. The base runner is safe if:
      i. He/she is hit above the shoulders with the ball (without actively ducking into a ball).
         1. The play is ruled dead immediately. He/she is awarded the base they are advancing to AND one additional base. Additional base runners also advance one base.
      ii. A close play occurs at any base in which the teams cannot agree to a call.

6. **WEATHER:**

   a. Weather cancellations will be determined by the Campus Recreation Staff no more than 2 hours before the first schedule game of that day.
   b. Please check the intramural sports website, Facebook page, and watch for an email from Campus Recreation.

7. **MERCY RULE:**

   a. The game will be called if a team is ahead by 15 runs at the completion of the 4th inning or 10 runs at the completion of the 5th or 6th innings.