**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](http://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>
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<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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</tbody>
</table>

**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 staff member will umpire the game and keep the official time. His/her calls are final.
   b. Another intramural staff member will keep track of the line-up, stats, and score.
   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 in the league play, one extra inning will be played. If still tied, the game will end tied.
   e. For tied games in playoffs, extra innings will be played until a winner is declared.

2. PARTICIPATION (Men’s and Women’s Leagues):
   a. Each team may have 10 players in the field and up to 20 players in the batting order.
   b. A game may start with as few as 7 players. If a team is reduced to 6 players, the game will be defaulted.
      i. If agreed upon, the opponent may provide a catcher only to return pitches. He/she will not make a play at home against their own team.
      ii. When playing with 8 or more players, teams must supply their own catcher.
   c. Any player that arrives late to the contest should present his/her ID to the scorekeeper upon arrival. The player may enter the game at the end of the batting order.

3. PARTICIPATION (Co-Rec Leagues):
   a. Teams are encouraged to play with an equal number of males and females.
   b. Teams will consist of up to 10 fielding players and 20 batting players. A game may start with as few as 7 players.
      i. If agreed upon, the other team may provide a catcher. He/she will not make a play at home.
      ii. When playing with 8 players, teams must supply their own catcher.
      iii. If a team is reduced to 6 players, the game will be defaulted.
   c. Lineups must list players in alternating order by gender.
      i. A batting order might be F1, M1, F2, M2, F3, M3... etc. or it might be M1, F1, M2, F2, M3, F3... etc.
      ii. At any time two males bat back to back in a co-rec league, an out will be called.
         EXAMPLE: If a team has 9 players and the 1st and 9th batters are male an out will be called before the lineup goes back to the top of the order.
      iii. A male batter who receives a walk, intentional or not, is awarded first base. The female who follows has the option to walk or bat. If the female chooses to walk, the male advances to 2nd.
   d. Teams with 9 or more players may not have more than one additional male than female in the field at one time. Those teams are required to play with at least two females in the outfield and two in the infield.
   e. Any player that arrives late to the contest should present his/her ID to the scorekeeper upon arrival. The player may enter the game at the end of the batting order.
   f. All players who play in the outfield must be listed on in the batting order.

4. ATHLETIC ATHLETE ELIGIBILITY:
   a. Members of the 2016-17 UWRF Softball Team may not participate in intramural softball during the 2016-17 season.
   b. Only one 2015-16 collegiate player may play on a team.

5. EQUIPMENT:
   a. Participants are encouraged to provide their own fielding gloves.
   b. Game balls, warm up balls, and some bats will be provided.
   c. Teams are encouraged to provide their own bats.
      i. Bats must have a clear ASA approved stamp on it.
      ii. Dented, cracked, or rattling bats are not allowed.
      iii. No little league, youth, baseball, or wood bats allowed.
iv. The umpire must check-in each bat prior to the game. The umpire may disallow any bat for any reason. His/her call is final.

d. Tennis shoes or plastic cleats are allowed. Metal cleats are NOT allowed.

6. FIELDS:
   a. There will be four fields utilized on campus at the IM Complex Fields.
      i. Field 1 = Northwest Field
      ii. Field 2 = Northeast Field
      iii. Field 3 = Southeast Field
      iv. Field 4 = Southeast Field
   b. All equipment, participants, and spectators not in the contest must remain outside the fence during play.

7. PITCHING/FIELDING:
   a. Pitchers will pitch to the opposing team.
   b. Pitching arcs must be between six (6) and twelve (12) feet. If not in that range, the umpire will call “illegal pitch” while the ball is in flight.
      i. If an “illegal pitch” is called, the pitch is considered a ball no matter where it lands with relation to the strike mat. If the batter decides to swing anyways, the result of the swing (miss, foul ball, or ball in play) will override the “illegal pitch” call and play will continue normally.
   c. Any pitch that falls within the legal pitch arc range and lands on the plate will be considered a ball.
   d. Any pitch that falls within the legal pitch arc range and lands on the strike mat will be considered a strike.
   e. When the ball returns to the pitcher and all baserunners have stopped, the umpire will call “time” to indicate the play has ended and all runners must stay at the base they are at until the next hit.

8. BATTING:
   a. The official team scorecard must list the batting order of the team, with first and last names, and be turned into the scorekeeper prior to the game along with all UWRF ID’s.
   b. Batters must bat in this order for the duration of the game. All players must bat.
   c. Batters will use a 3 ball or 2 strike format for walks/outs.
   d. A player has one curiously foul ball on a 1- strike count. A second foul ball will be out.
   e. There is NO bunting or chopping the ball downward deliberately trying to bunt. The batter must have a full swing to be a legal hit. Bunting or chopping the ball will result in an automatic out.
   f. Batting out of order will result in an out if the opponents notice the incorrect order prior to the first pitch of the next batter. After the first pitch to the next batter, play will continue as is.
   g. “Infield Fly Rule” will be in effect if there is a runner on first and second, or bases loaded with less than two outs.
      i. If the batter hits a routine fly ball in fair territory in the infield, the umpire will yell “Infield Fly”. The batter is automatically out whether the ball is caught or not. All runners are safe at the base they started at.
      ii. Any runner leaving his/her base does so at his/her own risk.

9. BASERUNNING:
   a. A runner may not leave the base until the ball has been hit.
      i. Leaving the base early will result in the play being ruled dead and an out will be called on that runner.
   b. There is diving into a base head first. The runner will automatically be called out.
      i. ***NEW for 2016-17: Players may slide feet first into any base.
   c. Teams may use a courtesy runner for an injury once the batter safely reaches base. The person of the same gender who made the last out will be used.
      i. If needed, the last out of the previous inning will be used.
      ii. If no outs have been recorded in the game, the last person of that gender in the batting order will be used.
   d. Malicious contact is the judgment of the umpire.
      i. If a fielder is holding the ball and waiting for the runner, the runner is to give themselves up or change direction. If the runner causes contact and/or illegally alters the actions of the fielder the runner is called out.
ii. If a fielder has the ball, or is about to catch a ball, and the runner crashes into the defensive player, and the contact is determined malicious, the offender shall be ejected from the contest.

e. An appeal for leaving a base early or missing a base may be made by the defense after the ball is declared dead by the umpire and before the next legal pitch. The appeal must be announced to the umpire, and then the base in question must be touched by a defensive player in possession of the ball. The umpire’s decision on an appeal is final.

f. On an overthrow, runners advance at their own risk. If the ball goes over a fence or out of play, the runner is awarded one additional base.

g. Each team is allowed two “over the fence” homeruns per game. Each additional “over the fence” homerun will be considered an out.

h. There are NO errors recorded for over-throws, missed catches, or other actions by the defense. At the time of the next pitch, the location of the previous batter is how the at-bat will be recorded statistically.

10. 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, social media, and watch for an email from Campus Recreation.

c. During regular season, four completed innings or 40 minutes (whichever comes first) will constitute a complete game. If less is completed, the game will be rescheduled. Incomplete games will start over from the first pitch of the game.
   i. If the game is called early, the score at the end of the last inning will be used. Unfinished innings will only count if in the bottom of the inning and the home team is winning.

d. Games will be made up if time allows. Please check IMLeagues for game makeup dates/times.

11. 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.

12. OTHER:

a. Other than the above exceptions, official ASA and WIAA rules will be followed.