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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<tr>
<td>Rachael Harrington</td>
<td>Student Manager</td>
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<tr>
<td>Ryan Rudesill</td>
<td>Assistant Director of Recreation</td>
<td>715.425.4717</td>
<td><a href="mailto:ryan.rudesill@uwrf.edu">ryan.rudesill@uwrf.edu</a></td>
</tr>
</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 umpire will work the game and keep the official time. His/her calls are final.
   b. An intramural supervisor/scorekeeper will keep track of the line-up, stats, and score.
   c. Games will consist of seven innings or 40 minutes, whichever comes first.
      i. A new inning will not be started with 10 minutes left in game (35 minutes after start time).
   d. For tied games, extra innings will be played until a winner is declared.

2. PARTICIPATION:
   a. Teams will consist of six players in the field; three males and three females.
   b. A team may begin with as few as four players; two male and two females.
      i. If both teams agree, a team with only four players may use the opponent as a catcher only to return a pitch. He/she will not make any plays during a live ball including catching a force out.
   c. Teams may set their lineup in any order they desire as long as everyone bats once before anyone bats for a second time and the lineup stays consistent throughout the game.
      i. A team’s batting line-up may consist of up to 10 players.
   d. Participants arriving late must check in with the scorekeeper and may enter the game at the end of the line-up only.

3. EQUIPMENT:
   a. Bats and balls will be provided.
   b. Participants are not allowed to use gloves or any other catching device in the outfield.

4. FIELDS:
   a. All games will be played using existing lines in the Karges Gym.

   b. Any ball which strikes the ceiling or any part of the overhead facility (including divider, suspensions from ceiling, or rafters) inside fair territory and lands in fair territory is a fair ball.
   c. Any ball which strikes the ceiling or any part of the overhead facility and lands in foul territory, is a foul ball.
   d. Any ball caught off the overhead facility is an out.
   e. Any ball that hits the wall or bleachers is a dead ball and cannot be caught for an out.

5. ATHLETIC ELIGIBILITY:
   a. Members of the 2016-17 UWRF Softball Team may not participant in Wiffleball during the 2016-17 academic year.
b. Only one 2015-16 collegiate player of each gender may play on a team.

6. **GAME PLAY:**
   a. Team members will pitch to their own team either under hand or over hand.
      i. Once the ball is in play, the pitcher will not participate in the defensive plays.
      ii. If the pitcher intentionally interrupts the play, the play will be ruled dead and batter of that play will be ruled out.
   b. Every pitch is a strike. The batter gets 3 strikes (or 3 pitches) before an out is called.
      i. On the 3rd strike, if the batter fouls off the pitch they are out.
      ii. 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. There is no sliding or diving.
   e. There is no intentional bunting. Swinging bunts count.
   f. The catcher position counts as an infield position.
   g. Teams may utilize a 1st and 3rd base coach.
   h. Once the ball is returned to the pitcher, the umpire will call time and the play is dead until the next hit.
      i. Runners may only advance to the base they started to before the pitcher received the ball.
   i. Teams may use a courtesy runner in the event of an injury.
      i. The courtesy runner will be the last person of that gender to record an out or score (prior to that play).
      ii. If no outs or runs have been recorded, the person of the same gender before the injured participant in the lineup will assume the courtesy runner position.

7. **MERCY RULE:**
   a. The game will be called if a team is ahead by 20 runs at the completion of the 4th inning or 15 runs at the completion of the 5th or 6th innings.

8. **OTHER:**
   a. Other than the above exceptions, official WIAA rules will be followed.