

Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check imleagues.com/utdallas for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

Game Rules

I. THE COURT/FIELD

- a. Balls that contact the lower tiles of the wall are considered to have hit the ground.
- b. Balls that contact the rafters or roof remain live.
- c. Balls that contact the backboard or enter the penalty box are dead and a single is awarded. Players all advance one base regardless of being forced.
- d. Home runs are along the walls and above the tiles.

II. EQUIPMENT

- a. A standard whiffle ball and bat will be used provided by UREC.
- b. If there is too heavy an advantage or disadvantage to offensive players, University Recreation retains the ability to change equipment at any time during the season.

III. PLAYERS AND SUBSTITUTIONS

- a. Four players constitute a team. A team may start with no less than three players. In the event a team is playing with three players and a player becomes injured or has to leave (other than an ejection), the game will continue until it is deemed a farce as determined by the supervisor.
- b. Unlimited substitutions. Substitutes can enter on any dead ball situation. The substitution must be completed before the ball is put in play. Exiting players must go directly to their sideline. The appropriate changes must be made to the batting lineup.

IV. LINE-UPS

- a. The lineup will consist of 2 male and 2 female players. A team may, however, play with 2 males and 1 female or vice versa. A team may choose to bring more than the minimum of 4 players, batting up to 6 players. At no time may a team exceed a one person gender disparity.
- b. Alternating gender during the line-up is not required, but the order must remain the same throughout the contest, with substitutions following ASA guidelines.
- c. If the next batter in the line-up remains on base, the team may choose to substitute him with a designated runner, or accept an out and have him remain on base. If no substitute is available, the option becomes vacating the base or accepting an out.
- d. If a player wishes to participate, they must be included in the batting order. (There is no all-time pitcher or runner)

V. THE RULES OF PLAY

- a. Each game will be six innings in length or have a 40-minute time limit, beginning at the first pitch. The Intramural Supervisor will determine the official time. No new inning will be started after 40 minutes of playing time. The bottom-half of the inning will be played only if it will affect the outcome of the game. Teams may score a maximum of 7 runs in any half-inning.
- b. Mercy Rule - There is no mercy rule, but a game may be terminated at the end of a half inning if there is a great difference in the score and continuance of play interferes with the start of the next game.
- c. Batters will receive up to three pitches from a teammate. If, after the third pitch, the batter has not batted a ball into fair territory, he/she will be declared out.

- d. No bunting/chopping or stealing is allowed.

VI. FIELDING POSITIONS

- a. Four defensive positions must be occupied, with a catcher being required. The other three fielders may occupy any positions which do not obstruct the movement of offensive players.

VII. PITCHING

- a. The pitcher will be an offensive player with no defensive responsibilities.
- b. The pitcher will stand and remain with both feet in the center restraining circle on the basketball court during the pitch and all live-ball situations.
- c. If a live, batted ball strikes the pitcher, the batter will be declared out and no runner may advance.

VIII. RUNNING THE BASES

- a. There are no lead-offs. A player may leave the base when a pitched ball has crossed home plate or is contacted. The ball becomes dead when play has ceased.
- b. No sliding is allowed as a base runner.
- c. All plays at home plate will be force outs. A restraining line will be marked along the 3rd base line. Once any part of the runner's body touches the floor past this line, they are committed to home base and a the force out is enforced.

IX. OVERTHROWS

- a. When the ball is in play and is overthrown (into the team box or indoor soccer goals), or is blocked, the ball is dead. In all cases when this happens, all runners will be awarded **one base** from where they were **at the time the throw was made**.
- b. When a ball is legally caught within the boundaries of the field and is intentionally carried by the fielder into dead ball territory (i.e. team box or goals), the ball is dead, the batter is out, and all runners advance one base beyond the base they occupied at the time of the pitch.