General Procedures

1. Each player MUST bring their current TAMUG student ID to each game and present it to the official in order to participate.

2. Player additions may be made at any time during the regular season.

3. Players may play for only one Men’s/Women’s/Open team AND one Co-Rec team. Participants are allowed to choose how they wish to identify (male/female), but must play as their declared gender on IMLeagues. Female participants can choose to play in a men’s league, but not both a men’s and women’s league.

4. Players may not switch from one team to another after participating in a game for a team.

5. Discriminatory and offensive language will not be tolerated and will result in a point for the opposing team.

6. Game time is forfeit time.

7. Teams are expected to notify the Intramural and Club Sports Coordinator if they are going to forfeit a game.

8. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.

9. Game officials shall eject from the game any player who commits a flagrant foul or displays any type of poor sports conduct.

10. Sports Conduct Rankings – Teams will be given a sports conduct ranking between 1 – 4 after each contest by the officials based on their sportsmanship before, during, and after the game.

11. Teams need to average a 3.0 or higher sports conduct ranking during league play in order to advance to the playoffs.

12. Tobacco use at intramural contests is PROHIBITED.

13. Team captains are responsible for knowing all rules on the rule sheet and in the Captain’s Handbook and relaying that information to all players on their team.
PLAYERS:

- Teams will consist of 8 players. Teams may start with no less than 5 players. If a team is reduced to less than 5 players at any point during the match, the match will be forfeited.
- Below are the allowed male – to – female ratios;
- Lineups will alternate male/female.
  - If there is an uneven amount of males/females, female players may repeat in the lineup in the order they originally appear to satisfy the alternating requirement.
  - Teams may add extra kickers to the lineup, but the male-to-female ratio cannot exceed a difference of one and the alternating rule must still be followed.

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<th>Male</th>
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EQUIPMENT:

1. No jewelry, bandanas, or hard plastic hair ties.
2. Closed toed, athletic shoes must be worn.
3. Non-metal cleats are allowed.

THE GAME:

- Games will last 7 innings or 45 minutes. No new inning will begin after 45 minutes.
- Games called because of weather will be considered complete after three complete innings.
- TIE GAMES: during the regular season will result in one additional inning being played using California tie breaker.
  - California tie breaker: Last out of the previous inning is placed on second base.
- MERCY RULE: A team may score no more than 10 runs in an inning. The game will be called if a team is ahead by 15 runs after 2 innings or 10 runs after 4 innings.

BASIC RULES:

- SUBSTITUTES: Players may substitute as many times as they wish, but must occupy the same spot in the batting order.
- BATTING: Bunting is prohibited. Batters may not go beyond 3 feet of the plate to kick the ball. The result will be a dead ball out, and all runners will have to return to their previous base.
- BASE RUNNING: Runners may not steal, slide, or lead off. Pinch runners are allowed only if a player is injured and cannot run the bases. The person making the last out is the only person who is allowed to pinch run.
- Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, catching). If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first (unless involved in the collision), and all runners return to their original base unless forced to the next base.
- A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. A fielder has absolute right to any position on the field to field a ball and all runners must avoid a fielder in these cases. In the event the defense obstructs a runner, the umpire shall award the runner and each other runner affected by the obstruction the bases they would have, in the umpire's opinion, reached had there been no obstruction. It is also obstruction when a fielder without the ball fakes a tag. In this case, bases are awarded as a normal obstruction.
• PITCHES: An “at-bat” will consist of no more than 3 pitches (fouls count towards pitch limit).
• PITCHING: The pitcher (offensive team) must have at least one foot on the pitching rubber from the time the pitching motion begins until the ball is released. The defensive pitcher may be no closer than 3 feet to the pitcher.
• OUTS: Outs can be recorded the same as softball or by hitting the runner below the shoulders with the ball.
• Any runner hit above the shoulders is safe. In this case, the play continues but the runner who was hit above the shoulders is NOT liable to be put out until after he/she touches the next base. However, if the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners must return to the base they last touched). In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.
• INFIELD FLY RULE: The infield fly rule is NOT in effect.
• APPEAL PLAYS: 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.