Any intramural rules or policies not mentioned here can be found in the Intramural Handbook. By participating in Intramural Sports, the participant agrees to abide by all Intramural rules and policies.

1. Sportsmanship

1.1 Campus Recreation uses a four (4) point sportsmanship scale.
1.2 In order to qualify for playoffs, teams must secure a ‘3.0’ average during the regular season.

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| 4.0    | Always respectful to officials and opposing team.  
         | Does not argue or complain with or about the officials.  
         | Does not comment about officials’ calls. |
| 3.0    | Usually respectful to officials and opposing team.  
         | Minimal arguing/complaining about officials’ calls.  
         | One yellow sportsmanship card issued. |
| 2.0    | Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).  
         | Several instances of arguing or complaining.  
         | Multiple yellow sportsmanship cards or one red sportsmanship card issued.  
         | One ejected player. |
| 1.0    | Excessive arguing or complaining.  
         | Any contact or provocation of officials or opposing team members.  
         | Multiple red sportsmanship cards issued.  
         | Any player involved in a fight. |
| 0.0    | Team and/or players are out of control.  
         | Multiple persons on team fighting.  
         | Very disrespectful to officials.  
         | Destruction or abuse of UC property.  
         | A team that receives a “0” rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition. |

2. Eligibility/Rosters

2.1 All players on a team’s roster must be both current Campus Recreation Center Members *AND* current UC student, faculty, or staff.
2.1.1 Full time students are automatically members of the Campus Recreation Center.
2.1.2 Part time, co-op, branch students, and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk.
2.2 A player who plays on a team in the regular season is eligible for playoffs. Captains cannot add players to rosters during playoffs.
2.3 A player may only play on one men’s or women’s team AND one coed team.
2.4 A team may have up to 20 people on its’ roster.
3. Teams/Substitutions

3.1 A team consists of 10 players and may have up to 20 people on its roster.
   
   3.1.1 Coed teams must play with five (5) men and five (5) women on the field. At no time may one gender outnumber the other by more than one (1).

3.2 A team may begin play with a minimum of eight (8) players. Additional players may be added until the start of the fourth inning. If at any time a team is only able to field seven (7) or less, the team will forfeit the game.

3.3 Extra Player Rule: Teams may elect to use an extra player under the following conditions:
   
   3.3.1 If a team elects to use an extra player (EP), it must be made known prior to the beginning of the game.
   
   3.3.1.1 The extra player must be listed on the score sheet in the regular batting order.
   
   3.3.1.2 If an extra player is used, all 11 players must kick (or “bat”) and any 10 may play the field.

3.3.2 Coed teams are required to add both a male and female extra player.
   
   3.3.2.1 If extra players are used in this situation, all 12 must kick (or “bat”) and any 10 may play the field.

3.4 Defensive positions may change per inning, but the batting order must remain the same.

3.5 A player may substitute for one (1) person in the lineup.
   
   3.5.1 Once a substitute has entered the line-up, he/she must play for a full inning (team’s offensive and defensive halves of an inning).
   
   3.5.2 Once a player has been replaced, he or she must reenter the game in the same original position in the batting order.

3.6 All substitutions must check in with the home plate umpire.

4. Equipment

4.1 All participants must present a valid Bearcat card prior to all intramural contests.

4.2 Jewelry is not allowed during intramural play.

4.3 No dangerous apparel or equipment is allowed (e.g., casts, knee braces with exposed metal, or jewelry).
   
   4.3.1 Players who wear a metal brace are required to cover it with at least a half inch of closed-cell slow recovery rubber.

4.4 Metal cleats are prohibited. Metal cleats may NOT be worn under any circumstances.
   
   4.4.1 All cleats must be molded rubber, soft sole, or turf.
   
   4.4.2 Removable spikes are prohibited.

5. Game Timing & Scoring

5.1 The game will consist of seven (7) innings or 45 minutes, whichever comes first.

5.2 Should time expire, an inning that has started will be completed.

5.3 Mercy (Run) Rule: The game will end if one team obtains a score differential of 15 runs or more after 4 ½ (or 5) innings.
   
   5.3.1 The home team will have the opportunity to complete the bottom half the inning, even if the away team has obtained a score differential of 15 or more runs.

5.4 Teams are limited to 10 runs scored in an inning. After the tenth run scored in any half inning, teams will switch or the inning will end, whichever is appropriate.

5.5 During the regular season, if a game results in a tie at the end of regulation, no extra innings will be played.

5.6 During the playoffs, if a game results in a tie at the end of regulation, extra innings will be played until a winner is determined.

6. Boundaries, Kicking, Pitching, Fielding, Outs, and Base Running

6.1 The playing area will be confined to 30 feet outside the first and third base lines, and the fenced area of the outfield.

6.2 If an overthrown ball goes beyond 30 feet outside of the first or third baselines, the ball will be considered “Out of Play.”
   
   6.2.1 If an overthrown ball is deemed “Out of Play,” a runner will receive the base he or she was going to and one additional base.

6.3 Each kicker will receive a maximum of two (2) pitches.
   
   6.3.1 If a legal kick is not achieved on the second pitch, the kicker is out.
6.4 The kicker is allowed two (2) steps in front of home plate to complete his or her kicking motion.

6.5 If a kicked ball goes over any fence without touching a defensive player, the kicker is out.
   6.5.1 If a kicked ball goes over any fence, the kicker’s team is responsible for retrieving the ball.

6.6 Teams will provide a pitcher for their own team.
   6.6.1 Pitchers must avoid interfering with a kicked ball or with any defensive player.

6.7 A team’s “at bat” will end after three (3) outs. Outs may be obtained in the following ways:
   6.7.1 A fly ball is caught in the field of play.
   6.7.2 A player, off the base, is tagged or hit by the ball held or thrown by the defending team.
   6.7.2.1 A ball thrown at an opponent produces an out only if it hits the runner at shoulder level or below (when in the standing position).
   6.7.3 A player gets hit anywhere with the ball while sliding.
   6.7.4 A player is subject to a force out when applicable.
   6.7.5 A kicked ball hits the pitcher or the pitcher interferes with a play on a runner.
   6.7.6 A player kicks the ball outside the kicker’s box.
   6.7.7 A kicked ball travels over any fence.

7. Unsportsmanlike Conduct and Ejections
   7.1 If a player is ejected for any reason, he/she will not be allowed to participate in any Intramural activity until he/she has met with the Assistant Director or Coordinator of Intramural Sports.

8. Forfeits & Defaults
   8.1 Forfeits are declared 10 minutes after the scheduled game time, not 10 minutes after the previous game has completed. All teams should be ready to play by this time (IDs checked in, batting order filled out, etc.).
   8.2 If a team is between one (1) and five (5) minutes late, the other team may receive three (3) runs, and the late team loses an at bat.
   8.3 If a team is between six (6) and nine (9) minutes late, the other team may receive seven (7) runs, and the late team loses an at bat.
   8.4 To qualify for playoffs after one (1) forfeit, a team must pay a $20 reinstatement fee. Captains will be notified of the deadline in the playoff reminder e-mail.
   8.5 A team that forfeits twice will be removed immediately and is ineligible for playoffs.
   8.6 Defaults
      8.6.1 A team unable to play or reschedule its’ game is allowed one (1) default per season.
      8.6.2 To default, the captain of the defaulting team must e-mail intramural@uc.edu at least 48 hours prior to the scheduled game time.
      8.6.3 If this procedure is followed, the team will receive a loss, but will not forfeit or be disqualified from playoffs. The team will receive a 3.0 sportsmanship rating for the game.
      8.6.4 Less than a 48 hour notice will result in a forfeit.