

GAME TIME IS FORFEIT TIME!

Team members **must** be listed on the team roster in the Intramural Office before playing. As a captain, you have **up until 24 hours prior to your first game to add players** and make sure your roster is legitimate! To add a player, their waiver must be submitted at least one business day prior to the next contest (*example*: if your next game is on Sunday, the waiver must be **received** by 5:00 PM on Friday.)

1. GAME TIME IS FORFEIT TIME! All decisions on forfeit times are at the sole discretion of the on-site Intramurals supervisor.

2. METAL CLEATS MAY NOT BE WORN!

3. A safety bag will be used at first base. Players running down the first base line **MUST** step on the orange part of the base. Running through the white part of the base will result in the batter being automatically out.

4. A coin toss will determine the home and visiting teams. Games will be seven innings or one-1 hour in length, whichever comes first. There will be a ten (10) run mercy rule after five complete innings. In the event of a tie after seven (7) full innings, an extra inning will be played if time allows. Four (4) innings must be played to have a complete game. New innings may not begin after ten (10) minutes before the next start time (10 minutes before the hour).

5. Each team shall field and bat eight (8) players. A game will be forfeited if a team cannot field 6 players.

6. Pitchers must begin the pitch from a designated spot (rubber) or marker. Each batter gets two pitches from his or her teammate. The batter must put the ball in play in two pitches or else it's a strikeout. The pitcher must pitch to at least two consecutive batters. If the pitcher does not pitch to two consecutive batters, the hitting team receives an out. No warm-up pitches for new pitchers entering in the middle of an inning. Kicked balls must pass the designated bunt line that extends from first base to third base. If a ball does not get out of this area it will be considered a foul ball. If this happens on the second pitch, the player will be ruled out and all runners must return to the base they were on prior to the pitch.

7. If pitchers are hit by a kicked ball, it is a strike. If the pitcher is hit by a kicked ball on the 2nd pitch, the batter is out and runners must return to their original bases. If the pitcher intentionally interferes (at the umpire's discretion) with a batted ball, the umpire can call Interference and the batter would be out with base runners returning to their original bases.

8. A player will be ruled out if they kick two fouls, get hit by the ball from the shoulders or below before reaching the base, a pop fly is caught, or if the base runner is off of the base before the ball is put into play by the kicker. **EXCEPTION**: a player who is not in a regular standing/running position and is hit in the face/head will be ruled out! (ex. bending down to avoid getting hit or the runner falling down)

9. No steals. No leading. No sliding. No bunting. **NO DIVING OR SLIDING BACK INTO THE BASE!** This may include tripping, falling, etc. if it is determined that it gives the runner an unfair advantage (umpire's discretion). All of these will result in automatic outs. Base runners will be called out if they leave a base before the batter makes contact with the ball. See **rule 13** regarding plays at home.

10. Runners may tag on a fly ball, and then may return to the same base. They are not committed to run to the next base. Infield fly rule will be in effect. With one or no outs and runners on first

and second bases, if there is a fly ball hit inside the infield, the batter is automatically out and runners cannot advance. The defense can appeal to the umpire if they believe the base runner tagged up too early or missed a base.

11. On an overthrow, the runner may advance freely at his/her own discretion. When a ball goes out of play, the runner gets the base he or she was going to plus one base. This is determined from the release of the ball when thrown.

12. There is a maximum of eight (8) players on the field (8 defense and 1 pitcher from the hitting team). There is no designated hitter. Teams may use a designated pitcher that does not kick. The team must still have a minimum of 6 batters or a maximum of 8. If a team has more than 8 players on the roster then every player will bat and players must rotate and play more than one full inning in the field.

13. No pinch hitters or pinch runners.

14. All plays at home are forced plays. Once the runner has gone 1/2 way down third base line, he/she is committed to home and cannot return to third. The play at home is then a force out and no tag is required. The catcher cannot block the plate. Catcher interference may be called at the umpire's discretion, and the run would score.

15. Each team will have a batting order and teams must use the same batting order all game. Everyone on the team that is signed in must bat whenever his or her name comes up in the batting order. Whether they were playing the field or not the previous inning

16. The ball is dead whenever the pitcher has the ball and runners cannot advance.

The IM office will make the decision on rain outs. The captain will receive both a call and an email if a game is cancelled. Cancellations will also be posted under the Intramural section of www.newpaltz.edu/recreation .