All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: www.wwu.edu/campusrec.

NO ID, NO PLAY, NO EXCEPTIONS!

I. GAME, FIELD, PLAYERS, AND EQUIPMENT
   A. The Playing area
      1. Fair/foul lines and out of play lines will govern fair/foul ball territory and the dead ball area.
      2. The bases are 60’ apart and the pitchers’ plate is 42’ from home.
      3. The backside of the field is determined by the track field.
   B. Equipment
      1. A regulation ball shall be used as provided by the Campus Recreation Office or another ball may be used if mutually agreed upon by both teams, and the referee. The referee shall approve the game ball(s).
      2. Equipment representing possible hazards to participants will not be permitted. No hats, jewelry, exposed metal or hard unyielding plastic on braces, casts, etc. will be allowed. THIS INCLUDES ALL EARRINGS.
      3. Players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are NOT allowed. The officials and supervisors on duty have the authority to disallow any shoe, which they feel would endanger the person wearing the shoe or his/her opponents. No protest regarding shoes will be accepted by the Intramural Staff.
      4. Cleats are limited to studs or projections that do not exceed ½ inch in length and are made with a nonabrasive rubber or rubber-type material that does not chip or develop a cutting edge. The Intramural Supervisor will have the final judgment on what footwear is permissible.
   C. Players/Game
      1. A full team shall consist of ten players and substitutes. A team must start and finish the game with at least eight players.
      2. If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit or default.
      3. If, during the course of play a team falls below the minimum amount of players (or minimum of a gender in Co-Rec) the game shall be forfeited regardless of score.
      4. There is no limit on the amount of players a team may have in their kicking order. If a team has more than 10 players they may:
         (a) Select ten players to play. From this point the team may make substitutions.
         (b) Allow all players to be on the kicking order. In this case all players on the team are on the kicking order and they may play defense at any time
         (c) If a player leaves the kicking order for any reason (injury, leaves, ejection) when playing under this rule their position in the kicking line-up will be recorded as an out every time they would come up to bat.
      5. Games are five (5) innings in length. Games that end in a tie during the regular season will be scored as a tie. If the game is still tied, the game will go into extra innings until a winner is declared.
      6. No new innings may begin after 40 minutes of game play; the supervisors’ watch shall be the factor to determine game time, playoff games may not be shortened due to the time limit.
      7. If the umpire or IM Staff determines that inclement weather makes it unsafe to play the game may be suspended or cancelled: A game is considered official after three innings.
      8. If a game is called due to weather or lightning in the middle of an inning, the game will revert back to the end of the previous completed inning. Example: If it rains in the middle of the 4th inning, score will revert back to the end of the 3rd inning.
      9. Mercy Rule: If a team is leading the game by 10 or more runs in after the completion of four (4) innings (3½ if the home team is leading) the game shall end.
     10. Varsity/Club Sport Players within sport or affiliated sport: Only one (1) ex-Varsity and one (1) Sport Club member (current or former) can be on a team’s roster. Varsity players must sit one full calendar year from the last time they were listed on the team’s roster before they are eligible to participate in Intramural Sports.
     11. Any player visibly bleeding must leave the field and may return with the referee’s permission after the wound is cleaned and bandaged; clothing must be changed if blood is visible/present before player may reenter the match.
D. The Game Procedures

1. Pitching
   (a) The pitcher must begin the pitching motion with one foot on the pitching plate.
   (b) The pitch must be made in a smooth motion with no stops or hesitations. The kicker may not play the ball again until it has been played by another player on either team.
   (c) The pitch must bounce at least twice before crossing the plate.
   (d) The ball must not be higher than a foot above the ground at any time in the kicking zone.
   (e) The pitcher must give the kicker adequate time to ready him/herself before pitching the ball.
   (f) If the pitcher accidentally drops the ball during her delivery the ball is dead and a ‘no-pitch’ is declared.
   (g) The pitcher may ‘declare’ an intentional walk at any time. This declaration is irrevocable.
   (h) Failure to conform to any other above, results in an illegal pitch.
   (i) If the kicker attempts an illegal pitch, the result of the kick shall stand
   (ii) If the kicker does not swing at the pitch, the pitch shall be ruled a ball.

2. Kicking
   (a) Each batter shall start with a 1 balls and 1 strike count.
   (b) A kicker will get one “courtesy” foul per at bat. A courtesy foul is the first foul ball after the kicker has two strikes against them.
   (c) In coed, when a male kicker is walked, they are awarded two bases.
   (d) The kicker will receive a strike if they bunt or chop the ball.
   (e) The Kicker is out if they kick an infield fly.
   (f) An infield fly is a non-line drive that can be caught by an infielder with ordinary effort. This condition only applies with runners on at least first and second and less than two outs.

3. Base Running
   (a) It is the responsibility of the base runner to avoid contact with baseman. A failure to do so will result in an out.
   (b) During a play, that in the judgment of the Umpire is an obvious double play, the runner must slide, or get out of the way of the throw. If the Umpire determines that failure to move on the part of the runner took away a double play the runner going to first may be declared out.
   (c) Runners may not leave their base until the ball has been hit or crossed the plate. Base stealing is not permitted.
   (d) If a runner is struck by a thrown ball the runner shall be declared out (unless struck in the head).
   (e) If a ball is overthrown or becomes out of play, the runner is awarded the two bases from the last base touched. If the ball is carried out of play (“Catch and Carry”) the runner is awarded one base.
   (f) If a player intentionally or carelessly crashes into another player to jar a ball loose, they will be ejected from further play.
   (g) A runner is out if a fair, kicked ball strikes them, when they are not on a base and the ball has not yet passed an infielder other than the pitcher.
   (h) In the spirit of sportsmanship, Courtesy runners are allowed. Courtesy runners may only be granted if the kicker-runner is on first base. The last out (of the same gender in coed) of the kicking team shall be the courtesy runner. Courtesy Runners should only be used if a player cannot run the bases due to injury or other medical concern.
   (i) A runner may not deliberately run into a fielder. Any flagrant act will result in an ejection.
   (j) 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. In the event of an obstruction, the umpired shall award the obstructed runner the base they would have reached had there been no obstruction.
   (k) Fake tags by any fielder are illegal. All fake tags are considered obstruction. The first offense will result in a warning and the next offense will result in an ejection.

4. IM Field Rules
   (a) If a player runs into the dead ball area on the way to home plate, they must re-tag third base before proceeding to home plate; failure to do so will result in an out.
   (b) No home runs will be allowed. Any ball that leaves the field past the outfield in fair ball territory in the air will be considered a ground rule double. Any bouncing ball that leaves the field past the outfield in fair ball territory will be a ground rule double.
   (c) Any kicked ball that hits an object (soccer goal, fence, etc.) that is not the turf field will be considered a ground rule double.
   (d) Any ball that hits the turf and then the fence or any other object on the field will be considered a fair ball.
   (e) The position of the ball (not the player) will determine if a ball is fair/foul or in dead/live ball territory.

5. Co-Rec Modifications
   (a) There cannot be more than a 1 player difference between males and females on a team at any time in the field.
(b) In Co-Rec play, teams are comprised of 5 men and 5 women.
(c) In Co-Rec play you must alternate male/female in the kicking order. If two women or two men kick successively at any time, an out must be recorded between the two kickers.
(d) A minimum of 8 players is required to play a game.
(e) A minimum of 4 of each gender in coed play.
(f) In coed, when a male kicker is walked, they are awarded two bases.
(g) In Co-Rec play, the teams must have the following defensive alignments:
   a. 1 female at either pitcher or catcher
   b. 2 females in the infield
   c. 2 females in the outfield

6. Sportsmanship Rating
   (a) Teams receiving two (2) unacceptable sportsmanship ratings during the season will automatically be dropped from any further competition.
   (b) Any team that receives an unacceptable rating is suspended from any further games until they have met with the intramural coordinator.
   (c) Any ejected player must meet with the Intramural Coordinator before that person can participate in any future intramural event/sport.
   (d) If an ejected participant or suspended team plays in any future intramural event/sport before meeting with Intramural Coordinator that game will result in an automatic forfeit.
   (e) It is the individual or captains responsibility to make contact with the intramural coordinator within 14 days of ejection or unacceptable sportsmanship rating, to have continued participation in intramural events/sports.

Intramural Office: 360-650-7261, intramurals@wwu.edu

7. Playoffs
   (a) To compete in playoffs, an individual must have competed with the team in the regular season and be on the roster (via IMleagues) the day before playoffs is scheduled to start.
   (b) If participants are not present at the championship game they must have played in at least one playoff game and three regular season games to receive a championship shirt.
   (c) Playoff brackets will be posted on our website (imleagues.com) following the end of regular season play.
   (d) During playoffs, a team that receives an unacceptable sportsmanship rating will be suspended and removed from the tournament/playoffs.

8. Rainouts
   (e) DO NOT ASSUME a game will be canceled or postponed just because it is raining or snowing. Games will be called at the field at game time. If a game is called at 3pm, it does not mean the 4pm game will also be called. If you have questions, call the Campus Recreation Services office at 650-3766 after 2pm.
   (f) The Intramural office will attempt to make-up all rainouts, but it cannot be guaranteed. You will be notified about make-ups/cancellations after a rainout has occurred.