All Games will be Self Officiated

Questions of judgment must be mediated by the two teams involved. A double forfeit will be recorded for any games that cannot be completed due to continued disagreement between the teams.

General Rules
1. All Participants must present their Northern Kentucky University All Card to participate, No Exceptions!
2. Participants must play on only 1 team.
3. Rosters are frozen when the regular season is completed.
4. The Intramural Department will provide the official game balls.
5. Jewelry may not be worn, including earrings, necklaces, watches, and bracelets.
6. All participants must wear gym shoes with a non-marking sole.
7. The following equipment may NOT be worn: billed hats or visors, any headgear with knots of any kind, sunglasses.

The Players & Teams
1. Only Students and Faculty/Staff of NKU are permitted to participate in Intramural Events.
2. Teams will consist of 6 players.
3. Teams must have at least four players to avoid a forfeit
4. A team may bat up to 10 players but must maintain the same batting order
5. Players may interchange position on and off the field (the batting order remains the same).
6. A non-player may substitute into the game. They are then in place of that person in the batting order.
7. The fielding team includes a catcher and five players in the field.
8. The team at bat provides their own pitcher.

Field / Equipment
1. The field will look somewhat like a baseball diamond.
2. Bases may be about 45 feet apart with the pitchers’ mound being approximately 35 feet away from home plate.
   a. Bases will be taped down on the basketball court
3. The "home run line" is any fly ball that hits the netting part of the curtain, or any contact on the fly with the back wall
4. Softball/Baseball gloves may not be used.
5. The Intramural Department will provide the wiffleballs and wiffleball bats.
6. All balls (including fair and foul) that are hit on to the track are counted as an “out”.
7. If a batted ball hits the ceiling or any object hanging from the ceiling and fall in bounds, it is considered a “fair ball”. If the ball hits the ceiling and falls out of bounds, it is considered a “foul ball”.

The Game
1. Game time is forfeit time.
2. A game consists of 7 innings or 45 minutes, whichever comes first.
   a. After 45 minutes a new inning is not started.
3. A "coin toss" will be used to determine what team is home and what team is visitors before the game begins.
4. A "10 run rule" is in effect after four complete innings.
5. A supervisor will be at the site to record scores and act as an "observer".
6. Teams will call the game—honor system is in effect.
7. The team at bat will keep score, transfer the book as the other team comes up.
8. During regular season a game may end in a tie.
9. In tournament play if a game ends in a tie, start with the last batter on 2nd base and play an extra inning.

During Play
10. A pitcher pitches to his/her own team.
   a. The pitcher may not interfere with the further play on fielding a ball.
   b. The pitcher should make sure the defense is set before pitching the ball.
   c. The pitch may be overhand or underhand.
11. The batter will receive 3 pitches.
    a. If the ball is not hit fairly by the third pitch, it is an 'out'.
    b. If the batter hits a foul ball on the third pitch, the batter is out.
12. There are no walks.
13. Each team gets three outs per inning.
14. Bunting is not allowed.
15. Base runners may not “lead of” or “steal” bases.
16. A base runner may leave the base when the batter contacts the ball.
17. Sliding is NOT permitted. If a runner slides, the runner will be out.
18. The base runner is out if struck by a fairly batted ball that has not passed an infield player excluding the pitcher area.
19. ‘Outs' are made by tags or by the fielder touching the base while in possession of the ball on a 'force' play.
20. Do not throw the whiffleball at the runner.
    a. If this occurs, the runner advances one base (i.e. Runner going to 1st gets 2nd base. If there is runner on 2nd, they advance).
21. If a player's turn at bat occurs while she/he is a base runner, another player (in coed, it should be same sex if possible) must take his/her place on base.
22. Base runners are responsible for avoiding all collisions with fielders involved in the play.
   a. This includes whether the fielder is fielding, throwing, or catching the ball.
   b. If the base runner contacts the fielder, they are out and they may be ejected from the game (supervisor's call).
   c. Also, a fielder not involved in making a play is liable to be ejected from the game if they interfere with a runner or cause a collision.
23. The infield fly rule will NOT be in effect.

Sportsmanship Policy and Ratings
1. A sportsmanship rating system will be used to control player, captain and bench personnel unsportsmanlike conduct and improper behavior.
2. A player, captain or other bench personnel receiving an ejection from the game shall not be allowed to compete in the next regularly scheduled contest.
3. Campus Recreation may also enforce additional penalties against such persons based on the ejected players.
4. Team captains are responsible for the conduct of their players, sidelines, and spectators.
5. If a player is ejected and refuses to tell his/her name, the captain may also be ejected if he/she will not reveal the name.
   a. **5-Excellent Conduct and Sportsmanship** - Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates. Teams that win by forfeit will receive a “5.”
   b. **4-Good Conduct and Sportsmanship** – Team members verbally complain about some decisions made by the officials and/ or show minor dissension, which may or may not merit a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball). Teams that receive 1 yellow card, unsportsmanlike flag or technical foul will receive no higher than a “4” rating.
c. **3-Average Conduct and Sportsmanship** – Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card, unsportsmanlike flag or technical foul. Captain exhibits minor control over his/her teammates, but is in control with himself/herself. Teams receiving multiple yellow cards, unsportsmanlike flags or technical fouls will receive no higher than a “3” rating.

d. **2-Below Average Conduct and Sportsmanship** – Teams constantly comment to the officials and/or the opposing team from the field and/or the sidelines. The team captain exhibits little or no control over teammates and/or himself/herself. A team which receives one red card or ejection can receive no higher that a “2” rating.

e. **1-Poor Conduct and Sportsmanship** – Team is completely uncooperative. Captain has no control of teammates, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections shall receive a “1” rating.

f. A team that receives a “1” rating must have their captain meet with the Intramural Professional Staff the following day to be eligible to play their next contest.