Each player must meet one of the following conditions to sign-in:

1) Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.

OR

2) Have a registered IMLeagues profile and be part of the team's roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

Game time is forfeit time.
A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of ejection or forfeiture of the game. Spectators must also remain in the area designated by the umpires. The umpires shall have the power to make decisions on any matters or questions not specifically covered in the rules. The officials are in absolute control of the game.

1. Team Composition

1.1 A regulation team may have up to five (5) players in the field at any time and six (6) players in the lineup, but no more than three (3) of any gender. A team must have a minimum of four (4) players to play a full game.

1.1.1 Teams have the option to bat up to six (6) players. The batting order must be listed on the score sheet prior to game time. In the event that a team begins a game with 4 or 5 players, late arriving players may be added to the line-up in order to have six (6) players.

1.1.2 There will be no more than five (5) players on the field at a time.

2. Player's Equipment

2.1 Any jewelry that is not an earring with a hoop, a watch, or ridged or pointed jewelry, which in the opinion of the competitive sports staff may cause harm to any other participant may be worn during the contest.

2.2 All players must wear non-marking shoes. The shoes must be rubber-soled, athletic shoes. No cleats, black-soled, turf shoes (sneakers with nubs on the bottom), or street shoes are allowed.

2.3 Hats may be worn, but may not be used to catch a ball.

2.4 Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed. A player may not remove a knee brace and continue to play. The athletic trainer on duty will approve any questionable braces.

2.5 Fielding Gloves ARE NOT ALLOWED. Fielding can only be done with the use of hands.

3. The Game

3.1 Line-ups must be completed and issued to the umpire at the time of the captain’s meeting.

3.2 The winner of a chance game between both team captains prior to the game has the choice of home or visiting team.
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3.3 Each game has a 30-minute or 4-inning limit. Any inning that is started before the 30-minute time limit will be completed. No inning will begin after 30 minutes.

3.4 In the case of a tie in the playoffs, the last batter/runner that was recorded out will go to second base at the start of the extra inning. The rules will not change other than the runner at second.

3.5 If a 15 run difference occurs after two innings (1 1/2, if the home team is ahead), the game will be stopped and considered a complete game.

4. Substitutions

4.1 A substitute will be considered any player not in the original batting lineup.

4.2 Free substitution is not allowed. A substitute must inform the umpire if they are replacing a starter in the field or the lineup. They must hit in the same spot as the player they are replacing. The starter may re-enter the game only once, returning to their original spot in the lineup, the substitute player may not re-enter the game after they are replaced by the starter.

4.3 Any base runner may be replaced by a courtesy runner who made the last batted out.

4.3.1 Any player who is injured while in the field will require normal substitution procedures (see rule 4.2).

4.4 An automatic out will be awarded if:

4.4.1 A player who is listed in the batting order is unable to bat (assuming a substitute is not available.)

4.4.2 At the time of a player’s at bat if that player has been ejected from the game. No substitute will be permitted to take an ejected batter's place.

4.5 If a walk is issued prior to any automatic out, the out will count unless it is the third out of the inning.

5. Sportsmanship

5.1 At the umpire’s discretion, a player may be warned, called out, and/or ejected from the game for swinging or throwing the bat in a dangerous manner. All runners must return to their original bases. If the bat was thrown in a malicious manner then the offending player will be ejected and cannot be replaced.

5.2 If at any time a team has 2 players and/or coaches and/or spectators ejected from the game, the offending team will immediately default the game.

5.3 The offensive team is responsible for retrieving all foul balls.

5.4 Teams must leave the dugout and remove all trash and equipment immediately following their game.

6. Running

6.1 Runners cannot lead off or steal bases. Base runners may leave the base when the pitch is contacted by the batter. Runners who leave base prior to the ball being contacted by the batter are out.

6.2 Sliding is not allowed. Runners who slide are automatically out.

6.3 If the runner makes contact with a base and the base slides away from its original position on the field, the runner is safe (if it occurred before the tag or putout) and is not liable to be called out while base is dislodged. If the runner attempts to advance to another base, he/she can be called out.

6.4 The base path for a runner is the direct line between the player and the base to which he/she is advancing at the time a play is being made on that specific base runner and the three feet to either side of that direct path.

6.5 A player who runs outside his/her bath path (including the 3-foot lanes on either side) in an attempt to avoid a tag shall be declared out.

6.6 Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, and 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.

6.7 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 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 takes a tag. In this case, bases are awarded as a normal obstruction AND the fielder will be ejected from the game.

6.8 Any runner in fair territory and not in contact with a base that is struck by a fair batted ball is out except when [a] the ball has passed an infielder and in the judgment of the umpire, no other fielder had a chance
7. Batting

7.1 The batter must keep two hands on the bat prior to and when contacting the ball. One-handed swings that hit the ball into fair or foul territory will result in the batter being called out. The only exception is if the batter hits the ball with two hands but finishes his/her swing with one hand on the bat.

7.2 Batted balls must clear the 19 feet 9 inch-foot bunt line drawn in front of home plate to be considered a fair ball. Batted balls that roll dead inside this arc are foul balls. Batted balls that are fielded by the defense within this area will be considered a fair balls.

7.3 Batters start with a 0-1 count. A batter may walk on four (4) balls or strike out on swinging or called 3rd strikes.

7.4 A batter will be given one courtesy foul on strike two, but a second foul ball on strike two will result in an out.

7.5 There is no bunting. The batter must take a full swing at the ball. A batter who bunts the ball is out and the ball is immediately dead.

7.6 In the event that a player is on base when it is his/her turn to bat, the player shall vacate the base to come to bat. The last batted out – regardless of gender – shall replace that runner on base.

7.7 Any ball that strikes any object on the roof shall be a live ball, and can be played as a regular fly ball; i.e. the ball may caught in the air for an out.

7.8 If a ball strikes any object on the roof and lands in foul territory, that ball shall be a foul ball. Likewise, if a ball strikes any object on the roof and lands in fair territory, that shall be a fair ball.

7.9 The on-deck batter is responsible for any missed batted balls.

7.10 Any ball that contacts a batter while that batter is leaning over the plate will be considered a strike. Likewise, any ball that contacts a batter who is not leaning over the plate will be considered a ball.

8. Pitching

8.1 In the act of delivering the ball to the batter, the pivot foot must remain inside the pitcher’s circle at all times. The pitcher may pitch from anywhere inside the pitcher’s circle.

8.2 A legal delivery shall be a ball that is delivered underhand or overhand.

8.3 The pitcher’s circle is approximately 32 feet from home.

8.4 The strike zone shall be determined by a pitching square behind home plate. Any ball that contacts the square shall be considered a strike, regardless of where the ball crosses home plate.

8.5 No player may pitch for more than six (6) outs during a contest.

9. Fielding

9.1 Each team must provide a pitcher. Teams have the option to field a catcher, but one is not required. No defensive players may be inside the 19’ 9” batter’s arc until the ball is contacted by the batter. There are no other defensive restrictions.
9.2 When there is a fair fly ball that, in the umpire’s judgment, an infielder can catch with normal effort when none or one is out and when runners occupy first and second bases or first, second, and third bases the infield fly rule is in effect. The umpire makes the infield-fly ruling based on the position of the closest infielder when the ball reaches its highest point, regardless of who makes the play.

9.3 Overthrows that land out of play result in a dead ball. All runners are awarded the base they are advancing towards plus one base. Any runner who has legally obtained one base is considered to be advancing towards the next base regardless of actual direction the runner is moving.

10. Appeal Play

10.1 An appeal play is a play in which an umpire cannot make a decision until requested by a coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has left the field when the pitcher and all the infielders have left fair territory.

10.2 There are 3 types of appeal plays:
   10.2.1 Missing a base
   10.2.2 Leaving a base early
   10.2.3 Batting out of order

10.3 Once time out has been called, any infielder (including the pitcher and catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The plate umpire should acknowledge the appeal, and then administering umpire should make a decision on the play. Base runners cannot leave their bases during the appeal.

11. Rule Clarification

11.1 A ball that slips from the pitcher’s hand during the back swing is dead and no pitch is declared. All subsequent action on that pitch is canceled.

11.2 Any runner who is physically assisted by a coach or anyone except another base runner is to be declared out. The ball is dead and runners must return to the last base they touched.

11.4 If a batting team has an “automatic out” due to an ejection or injury following the current batter and the current batter is walked, the “automatic out” will NOT be counted and the batting order will continue, skipping the out.

12. Co-Rec

12.1 A co-rec team requires a maximum of five (5) players in the field and six (6) players in the lineup, and a minimum of four (4) players, but must not have more than three (3) of any gender.

12.1.1 Possible combinations include: 3M, 3F; 3M, 2F; 3M, 1F; 2M, 3F; 1M, 3F