Administrative Rules

1. **Eligibility.** UH-Manoa students, faculty, and staff are eligible to participate. Collegiate lettermen at the University of Hawaii and comparable institutions or winners of comparable amateur awards and professional athletes are ineligible to compete in the intramural sport of their specialty.

2. **Identification.** Participants must present a valid UH-Manoa picture ID card at all times and may be asked for further identification if necessary. Must have an ID in order to play, **NO EXCEPTIONS!**

3. **Forfeit Deposit.** Each team manager will be required to sign a “Statement of Responsibility”. Should his/her team forfeit a match/game during the season, a $50.00 forfeit fee will be assessed. A team that desires to continue playing after a forfeit will be required to present a $50.00 check to the Intramural Sports office by 4:00 p.m. the next working day. A team that drops out of the league after a forfeit will have 5 working days to present a $50.00 check to the Intramural Sports office. If not, the manager’s University records will be held until the obligation is fulfilled. Checks should be made payable to the University of Hawaii.

4. **Playoffs.** Any team that has not cleared their obligations will be dropped from the playoffs. All forfeit fees must be must be cleared by 8:00 a.m. on the day following the last regular season game.

5. **Sportsmanship Assessment.** Any team that falls below 66% of the total points possible (below a 2 out of 3 point game average) **WILL NOT** be eligible for playoffs. **NO EXCEPTIONS!** Any team that averages between 66% and 85% of the total points possible (below a 2.5 out of 3 point game average) will be subject to an Intramural review and **POSSIBLY NOT** be eligible for the playoffs.

Administrative Game Rules

1. **Team rosters.** Team captains may add players to their rosters until their last regular season game. Additions must be done via imleagues.com and names **MUST** be added and accepted to roster by 5:00 pm game day. 'Free agents' who are not on a team and registered on imleagues.com by 5:00 pm may join a team up until the scheduled game start time.

2. **Pre-game procedures.** All of the team’s identification and written line-up should be handed directly to the respective official by the team captain 10 minutes prior to game time. If you need jerseys they will be provided at this time.

3. **Forfeit.** If a team is late their opponents will receive 1 run per minute for the first 10 minutes and 1 complete game for any time over 10 minutes. Forfeit time is 10 minutes after the scheduled time. If a player competes on more than one team, both teams will be penalized for any matches/games in which the illegal player was a participant. If a player is found ineligible (see Eligibility), the team will be penalized for any matches/games in which the ineligible player participated in.

4. **Team captain/manager.** Only the team captain/manager (one person per game) will be allowed to speak to the officials.

5. **Game.** The umpire determines the start and end of each game, and time will be kept on the scoreboard.

6. **Attire.** Appropriate attire needs to be worn at all times (e.g. athletic shoes, etc.)

7. **Team Sportsmanship.** During each game, sportsmanship from both teams will be observed and recorded on a Team Sportsmanship Assessment. This information will be used to make certain decisions regarding the future status of your team. Team Sportsmanship Assessment points will be used in determining team playoff eligibility.

Special Game Rules

1. **Teams.** Teams are composed of 9 players. Teams must have 8 players to start but may continue the game with no less than 7 players. When a team is reduced to less than 7 players, the game will be forfeited. Teams must have numbered jerseys.

2. **Game.** A game is 7 innings or 50 minutes, whichever happens first. At the end of 50 minutes:
   - visiting team batting and home team losing-complete the inning.
   - home team winning-game ends immediately.
   - visiting team losing-complete half of inning and follow rules above.
   - game ends in a tie-play until a winner is determined.

3. **Coin Toss.** Home and visiting teams will be determined by a coin toss.
4. **Incomplete Games.** If a game cannot be played to completion (as determined by umpires):
   - before 3 innings completed - rescheduled
   - after 3 innings - game will be determined as of last completed inning

5. **Special Pitching Rule.** A member of the batting team will be the pitcher when his/her team is at bat. Each batter will be allowed 3 pitches to reach base. If the batter is not able to reach base after 3 pitches, they will be declared out. A pitched ball must arc above the height of the batter but no more than 10 feet. Any illegal pitch will count as 1 of the 3 allowable pitches.

6. **Defense.** The defensive team may have 9 players on the field at one time. A defensive player must play catcher. Interference may be called if the pitcher interferes with any defensive player’s opportunity to play a ball. If the pitcher catches a fly ball or intentionally touches a live ball, the batter is out. If a batted ball accidentally hits the pitcher, the ball is dead and the pitch will be replayed. The defense must be behind the 3rd/1st base diagonal before the ball is hit except the catcher. If defensive players are in front at the time the ball is hit, the batter will be automatically awarded 1st base.

7. **Intentional Walk.** If the defensive team wishes to walk a batter intentionally, the captain must notify the umpire at any time during the or prior to the at bat. The batter will automatically awarded 1st base.

8. **Batting Order.** Only the nine defensive players may be in the batting order. The pitcher need not be of the 9 defensive players. The pitcher must be on the team roster, and may substitute for 1 of the 9 defensive players.

9. **Mercy Rule.** If a team is ahead by 15 or more runs at the completion of 4 innings, the game shall be considered completed.

10. **Substitutions.** The substitute must notify the scorekeeper of the player being replaced prior to entering the game.

11. **Special Ground Rules.**
   - Fair balls hit completely off TC Field turf are considered home runs.
   - Fair balls that roll off TC Field turf are considered two bases at the time the ball leaves the field.
   - All playable balls must be caught on the field turf.

12. **Special Base Running Rules.**
   - All plays at a base are played as a force out i.e. runners may run through any base to beat out a throw. Runners are safe and not able to be tagged out provided they do not turn towards the next base. Once a runner turns towards the next base, they are able to be tagged out by the defense.
   - Defense must play the white bases.
   - A runner must run to the red base or they will be called out except when intending to round the base and advance.
   - All runners must touch the red base near home plate or they will be called out.

13. **Other Rules.**
   - **Leading-off** base is illegal. The base runner cannot leave the base until the ball is hit. Any infraction will result in the base runner being called out. Base stealing is not allowed.
   - When a ball in play is overthrown (off the field turf), the ball is dead. All base runners will be awarded 2 bases and the award will be governed by their position when the ball leaves the fielder’s hand.
   - On a missed 3rd strike the ball is dead and runners cannot advance.
   - **No bunting or chopping** allowed. Must attempt a full swing or will be called out.
   - **Sliding or diving** for a base is not allowed and will result in an automatic out.
   - Foul balls hit beyond the field turf are out of play.
   - All players not in the game must be behind the track fence. Only the batter, pitcher and on-deck batter may be inside the fence.
   - Substitutions/Re-entry permitted per following:
     - Any player may be substituted or replaced and re-enter once, provided players occupy the same position in the batting order.
     - A substitute that has already played and has been replaced by the starting player may not re-enter the game.
     - Players may not re-enter a second time. A starting player and their substitute may not be in the game at the same time.

***On a judgment call, the umpire’s decision is final.

NOTE: The UH Intramural Sports Office disapproves of any form of threatening action toward officials (game or IM personnel) and will suspend or expel players for such actions.