



4-V-4 SAND VOLLEYBALL

East Texas Baptist University Intramural Sports follows the rules listed below. The rules listed below do not represent the entire rulebook. These condensed rules represent the most important aspects of the game with which to be familiar.

General

Captains must check and make sure their team is checked in with the official on duty prior to starting the match. (all students must have a current ETBU student ID)

Teams are encouraged to arrive at least 10 minutes prior to their match's scheduled start time.

Net

- The net shall sit at 8 feet regulation men's height.

Roster

- Teams Shall consist of 7 players
 - Each team will have 4 players on the sand at all times.
 - A team may begin with a minimum of three players.
 - Co-rec you will need to have at least 1 female on the sand at all times
 - 3 men and 1 female, 2 men and 2 females, or 1 man and 3 females. If you have only 3 players you must still have at least 1 female on the sand.
 - Men and women alternate positions on the court when possible

Roster limitations

- A men's, women's, or Co-rec team may have no more than 1 Varsity NCAA Volleyball player on their team roster.
 - Check the Tiger Intramurals Handbook for further eligibility requirements.

Timing

Game start

- Each game will begin with a game of rock, paper, or scissors.
 - The captain winning the game will have the option to serve/ receive or playing area.
- Matches going to a third game will require another game of rock, paper, or scissors for serve with the same options as above.

Game duration

- Match is best of three games.
 - Game is to 15 points, must win by two, rally scoring, no cap on number of points needed to win.
 - Third game (if necessary) is played to 11, win by two, rally scoring, no cap on number of points needed to win.
- Each match is given a 30 minute window to be played.

Time outs

- Each team is entitled to two, thirty-second time outs per game.

Forfeit

- Ready to play at game time
 - A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with Tiger Intramural staff, present at the court for their scheduled contest, and properly equipped at the designated game time
 - If at game time, there is one team ready to play and the other is not the game clock will start along with the 5 minutes grace period. With every passing minute the team that is there will receive points:
 - 2minutes: 5 points
 - 4 minutes: 7 points
 - 5 minutes: victory
 - If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

Equipment

Jewelry

- Players must remove watches, rings, chains, and all other jewelry that may cause injury.

Balls

- Game balls will be provided by Tiger Intramurals.
 - Team must provide their own equipment to warm up with.

Regulations

Boundaries

- A ball striking the an overhead obstruction above a playing area shall remain in play provided the ball contacts the obstruction on the side of the net that is occupied by the team that last played the ball, and the ball is legally played next by the same team
- A ball is permitted to hit the net on serves.
- A ball that strikes the boundary line is still considered in bounds

Serving

- The server must hit the ball with 1 hand, fist or arm while the ball is held, or after it is released by the server
- The server must serve from within the serving area and shall not touch the end line at the instant the ball is contacted for the serve
- The server's body may be in the air over or beyond the serving area boundary lines, having left the floor from within the serving area
- A re-serve will be called when the server releases the ball for service, then drops it to the ground
- A team continues serving until it commits a foul or the game ends

Blocking and Contact

- When the team's first contact is simultaneous contact by opponents, or an action to block, the next contact is considered the team's first hit
- When teammates contact the ball at the same instant, it is considered one hit (except a block which does not count as a hit) and any player may make the next hit
- Recovery of a ball hit into the net is permitted
- A player shall not contact a ball which is completely on the opponent's side of the net unless the contact is a legal block.
- Blocking a ball which is entirely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when the:
 - attacking team has completed its three allowable hits;
 - attacking team has had the opportunity to spike the ball or directs the ball with intent to return it to the opponent's court.
 - ball falling near the net, and in the official's judgment, no member of the attacking team could make a play on the ball.
 - ball is served.

Substitutions

- The continuous substitution rule will be in effect. There will never be a case where player for player substitution will be used
- Once a service has been delivered no more subs may enter the game should they arrive late.
- EXCEPTION:
 - Should a team begin with only 3 players, they may add the fourth any time during the match with this person entering as the server
- Co-Rec: A man must substitute for a man, and a woman for a woman

Sportsmanship

Profanity

- If a player is heard using profanity either on the court or from the bench area it is an immediate dead ball and point awarded to the opposing team.
 - If the opposing team did not have last service then the service will also change.
 - If the opposing team did have service to begin with they keep service and receive a point.

Ratings

The Tiger Intramurals sportsmanship rating policy has been developed to protect the safety and equality of all participants and those affiliated with supervising our events. Tiger Intramurals staff reserves the right to end any intramural contest at any point.

- The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through a Tiger Intramural Contest.
- Tiger Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "A".
- Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, Tiger Intramurals reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, or that does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
- Any player that is ejected for any reason must come in to speak to the Director of Tiger Intramurals before their next game. That player is **not** eligible to play until doing so. The ejected player/ players must meet with the Director of Tiger Intramurals before they are eligible to participate after their one game suspension. ***All ejections will receive a minimum 1 game suspension!***

A - Good Conduct and Sportsmanship

- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

F - Unacceptable Conduct and Sportsmanship

- Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F” (This is referred to as forfeiting a game).

Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for ETBU facilities and equipment.
- Respect towards the other team through kind and encouraging words.

Negative Contributions to Sportsmanship Rating

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team’s sportsmanship rating:

- Participants / spectators who continually complain about officials’ decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not

cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.

- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any ETBU Intramural Sports employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any ETBU facilities including failure to remove trash from the field or court following a game or match.



Court Volleyball Rules

National Federation rules will apply with the following exceptions

General

Net

- For women: 7 feet 4 1/4 inches
- For men : 8 feet
- For co-rec: 7 feet 4 1/4 inches

Players

There shall be 6 players on a team, designated as follows:

- Right Front, Center Front, Left Front, Right Back, Center Back, and Left Back.
- A team may begin with 4 players.
- If injury or disqualification reduces the number to fewer than 4, the game shall be defaulted.
- Front and back row players must be designated to the officials when less than 6 players are used.

Eligibility

- A men's, women's, or Co-rec team may have no more than 2 EX- NCAA Volleyball player on their team roster.
 - Check the Tiger Intramurals Handbook for further eligibility requirements.
 - If for some reason this rule has been broken you must forfeit and games you have played up to the point the Director was notified.

POSITIONS

- All players except the server shall be within the team's playing area and in correct serving order with no overlapping of adjacent player's front-to-back or side-to-side at the instant the ball is contacted for the serve.
 - The center front shall not be as near the right side line as the right front nor as near the left sideline as the left front.
 - The center back shall not be as near the right sideline as the right back nor as near the left sideline as the left back.

- No back line player shall be as near the centerline as the corresponding front line player. After the ball is contacted for the serve, players may move from their respective positions.

Equipment

Shoes

- Only tennis, court, volleyball, or basketball shoes with pliable synthetic or rubber soles shall be worn. No marking black-soled shoes, boots, or running shoes will be allowed.

Jewelry

- No jewelry is allowed on any participant. All jewelry must be removed before entering the game.

Time

GAME TIME

- The first two games will be rally scoring to 25 points and a team must win by 2 points (cap at 28). The third game will be rally scoring to 15 points and a team must win by 2 points (no cap).
 - For the third game the teams will switch at the half way point.
 - The designated amount of time for each contest will be 45 minutes.

Forfeit

- Ready to Play at Game Time
 - A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
 - If at game time, there is one team ready to play and the other is not the game clock will start along with the 10 minutes grace period. With every passing minute the team that is there will receive points:
 - 3 minutes: 5 points
 - 5 minutes: 10 points
 - 7 minutes: 15 points
 - 10 minutes: victory
 - If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

Regulations

GENERAL

- A player may go out-of-bounds to play a ball, but not beyond the centerline extended. If a player plays a ball that would have been out-of-bounds, it is considered good.
 - A player may not enter a non-playable area to play the ball (i.e. bleachers or another court.)
- A foot fault occurs when the server steps on or over the line bounding the serving area during the act of serving.
 - Part or all of server's body may be in the air over the lines.

- A double foul shall be called when players on opposing teams commit a rules infraction at the same instant. In case of a double foul, the point shall be replayed.
- Blocking a ball, which is entirely on the opponent's side of the net, is permitted when the opposing team has had an opportunity to complete their attack.
 - The attack is considered complete when:
 - The attacking team has had the opportunity to spike the ball or, in the official's judgment, intentionally directs the ball into the opponent's court.
 - The attacking team has completed their 3 allowable hits.
 - The ball is falling near the net and, in the official's judgment; no member of the attacking team could reasonably make a play on the ball.
- If a ball is driven into the net with such force it causes the net to contact a player on the opposing team, no foul shall be called, and the ball shall continue to be in play.
- If the ball is contacted by two players simultaneously, it counts as one hit and either player may make the next hit.
- If two or more players from opposing teams hit the ball simultaneously, it shall NOT count as one of the three hits.
- A ball touching a boundary line is good.
- There is a spiking line 10 feet back from the net. A back row player may spike from behind this line.
- If only one player is attempting to block and in doing so contacts the ball, he/she is permitted to contact it a second time.
- Interchange of positions during play is legal.
 - **However, in the men's and women's games, it is illegal if a back line player goes in front of the 10 foot spiking line to block or attempt to block.**
 - **A back line player may not return a ball which is completely above the top of the net while positioned on or in front of the spiking line (or its out of bounds extension).**
- Reaching over the net is permitted during:
 - A fake hit.
 - The follow-through on a hit made on the player's own side.
 - An attempt to hit.
 - A block or attempt to block.
- Multiple contacts of the ball are touches by a player during one play of the ball and are permitted:
 - When a ball rebounds from one part of a player's body to another in one attempt to save a hard driven spike not already touched by a teammate, it is a legal multiple contact and considered one hit.
 - When a ball rebounds from one part of a player's body to another in one attempt to block, it is a legal multiple contact and the team's next play is considered its first hit.
- Screening is an act, intentional or unintentional, which obstructs the opponent's view of the server or the flight of the ball from the server.
 - A single player is screening if:
 - His/her arms are held clearly above the head fully extended and the player is standing upright and the ball passes directly over the player;
 - The player is making distracting movements such as waving the arms or jumping;
 - The player deliberately alters his/her position to move in front of an opponent after the referee has signaled for the serve.

- A grouping of players is screening if the ball passes directly over a member of the group who is in an upright position with arms clearly fully extended overhead.
- The penalty for screening is an awarded side out to the opponent.

GAME

- Before beginning the first game, the referee shall have the captains play farkle (rock paper, scissor) best 2 out-of 3.
 - The winner of rock, paper, and scissors may choose to take either the first service during the game, or the choice of courts.
 - The loser of rock, paper, and scissors then takes whatever choice is remaining.
 - At the beginning of the second game, the team that received first in the previous game shall have first serve in the following game.
 - Before the third game, the officials shall conduct another game of rock, paper, and scissors with the same options available as at the beginning of the match
- A match shall consist of the first team to win two games.
- At the end of each game of the same match, teams shall change courts.
- Half way through the third game teams will change sides.

SERVICE

- The order in which teams are to serve shall be called the serving order.
- Players must be in the correct serving order when the ball is served.
- A server shall continue to serve until there team commits a fault.
- If the serving team wins the rally it scores a point and continues to serve. If the receiving team wins the rally, it scores the point and gains the serve.
 - Each time a team gains the serve it must rotate one position clockwise before serving. Failure to do so will result in side out if done intentionally.
- A server shall hit the ball with one hand, fist, or arm.
- A match shall include a let serve.

POINT FOR

- Serve illegally.
- Fail to return the ball legally to opponents' court.
- Catch the ball.
- Hold the ball (scooping, lifting, and shoving shall be considered holding).
- Strike the ball more than once in succession.
- Be the fourth player to play the ball (except when there has been a simultaneous hit.)
- Touch the net with any part of the body at any time except when the ball is dead.
- Reach under the net and touch the ball or a player of the opposing team when the ball is in play on that side, or interfere with the play of the opposing team by entering the opponent's court, or touching the floor on the opposite side of the center line when the ball is in play. A centerline foot fault shall be called when a player's whole foot or hand crosses the plane of the centerline.
- Make an illegal substitution.
- Persistently delay the game.
- Leave the court without permission from the referee except to retrieve the ball.
- Strike the ball while supported by any player or object.
- Throw the ball.
- Hold or push the ball against the net.
 - Bat the ball against ceiling, any object, or surface within the boundary line.

- If Team A causes the ball to hit the ceiling or any object above their playing court and the ball comes down on their side of the net they may continue to play the ball, provided it was a legal hit and not the third hit which caused the ball to strike the ceiling or object.
- Block or attack a served ball.

SUBSTITUTES:

- Substitutions shall be made only during a dead ball and without delay.
- Before each game the referee will request of the captain which substitution manner will be used. Substitutions must be made in the following way:
 - Substitute players may rotate into the center back position. This procedure, if used, must be used throughout the game with the exception of one-for-one being allowed in case of an injured/ill player. Once the injured/ill player has been replaced in a one-for-one manner, he/she may not return in that game.

TIME OUTS:

- Each team is allowed one time out per game.
- A time out may be requested by the coach or team captain at any time the ball is dead. It shall not exceed one minute.
- A time out may not be granted to the same team more than once during each game.
- The game shall be resumed after a time-out when the team calling the time-out is ready to play, including situations where less than 60 seconds are used.
- The rest period between games of a match shall be a maximum of two (2) minutes.

Definitions

Illegal Hit:

Occurs when the ball VISIBLY comes to rest or has prolonged contact with a player during contact.

Lift/ carried ball:

When the ball is held for longer than a minute or when two open hands contact the ball in a lifting action.

Double Hit:

Occurs when a player illegally contacts the ball twice in succession. It can be either 2 attempts in succession or the ball rebounding from one part of the body to one or more other parts on a single attempt to play the ball.

Quick Set:

Approximately 1 foot above the net right next to the setter.

Low Set:

Set 2 to 3 feet above the net, either in front or behind the setter.

Normal Outside Set:

Set directed toward the sideline 8 to 15 feet above the net.

Shoot Set:

The set will travel quickly about 1 to 3 feet above the net.

Dump:

This skill is performed with the shoulders perpendicular to the net. Usually, the setter is trying to be deceptive by sending the ball across the net on the second hit instead of setting to the attacker for a third hit. It usually is kept very low so that after reacting to the surprise maneuver, little time will be left for the opponents to recover and make a strong offensive play.

Deep Court Overhead Pass:

This is performed by a skilled player from a poorly controlled pass. The player must run deep into the court and convert the deep ball to a front spiker, or send the ball over the net.

Jump Set:

This skill is performed with the setter in the air. Depending on how it is used, it can be for the purpose of deception, for a "quick" set, for maneuvering a bad pass into a useful set (usually too close to the net), or it can be poor technique.

One Hand Set:

A setter may be forced to set the ball with one hand due to the ball being passed tight to the net. Usually the setter is in the air and sets the middle for a quick attack.

One Hand Open Dink/Tip:

This skill is similar to the legal setting motion. The length of time the hand contacts the ball in execution is the same as a legal set. Wrist action is essential in a proper set and therefore is permissible in the "dinking" action.

Closed Fist Dink:

This is a rebounding skill where the ball can be bounced off the fisted hand, or punched in a certain direction. This becomes illegal only when the ball stays on the hand long enough to constitute a carry.

Spike:

This may be performed open or close-handed. The hand must contact the ball rapidly enough so the ball is hit, not thrown. A ball spiked with the top of the open hand (fingers) may be a miss hit rather than an illegal hit.

Backhand Hit:

Usually this deceptive move is used by the spiker to change the obvious intended direction of the ball. The spiker jumps and hits the ball with the back of the hand. Be sure the ball is hit, not pushed or thrown.

Block:

This is a rebounding skill. Make sure the blocker does not carry or have prolonged contact with the ball. Blocking techniques may involve use of wrist action. There is no forward motion of the arm in a one-hand block.

Forearm Pass:

This is a passing skill. It can be performed with arms together with hands clasped, hands separated with simultaneous contact, or with one hand or arm.

Receiving with the Overhead Pass:

Look carefully at a hard spiked or served ball received and converted by an overhead pass. This pass is very difficult and requires great strength on the part of the receiver to overcome that forceful momentum and turn it into a quick snappy pass. A held ball may result.

The Soft Set:

This is a set that is characterized by a deep flex of the wrist followed by extension and wrist snap.

CO-REC VOLLEYBALL MODIFICATIONS

National Federation and Men's and Women's Intramural Volleyball rules will apply with the following exceptions:

- NET
 - The height of the net shall be 7 feet 4 1/4 inches
- PLAYERS
 - There shall be 6 players on a team, designated as follows: Right Front, Center Front, Left Front, Right Back, Center Back, and Left Back.
 - 4 men and 2 women shall be placed in alternate positions on the floor. A team must have at least 2 males or 2 females on the court Provided they have more than 4 players present.

- **A team may begin with 4 players providing both genders are represented by at least one player.**
 - Front and back row players must be designated to the officials when less than 6 players are used.
 - If injury or disqualification reduces the number to fewer than 4, the game shall be defaulted.

SUBSTITUTES

- Men must substitute in for men and women for women.
- The actual substitution shall be made only during a dead ball and without delay.

GENERAL

- If a ball is played by more than one player on a team, a woman must play it (the order is not relevant.)
- When only one male player is in the front row at service, one male back row player may be forward of the attack line for the purpose of blocking.
 - The remaining back row male and female players may not be forward of the attack line for the purpose of blocking.
 - The male back row player is not allowed to attack or contact the ball above the net except when blocking.
- If a male back row player is not participating in a block, there is no restriction on back row players being in the attack zone.

Sportsmanship

Profanity

- If a player is heard using profanity either on the court or from the bench area it is an immediate dead ball and point awarded to the opposing team.
 - If the opposing team did not have last service then the service will also change.
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Ratings

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(example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)

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- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.

F - Unacceptable Conduct and Sportsmanship

- Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an "F". Any team that does not have the required number of players present at the scheduled game time will receive an "F" (This is referred to forfeiting a game).

Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
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- Respect is shown for ETBU facilities and equipment.
- Respect towards the other team through kind and encouraging words.

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- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
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National Federation rules will apply with the following exceptions

General

Net

- For women: 7 feet 4 1/4 inches
- For men : 8 feet
- For co-rec: 7 feet 4 1/4 inches

Players

There shall be 6 players on a team, designated as follows:

- Right Front, Center Front, Left Front, Right Back, Center Back, and Left Back.
- A team may begin with 4 players.
- If injury or disqualification reduces the number to fewer than 4, the game shall be defaulted.
- Front and back row players must be designated to the officials when less than 6 players are used.

Eligibility

- A men's, women's, or Co-rec team may have no more than 2 EX- NCAA Volleyball player on their team roster.
 - Check the Tiger Intramurals Handbook for further eligibility requirements.
 - If for some reason this rule has been broken you must forfeit and games you have played up to the point the Director was notified.

POSITIONS

- All players except the server shall be within the team's playing area and in correct serving order with no overlapping of adjacent player's front-to-back or side-to-side at the instant the ball is contacted for the serve.
 - The center front shall not be as near the right side line as the right front nor as near the left sideline as the left front.
 - The center back shall not be as near the right sideline as the right back nor as near the left sideline as the left back.

- No back line player shall be as near the centerline as the corresponding front line player. After the ball is contacted for the serve, players may move from their respective positions.

Equipment

Shoes

- Only tennis, court, volleyball, or basketball shoes with pliable synthetic or rubber soles shall be worn. No marking black-soled shoes, boots, or running shoes will be allowed.

Jewelry

- No jewelry is allowed on any participant. All jewelry must be removed before entering the game.

Time

GAME TIME

- The first two games will be rally scoring to 25 points and a team must win by 2 points (cap at 28). The third game will be rally scoring to 15 points and a team must win by 2 points (no cap).
 - For the third game the teams will switch at the half way point.
 - The designated amount of time for each contest will be 45 minutes.

Forfeit

- Ready to Play at Game Time
 - A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
 - If at game time, there is one team ready to play and the other is not the game clock will start along with the 10 minutes grace period. With every passing minute the team that is there will receive points:
 - 3 minutes: 5 points
 - 5 minutes: 10 points
 - 7 minutes: 15 points
 - 10 minutes: victory
 - If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

Regulations

GENERAL

- A player may go out-of-bounds to play a ball, but not beyond the centerline extended. If a player plays a ball that would have been out-of-bounds, it is considered good.
 - A player may not enter a non-playable area to play the ball (i.e. bleachers or another court.)
- A foot fault occurs when the server steps on or over the line bounding the serving area during the act of serving.
 - Part or all of server's body may be in the air over the lines.

- A double foul shall be called when players on opposing teams commit a rules infraction at the same instant. In case of a double foul, the point shall be replayed.
- Blocking a ball, which is entirely on the opponent's side of the net, is permitted when the opposing team has had an opportunity to complete their attack.
 - The attack is considered complete when:
 - The attacking team has had the opportunity to spike the ball or, in the official's judgment, intentionally directs the ball into the opponent's court.
 - The attacking team has completed their 3 allowable hits.
 - The ball is falling near the net and, in the official's judgment; no member of the attacking team could reasonably make a play on the ball.
- If a ball is driven into the net with such force it causes the net to contact a player on the opposing team, no foul shall be called, and the ball shall continue to be in play.
- If the ball is contacted by two players simultaneously, it counts as one hit and either player may make the next hit.
- If two or more players from opposing teams hit the ball simultaneously, it shall NOT count as one of the three hits.
- A ball touching a boundary line is good.
- There is a spiking line 10 feet back from the net. A back row player may spike from behind this line.
- If only one player is attempting to block and in doing so contacts the ball, he/she is permitted to contact it a second time.
- Interchange of positions during play is legal.
 - **However, in the men's and women's games, it is illegal if a back line player goes in front of the 10 foot spiking line to block or attempt to block.**
 - **A back line player may not return a ball which is completely above the top of the net while positioned on or in front of the spiking line (or its out of bounds extension).**
- Reaching over the net is permitted during:
 - A fake hit.
 - The follow-through on a hit made on the player's own side.
 - An attempt to hit.
 - A block or attempt to block.
- Multiple contacts of the ball are touches by a player during one play of the ball and are permitted:
 - When a ball rebounds from one part of a player's body to another in one attempt to save a hard driven spike not already touched by a teammate, it is a legal multiple contact and considered one hit.
 - When a ball rebounds from one part of a player's body to another in one attempt to block, it is a legal multiple contact and the team's next play is considered its first hit.
- Screening is an act, intentional or unintentional, which obstructs the opponent's view of the server or the flight of the ball from the server.
 - A single player is screening if:
 - His/her arms are held clearly above the head fully extended and the player is standing upright and the ball passes directly over the player;
 - The player is making distracting movements such as waving the arms or jumping;
 - The player deliberately alters his/her position to move in front of an opponent after the referee has signaled for the serve.

- A grouping of players is screening if the ball passes directly over a member of the group who is in an upright position with arms clearly fully extended overhead.
- The penalty for screening is an awarded side out to the opponent.

GAME

- Before beginning the first game, the referee shall have the captains play farkle (rock paper, scissor) best 2 out-of 3.
 - The winner of rock, paper, and scissors may choose to take either the first service during the game, or the choice of courts.
 - The loser of rock, paper, and scissors then takes whatever choice is remaining.
 - At the beginning of the second game, the team that received first in the previous game shall have first serve in the following game.
 - Before the third game, the officials shall conduct another game of rock, paper, and scissors with the same options available as at the beginning of the match
- A match shall consist of the first team to win two games.
- At the end of each game of the same match, teams shall change courts.
- Half way through the third game teams will change sides.

SERVICE

- The order in which teams are to serve shall be called the serving order.
- Players must be in the correct serving order when the ball is served.
- A server shall continue to serve until there team commits a fault.
- If the serving team wins the rally it scores a point and continues to serve. If the receiving team wins the rally, it scores the point and gains the serve.
 - Each time a team gains the serve it must rotate one position clockwise before serving. Failure to do so will result in side out if done intentionally.
- A server shall hit the ball with one hand, fist, or arm.
- A match shall include a let serve.

POINT FOR

- Serve illegally.
- Fail to return the ball legally to opponents' court.
- Catch the ball.
- Hold the ball (scooping, lifting, and shoving shall be considered holding).
- Strike the ball more than once in succession.
- Be the fourth player to play the ball (except when there has been a simultaneous hit.)
- Touch the net with any part of the body at any time except when the ball is dead.
- Reach under the net and touch the ball or a player of the opposing team when the ball is in play on that side, or interfere with the play of the opposing team by entering the opponent's court, or touching the floor on the opposite side of the center line when the ball is in play. A centerline foot fault shall be called when a player's whole foot or hand crosses the plane of the centerline.
- Make an illegal substitution.
- Persistently delay the game.
- Leave the court without permission from the referee except to retrieve the ball.
- Strike the ball while supported by any player or object.
- Throw the ball.
- Hold or push the ball against the net.
 - Bat the ball against ceiling, any object, or surface within the boundary line.

- If Team A causes the ball to hit the ceiling or any object above their playing court and the ball comes down on their side of the net they may continue to play the ball, provided it was a legal hit and not the third hit which caused the ball to strike the ceiling or object.
- Block or attack a served ball.

SUBSTITUTES:

- Substitutions shall be made only during a dead ball and without delay.
- Before each game the referee will request of the captain which substitution manner will be used. Substitutions must be made in the following way:
 - Substitute players may rotate into the center back position. This procedure, if used, must be used throughout the game with the exception of one-for-one being allowed in case of an injured/ill player. Once the injured/ill player has been replaced in a one-for-one manner, he/she may not return in that game.

TIME OUTS:

- Each team is allowed one time out per game.
- A time out may be requested by the coach or team captain at any time the ball is dead. It shall not exceed one minute.
- A time out may not be granted to the same team more than once during each game.
- The game shall be resumed after a time-out when the team calling the time-out is ready to play, including situations where less than 60 seconds are used.
- The rest period between games of a match shall be a maximum of two (2) minutes.

Definitions

Illegal Hit:

Occurs when the ball VISIBLY comes to rest or has prolonged contact with a player during contact.

Lift/ carried ball:

When the ball is held for longer than a minute or when two open hands contact the ball in a lifting action.

Double Hit:

Occurs when a player illegally contacts the ball twice in succession. It can be either 2 attempts in succession or the ball rebounding from one part of the body to one or more other parts on a single attempt to play the ball.

Quick Set:

Approximately 1 foot above the net right next to the setter.

Low Set:

Set 2 to 3 feet above the net, either in front or behind the setter.

Normal Outside Set:

Set directed toward the sideline 8 to 15 feet above the net.

Shoot Set:

The set will travel quickly about 1 to 3 feet above the net.

Dump:

This skill is performed with the shoulders perpendicular to the net. Usually, the setter is trying to be deceptive by sending the ball across the net on the second hit instead of setting to the attacker for a third hit. It usually is kept very low so that after reacting to the surprise maneuver, little time will be left for the opponents to recover and make a strong offensive play.

Deep Court Overhead Pass:

This is performed by a skilled player from a poorly controlled pass. The player must run deep into the court and convert the deep ball to a front spiker, or send the ball over the net.

Jump Set:

This skill is performed with the setter in the air. Depending on how it is used, it can be for the purpose of deception, for a "quick" set, for maneuvering a bad pass into a useful set (usually too close to the net), or it can be poor technique.

One Hand Set:

A setter may be forced to set the ball with one hand due to the ball being passed tight to the net. Usually the setter is in the air and sets the middle for a quick attack.

One Hand Open Dink/Tip:

This skill is similar to the legal setting motion. The length of time the hand contacts the ball in execution is the same as a legal set. Wrist action is essential in a proper set and therefore is permissible in the "dinking" action.

Closed Fist Dink:

This is a rebounding skill where the ball can be bounced off the fisted hand, or punched in a certain direction. This becomes illegal only when the ball stays on the hand long enough to constitute a carry.

Spike:

This may be performed open or close-handed. The hand must contact the ball rapidly enough so the ball is hit, not thrown. A ball spiked with the top of the open hand (fingers) may be a miss hit rather than an illegal hit.

Backhand Hit:

Usually this deceptive move is used by the spiker to change the obvious intended direction of the ball. The spiker jumps and hits the ball with the back of the hand. Be sure the ball is hit, not pushed or thrown.

Block:

This is a rebounding skill. Make sure the blocker does not carry or have prolonged contact with the ball. Blocking techniques may involve use of wrist action. There is no forward motion of the arm in a one-hand block.

Forearm Pass:

This is a passing skill. It can be performed with arms together with hands clasped, hands separated with simultaneous contact, or with one hand or arm.

Receiving with the Overhead Pass:

Look carefully at a hard spiked or served ball received and converted by an overhead pass. This pass is very difficult and requires great strength on the part of the receiver to overcome that forceful momentum and turn it into a quick snappy pass. A held ball may result.

The Soft Set:

This is a set that is characterized by a deep flex of the wrist followed by extension and wrist snap.

CO-REC VOLLEYBALL MODIFICATIONS

National Federation and Men's and Women's Intramural Volleyball rules will apply with the following exceptions:

- NET
 - The height of the net shall be 7 feet 4 1/4 inches
- PLAYERS
 - There shall be 6 players on a team, designated as follows: Right Front, Center Front, Left Front, Right Back, Center Back, and Left Back.
 - 4 men and 2 women shall be placed in alternate positions on the floor. A team must have at least 2 males or 2 females on the court Provided they have more than 4 players present.

- **A team may begin with 4 players providing both genders are represented by at least one player.**
 - Front and back row players must be designated to the officials when less than 6 players are used.
 - If injury or disqualification reduces the number to fewer than 4, the game shall be defaulted.

SUBSTITUTES

- Men must substitute in for men and women for women.
- The actual substitution shall be made only during a dead ball and without delay.

GENERAL

- If a ball is played by more than one player on a team, a woman must play it (the order is not relevant.)
- When only one male player is in the front row at service, one male back row player may be forward of the attack line for the purpose of blocking.
 - The remaining back row male and female players may not be forward of the attack line for the purpose of blocking.
 - The male back row player is not allowed to attack or contact the ball above the net except when blocking.
- If a male back row player is not participating in a block, there is no restriction on back row players being in the attack zone.

Sportsmanship

Profanity

- If a player is heard using profanity either on the court or from the bench area it is an immediate dead ball and point awarded to the opposing team.
 - If the opposing team did not have last service then the service will also change.
 - If the opposing team did have service to begin with they keep service and receive a point.

Ratings

The Tiger Intramurals sportsmanship rating policy has been developed to protect the safety and equality of all participants and those affiliated with supervising our events. Tiger Intramurals staff reserves the right to end any intramural contest at any point.

- The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through a Tiger Intramural Contest.
- Tiger Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "A".
- Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, Tiger Intramurals reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, or that does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game.

(example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)

- Any player that is ejected for any reason must come in to speak to the Director of Tiger Intramurals before their next game. That player is **not** eligible to play until doing so. The ejected player/ players must meet with the Director of Tiger Intramurals before they are eligible to participate after their one game suspension. ***All ejections will receive a minimum 1 game suspension!***

A - Good Conduct and Sportsmanship

- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.

F - Unacceptable Conduct and Sportsmanship

- Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an "F". Any team that does not have the required number of players present at the scheduled game time will receive an "F" (This is referred to forfeiting a game).

Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for ETBU facilities and equipment.
- Respect towards the other team through kind and encouraging words.

Negative Contributions to Sportsmanship Rating

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any ETBU Intramural Sports employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any ETBU facilities including failure to remove trash from the field or court following a game or match.



7-on-7 FLAG FOOTBALL

*Any rules or play interpretations not discussed below will be covered by
The National Intramural Recreational Sports
Association Flag & Touch Football Rules Book and Official's Manual.*

General

Rosters

- Players may play for only one men's or women's team and one co-rec team.
- Men's and women's teams consist of 7 players. A minimum of 5 players is needed to start the game.
- Co-rec teams consist of 8 players, 4 men and 4 women. A minimum of six is required to start the game.
 - Acceptable combinations of males and females included: 4M & 3W, 3M & 4W, 3M & 3W.
- Team rosters are frozen at 5:00pm one week following the posting of playoff brackets.
- There is no limit to players on the roster Please note, winning teams will only receive 14 Tiger Intramural Champ shirts (Men's/Women's leagues) & 15 shirts for Co-Rec.

Roster Restrictions

- No current varsity football player may play in Tiger Intramurals flag football.
- You may only have 2 ex-varsity football players on your roster with only one of them on the field at a time.
 - If you have more than one on the field at a time you will forfeit the game.

Equipment

Flag belts and game balls are provided by Tiger Intramurals.

- The proper way to wear the flag belt is with one flag on each side and one in the center of the back.
- NO TYING KNOTS –results in automatic ejection.

All participants must wear the proper athletic attire to participate. This includes:

- Closed-toed athletic shoes. Metal spikes and screw in cleats are not allowed.
- Shorts or pants without: an exposed drawstring, pockets or belt loops.
- Team members must wear like colored shirts/jerseys with numbers.
 - Intramural Sports has pennies for teams without like colored shirts/jerseys.
 - Participants must wear a shirt with sleeves underneath the intramural sports pennies.
- Participants must wear T-shirts while participating.
- A shirt/jersey must belong enough to remain tucked in or is 4" above the flag belt.
 - Shirts may not have pockets, exposed drawstrings, holes, and untucked hoods.
- In the event a player does not have the proper shorts, he/she may NOT wear only their compression shorts/boxers.

Prohibited Equipment

- Participants may not wear jewelry.
 - Participants may not cover up jewelry with tape, band-aids or other such items.
- Participants may not wear hats, caps or bandanas.
- Cast or splints (hard or soft) are not permitted.

Timing

The game will consist of two 20 minute halves with a 3 minute half-time.

The clock will not stop until the 2-minute warning of the second half except for team time-outs, official's time-outs and injuries.

- The clock will stop during the last 2 minutes of the second half for an incomplete pass, timeout, penalty, out-of-bounds, change of possession, after any score, on first downs and touchbacks. Depending on the situation the clock will either restart on the ready to play whistle or on the snap.

Each team will be allowed 2 time-outs per half, lasting a maximum of 1-minute. 1 time-out is allowed per team during the entire overtime.

Regulations

The Game

- A fankle shall begin the game (best 2-out of- 3).
 - The options given to the winning team are to receive, defend or defer.
- The ball shall be snapped on the 14-yard line starting a half, following a touchback or safety, and following the extra point try. Unless moved by penalty.
- A team has 25 seconds to snap the ball after the referee has signaled ready for play. Penalty: Delay of Game -5 yards
- A first down can be gained when the offensive team passes the next zone line to gain.
- There are NO fumbles. If the ball hits the ground it is considered dead at the spot where it contacts the ground. If the ball is fumbled forward, it will become dead at the spot where the runner lost control.
 - Exception: Ball is fumbled into opponent's end zone will result in a touchback.

- A defender must touch an opponent with one hand between the shoulders and knees, if the ball carrier's flag belt has come off inadvertently.

Scoring

- Touchdown = 6 points
- Safety = 2 points
- Extra points
 - = 1 point (from the 3 yard line)
 - = 2 points (from the 5 yard line)
 - = 3 points (from the 15 yard line)
- Games that end in a tie will remain a tie during regular season.

Overtime

- In playoffs, if the game remains a tie, the game will proceed to overtime procedures.
- A coin toss will determine offense, defense or direction.
- All overtime periods will be played toward the same goal line.
- Each team will receive a series of down from the 10 yard line with the object being to score a touchdown.
- After a touchdown is scored, the team will attempt a try for 1, 2, or 3 points.
- Each team receives one 1 timeout for the ENTIRE overtime.
- The game will continue with this process until a winner is determined.

Mercy Rule

- If a team is ahead by 19 (25 for Co-Rec) or more points at the 2 minute warning or extends the lead by 19 (25 for Co-Rec) or more points at any time within the last two minutes of the second half, the game is over.

Forfeits

- Ready to Play and Game Time
 - A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with Tiger Intramural staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
 - If at game time, there is one team ready to play and the other is not the game clock will start along with the 10 minutes grace period. With every passing minute the team that is there will receive points:
 - 3 minutes: 2 points
 - 5 minutes: 3 points
 - 7 minutes: 7 points
 - 10 minutes: the team who is ready to play will win with a score of 12
 - If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

Rule Clarifications

- Snapping the Ball
 - The player who receives the snap from the center must be at least 2 yards behind his/her line of scrimmage. Penalty: Illegal Formation -5 yards

- The offensive team must have at least 4 players on the line of scrimmage at the time of the snap. A player in motion is not counted on the line. Penalty: Illegal Formation -5 yards
- If on a snap, the ball is fumbled, it is immediately blown dead at the spot upon hitting the ground.
- Every offensive player must at least momentarily be within 15 yards of the ball on or after it is marked ready for play. The rule is meant to prevent a substitute deceiving the defense. Penalty: Illegal Formation -5 yards
- The offensive team is responsible for retrieving the ball after a down has ended.
- The center can snap the ball between his/her legs or stand to the side of the ball. This has to be done in one continuous motion, with the ball starting on the ground. Penalty: Illegal Snap -5 yards
- Passing the Ball
 - A legal forward pass is a live ball thrown towards the opponent's goal line, from behind the line of scrimmage. The initial direction of the ball determines whether or not the ball is backwards or forwards.
 - There may only be one legal forward pass per down.
 - All players, with the exception of the passer, are eligible to touch a forward pass after it is thrown.
 - The passer may catch his/her own forward pass provided another player has touched it first.
 - Players only need one foot inbounds and the ball under control to establish possession.
 - When members of the opposing teams catch a legal forward pass simultaneously, the ball is immediately blown dead and possession belongs to the offense.
 - Defensive players shall not contact the passer before or after the ball is released behind the line of scrimmage. Defensive players must try to avoid contact with the passer at all times. The only contact allowed is that caused by grabbing for the flag belt. The ball cannot be contacted while in the passer's hand. If the defender deflects a pass, he/she cannot follow through and contact the passer. Penalty: Roughing the Passer -10 yards and automatic first down.
- Screen Blocking and Rushing
 - Screen blocking is legally obstructing an opponent without using any part of the body to initiate contact with him/her.
 - The offensive screen block shall take place without contact; screener shall have his/her hands and arms at their side or behind their back.
 - Defensive players must go around the offensive blocker without making contact. His/her arms or hands may not be used to gain advantage or contact the blocker.

Co-Rec Modifications

- The ball used can be a regular sized, intermediate or youth.
- Minimum numbers of players on the line for offense is 5.
- A male runner cannot advance the ball beyond the line of scrimmage.
 - NOTE: A male may advance the ball beyond the line of scrimmage if, for example:
 - any receiver in advance of the line of scrimmage pitches the ball back to a male who is behind the line of scrimmage OR
 - if a female runs beyond the line of scrimmage, she may pitch back to a male behind the line of scrimmage.
 - For these purposes, once the ball is received or is run by a female beyond the line of scrimmage, the line of scrimmage is deemed to not exist.

- There are “OPEN” and “CLOSED” plays in Co-Rec.
 - The term “OPEN” means that any player can complete a legal forward pass to any other player.
 - The term “CLOSED” means that a female player must be involved in the play for positive yardage. NOTE: it cannot be a male QB who throws to a male receiver and he throws or hands-off to a female. The female must be the QB or the receiver AND gain positive yards.
- If a male passer completes a legal forward pass to a male receiver, the next legal pass completion must involve a female passer or female receiver for positive yards in order for the next play to be “OPEN”.
- A touchdown involving a legal forward pass from a female or if female rushes for a touchdown it counts as 9 points.

Fouls and Penalties

- No stripping the ball from opponent’s arms. Penalty: Illegal Contact –10 yards
- No hurdling over an opponent. Penalty: Personal Foul–10 yards
- A player may not attempt to guard their flag from an opponent by the use of stiff arms, dipping their shoulder, placing the ball over the flag or swinging or placing their hand over the flag or swatting someone’s hand away. Penalty: Flag Guarding (Stiff Arm = Personal Foul) –10 yards

Sportsmanship

Profanity

- If a team is heard using profanity there are certain procedures that will be followed:
 - If the offensive team is heard using profanity on the field or from the bench area they will lose 2 downs.
 - If this causes them to go past fourth down then they will turn the ball over to the defensive team.
 - If the defensive team is heard using profanity on the field or from the bench area the offensive team will get 2 free downs.

Ratings

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- The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through a Tiger Intramural Contest.
- Tiger Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an “A”.
- Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, Tiger Intramurals reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, or that does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3

technical fouls on a team results in a forfeit)

- Any player that is ejected for any reason must come in to speak to the Coordinator of Tiger Intramurals before their next game. That player is **not** eligible to play until doing so. The ejected player/ players must meet with the Coordinator of Tiger Intramurals before they are eligible to participate after their one game suspension. ***All ejections will receive a minimum 1 game suspension!***

A - Good Conduct and Sportsmanship

- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.

F - Unacceptable Conduct and Sportsmanship

- Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an "F". Any team that does not have the required number of players present at the scheduled game time will receive an "F" (This is referred to forfeiting a game).

Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for ETBU facilities and equipment.
- Respect towards the other team through kind and encouraging words.

Negative Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any ETBU Intramural Sports employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any ETBU facilities including failure to remove trash from the field or court following a game or match.



7-V-7 SOCCER

The National Federation High School (NFHS) Rules will serve as the basis for play, with the following modifications made to adapt for intramural competition.

General

The Field

- The game is played outdoors on the Intramural field.
- The game field is 70 yards long by 35 yards across with two regulation size soccer goals on each end.

Team

- All players must check in with an Intramural Sports Scorekeeper and present their ETBU Student Identification card to participate. **No Id No Play**
- Substitutes may enter the game at any point as long as the player being replaced is already off the field.

Roster

- Each team will consist of no more than 10 players and no less than 7 players.
- In order to begin the game each team must have 5 players at the contest field checked in and ready to play.

Roster Restrictions

- A team may have 2 Ex-NCAA soccer players participate on their team.
 - If a team has more than 2 on the roster they will be forced to forfeit any games played and then one of the players will have to be removed from the roster.

Timing

Game Time

- The game shall consist of two 20-minute halves with a 5-minute halftime.

- The clock shall run continuously, except for injuries and/or officials' time outs.
- There are NO time outs for teams.
- Regular season games will end in a tie.

Forfeits

- Ready to Play and Game Time
 - A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
 - If at game time, there is one team ready to play and the other is not the game clock will start along with the 10 minutes grace period. With every passing minute the team that is there will receive points:
 - 3 minutes: 2 points
 - 5 minutes: 4 points
 - 7 minutes: 6 points
 - 10 minutes: the team who is ready to play will win with a score of 6
 - If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

Overtime (play-offs only)

- If, in playoffs, the score remains tied, a 5-minute OT will occur.
- If the score remains tied after the OT, a series of penalty kicks will be taken alternately by five different individuals on each team.
- A player taking the penalty kick may shoot only once (example: no play of a rebound off the crossbar).
- If the game is still tied after the 5-5 series, the tie will be broken in additional rounds of penalty kicks.

Equipment

Game equipment

- ETBU Intramural program will provide the game soccer ball.
 - Teams must provide their own practice ball.
- Teams must wear shirts of similar colors.
- All players must wear shoes/cleats.
- Goalkeepers must wear an opposite colored shirt to distinguish themselves from the other players on the field.
 - Tiger Intramurals will provide pennies for the goalies if they are needed.

Restricted Equipment

- Players may not wear:
 - Guard, cast, or brace made of unyielding leather, plaster, pliable plastic, metal, or any other hard substance, on finger, hand, wrist, or forearm
 - Jewelry or hats

Regulations

The Game

- Winner of Farckle will have the option to choose what end of the field to defend or taking the kickoff.
- To begin the game, the ball is placed on the ground at mid field line. The team kicking off has control of the ball and shall kick the ball forward at least 1 revolution before another offensive player contacts it. The defensive team must be 10 yards from the ball until it is kicked.
- Teams will switch sides each half.
- All play around the goalkeeper will follow the same rules as regular full-sided soccer.
- A player will be cautioned (yellow card) for unsportsmanlike conduct such as persistent infringement of the rules or showing by word or action any dissent to a referee's decision. A player will be ejected (sent off) for (including but not limited to): persistent misconduct after a caution; violent conduct or serious foul play; abusive language either on or off the field. Officials are not required to warn players before cautioning or sending off.
- The ball is out of play when it has completely crossed an end line, goal line or side line, whether on the ground or in the air.
- A goal is scored when the entire ball passes legally beyond the goal line, between the goal posts and under the cross bar. A ball on the line is not considered to have crossed the line. A goal may not be scored during play directly from a/an: indirect free kick; throw in; free kick into a team's own goal.
- The ball shall be thrown in by a player who is facing the field of play and has both feet on the ground on or behind the touchline. The thrower should use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement.
- A player will be penalized for deliberately handling, carrying, striking or propelling the ball with a hand or arm.
- **NO SLIDE TACKLES.** A yellow card will be given to any player who slide tackles from the front or the side. A red card will be given to any player who slide tackles from the back.
- A goalkeeper may not play a ball with his/her hands if it was intentionally kicked to him/her by a teammate.
- There are 2 mercy rules:
 - 10 minutes left in the game – 5 goals or more
 - 2 minutes left in the game – 3 goals or more
- There is NO off sides in 7 on 7 Soccer

Officials and Their Duties

Each match is controlled by referees who have full authority to enforce the Rules of the Game in connection with the match to which they have been appointed.

The referee's responsibilities are but not limited to the following:

- Enforces the Rules of the Game, and the Policies of IM Sports.

- Controls the match in cooperation with the event assistant and intramural supervisor.
- Ensures that the players' equipment meets the requirements.
- Stops, suspends or terminates the match or the game clock, at his discretion, for any infringements of the Rules.
- Stops, suspends or terminates the match or the game clock because of outside interference of any kind.
- Stops the match and game clock if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field at the next stoppage in play.
- Ensures that any player bleeding from a wound leaves the field of play and does not return until the wound is covered, and no blood remains on the player's body or uniform.
- Allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at that time.
- Punishes the more serious offense when a player commits more than one offense at the same time.
- Takes disciplinary action against players guilty of Yellow Card and Red Card offenses. He is not obligated to take this action immediately but must do so when the ball next goes out of play.
- Takes action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surroundings.
- Ensures that no unauthorized persons enter the field of play.
- Restarts the match after it has been stopped.
- Provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players, and/or team officials and any other incidents that occurred before, during or after the match.

Referee Decisions

- The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/ her discretion, on the advice of another referee or another staff member, provided that he has not restarted play.
- The authority of the referee begins when he enters the playing facility before the game and persists until he has left the facility, including the time before the match while teams are warming up, during the match, during any stoppages, and after the match has concluded.

Sportsmanship

Profanity

If a player is heard using profanity on the field or from the bench area the following penalties will be given:

- A Red Card will be issued to the player and then the following steps will be taken
- Once profanity is heard the game clock will stop along with play. If the team that used profanity is on defense the opposing team will get a free kick from where play was stopped.

- Once profanity is heard the game clock will stop along with play. If the team that used profanity is on Offense the opposing team will get a free kick from where play was stopped.

Ratings

The Tiger Intramurals sportsmanship rating policy has been developed to protect the safety and equality of all participants and those affiliated with supervising our events. Tiger Intramurals staff reserves the right to end any intramural contest at any point.

- The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through a Tiger Intramural Contest.
- Tiger Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "A".
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- Any player that is ejected for any reason must come in to speak to the Director of Tiger Intramurals before their next game. That player is **not** eligible to play until doing so. The ejected player/ players must meet with the Director of Tiger Intramurals before they are eligible to participate after their one game suspension. ***All ejections will receive a minimum 1 game suspension!***

A - Good Conduct and Sportsmanship

- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

F - Unacceptable Conduct and Sportsmanship

- Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F” (This is referred to as forfeiting a game).

Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for ETBU facilities and equipment.
- Respect towards the other team through kind and encouraging words.

Negative Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team’s sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display dissent which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.

- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any ETBU Intramural Sports employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any ETBU facilities including failure to remove trash from the field or court following a game or match.



7-v-7 Ultimate Frisbee

General

Ultimate Frisbee is a non-contact sport played by two seven-player teams. The object of the game is to score goals. The disc may only be moved by passing, as the thrower is not allowed to take any steps. Any time a pass is incomplete, intercepted, knocked down, or contacts an out-of-bounds area, a turnover occurs, resulting in an immediate change of possession of the disc. A goal is scored when a player successfully passes the disc to a teammate in the end zone which that team is attacking.

Roster

- Players can compete on only one team, regardless of league classification.
- A team's roster may include a maximum of 10 players and a minimum of 7.
 - Of these 10 players only 3 of these can be members of the Club Ultimate Frisbee team with only two on the field at a time.
- Each team will play with 7 players on the field.
 - Teams must have 5 players to start a game and avoid a forfeit.

Equipment

Shoes

- Tennis shoes and soft-soled shoes are legal.
 - Metal cleats are not permitted.
 - Boots and sandals are also prohibited.
 - Any player caught wearing metal spikes will be ejected from the game.

Game Frisbees will be provided by the Intramural Sports staff at the game site.

Field

- The field size will be 90 yards long by 35 yards wide.

- The field of play will consist of two 10-yard end-zones and 70 yards of playing space.

Timing

Game time

- Game time is forfeit time. A team needs at least 5 eligible players, signed in at game time to avoid forfeit.
- Each game will consist of a score to 7 points. First team to 7 is the victor.
- There will be no overtime played.
- Each team receives one time-out per game.
 - Time-outs will be a maximum of 2 minutes in length.
 - Time-outs may be called by any team member on the playing field following a goal.
 - While the disc is in play, only the player in possession of the disc may call time-out.
 - In the event of an injury, an injury time-out will be called. The injury time-out is not charged to either team.
 - When play resumes after a time-out has been taken during play, the player who had possession puts the disc into play. If the player calling the time-out leaves the field due to injury, the player replacing him/her puts the disc into play. The disc is put into play at the location where the disc was when the time-out was called. Play is resumed through the use of a check.

Regulations

THROW-OFFS (PULLS)

- Prior to the game, the two team captains will meet to "flip" the disc. The winner of the toss will have the following options:
 - To receive the "throw-off" (pull).
 - To select which goal to defend.
- The loser of the toss will have the same options to start the second half. Another "flip" will be held prior to the overtime period.
- Each half begins with a throw-off. Prior to the throw-off, player on each team must take a position within their own endzone. Players are free to move anywhere within their endzone, but may not cross the goal line until the disc is released.
- Each team raises a hand to signal readiness; then the disc is thrown.
- After the disc has been thrown off, the receiving team takes possession where the disc comes to rest.
 - The receiving team may try to catch the disc before it lands on the ground, but if they drop it, it is considered a turnover and the throwing team gains possession.
 - If the disc flies out of bounds before reaching the end zone, the receiving team takes possession at the point where the disc flew out of bounds OR take possession in the middle of the field at the point the disc flew out of bounds.
 - If the disc flies into the end zone and is either caught thereby the defense or lands there, the player who gains possession (either by catch or picking up the disc) must either establish a pivot foot and throw from that point OR immediately run straight forward to the goal line and begin play from there OR begin play from the middle of the field at the goal line.

- If the disc flies out of bounds, through the end zone, the receiving team shall carry the disc to the goal line from the point the disc flew out of bounds OR begin play from the middle of the field at the goal line.

OFFENSE

- Definitions
 - Thrower: Offensive player in possession of the disc.
 - Marker: Defensive player that is guarding the thrower.
 - Receiver: Any offensive player not in possession of the disc.
- Every player (excluding the thrower) is entitled to occupy any position on the field not occupied by any opposing player, provided that s/he does not cause personal contact in taking such a position.
- The disc may only be advanced by passing. The disc may be passed in any direction by any player.
 - The Principle of Verticality: All players have the right to the space immediately above them. Thus, a player cannot prevent an opponent from making an attempt on a pass by placing his/her arms above an opponent. Should contact occur the player restricting the vertical area is responsible. A player who has jumped is entitled to land at the same spot without hindrance by opponents. S/he may also land at another spot provided the landing spot was not already occupied at the time of take-off and the direct path between the take-off and landing spot was not already occupied.
- The player's first contact with the ground after catching the disc determines whether he/she is in or out. The line is out. The first point of contact must be all the way in, this includes the endzone.
- A player may never run with the disc. Upon catching the disc a player must stop as soon as possible and establish a pivot foot. Any further movement is considered traveling and can be called by anyone on the field. This causes the disc to be returned to the thrower at the point of the infraction and a disc check takes place.
- In the event of an unsuccessful throw (i.e. out of bounds, dropped, or hits the ground), possession of the disc is turned over to the defensive team. A player may not catch their own throw, unless tipped by a member of the opposing team.
- A thrower is allowed 10 seconds to throw the disc, but the stall count cannot begin until the thrower is marked. The marker shall begin a verbal 10-second count (1 to 10). If the disc is not thrown before the 10-second "stall" count is reached, the disc is turned over and the defense gains possession of the disc where the thrower was standing.
- No player may establish a position, or move in such a manner, so as to obstruct the movement of any player on the opposing team; to do so is a "pick." In the event of a pick, the obstructed player must immediately call "pick" loudly; play stops and is resumed after a check. **When the disc is in the air, players must play the disc, not the opponent.**
- No player is allowed to occupy a space in the end zone unless their team has possession of the Frisbee.
 - Players must be with in half field of their scoring end zone unless they have possession of the Frisbee. **In other words there is no cherry picking.**
 - A player may stand at half field and move towards the end zone once their team has gained possession of the Frisbee.

DEFENSE

- Only one marker is permitted to guard the thrower. The marker can be no closer than 18 inches to the thrower.
- No other defensive player may establish a position within 3 yards (9 feet) of the pivot foot of the thrower, unless he/she is guarding another offensive player in that area.
- Should the thrower recognize a double-team situation, he/she first calls "double-team" as a warning. If the defensive team continues to double-team, the thrower calls double-team again, and it is a violation.
- No defensive player may touch (strip) the disc while in the hands of the thrower (excluding the check). In the case of a strip, the stall count ceases until the thrower has regained possession, at which point the count resumes. Play does not stop.

SCORING

- A goal is scored when an offensive player receives the disc in the defender's end zone. In order for the receiver to be considered in the end zone after gaining possession of the disc, his/her first point of contact with the ground must be completely in the end zone.
- A player must be completely in the end zone AND acknowledge that he/she has scored a goal. If that player plays the disc unknowingly into a turn over, then no goal is awarded.
- A player cannot score by running into the end zone with the disc. Should a receiver's momentum carry him/her into the end zone after gaining possession, s/he must carry the disc back to the closest point on the goal line and put the disc into play from there.
- Each goal is worth one (1) point.
- The scoring team stays and throws off from this end zone to begin the next point.

TURNOVERS

- An incomplete, intercepted, knocked-down, or out-of-bounds pass results in a loss of possession. A check is not required.
- Out of bounds: When the disc goes out of bounds, play is resumed where it crossed the line, if it goes out the back, walk it to the closest spot on the end line. Player in-bounding disc must have pivot foot on the line. A check is not required.
- The following actions result in a loss of possession and a check:
 - If the marker's count reaches the maximum number;
 - If the disc is handed from player to player;
 - If the thrower intentionally deflects a pass to him/herself off another player;
 - If the thrower catches his/her own throw. However, if the disc is touched by another player during its flight it is considered a complete pass and is not a turnover.
- When possession changes in an end zone,
 - If you gain possession in the end zone you are defending, you may either take the disc where it stopped, or walk it up straight to the goal line and take it there.
 - Callahan is called if the defense catches the Frisbee in their own end zone thrown from the offense. (1 point is awarded to the defense)
- To check the disc, the thrower holds the disc and the marker counts down "2, 1, disc in", then taps the disc.
 - If the count is too fast, thrower says "too fast", and the marker must immediately go back 2 in the count.

FOULS

- It is the responsibility of all players to avoid contact in any way possible. Violent impact with legitimately positioned opponents constitutes harmful endangerment, a foul, and must be strictly avoided. Contact fouls include picking, blocking, and shoving for position.
- A foul can only be called by the player who was fouled. It must be called immediately after the occurrence.
 - All players must freeze.
 - Stall count goes to zero.
 - Play resumes after disc is checked.
- All fouls result in a re-throw, after a "check" of the disc, EXCEPT:
 - If a fouled pass is completed, the foul is automatically declined; Play continues. Call "Play on". B. On uncontested catching fouls, the receiver takes the disc as if caught. Check the disc.
 - On defensive fouls the "stall" goes back to zero. On offensive fouls or travels, it stays the same or goes back to six, whichever is lower.
- If a receiver is fouled in the end zone, it is treated like a catch, but they must walk the disc to the end zone line and start play from there. It is not an automatic point. The disc must be checked in before play can begin.
- The defense can contest the call, at which point the disc goes back to the thrower.

CO-REC Modifications

- Teams participating in co-rec leagues MUST have a minimum of 2 females on the field at all times.
 -
- Substitutions can only be made in between scores (following a goal and before the throw-off) or during a time-out.
 - There are no substitutions while the disc is in play.

Sportsmanship

Profanity

- If a team is heard using profanity on the field or from the bench area the opposing team will be awarded the Frisbee. (it will be treated as if it caused a turnover)
- Once a team has committed three of these fouls they will forfeit the contest.
 - The opposing team will get the win no questions asked.

Ratings

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- Any player that is ejected for any reason must come in to speak to the Director of Tiger Intramurals before their next game. That player is **not** eligible to play until doing so. The ejected player/ players must meet with the Director of Tiger Intramurals before they are eligible to participate after their one game suspension. ***All ejections will receive a minimum 1 game suspension!***

A - Good Conduct and Sportsmanship

- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.

F - Unacceptable Conduct and Sportsmanship

- Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an "F". Any team that does not have the required number of players present at the scheduled game time will receive an "F" (This is referred to forfeiting a game).

Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for ETBU facilities and equipment.
- Respect towards the other team through kind and encouraging words.

Negative Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any ETBU Intramural Sports employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any ETBU facilities including failure to remove trash from the field or court following a game or match.



BASKETBALL

Any rules or play interpretations not discussed below will be covered by the National Federation of State High School Association Basketball Rules Book and Official's Manual.

General

Rosters

- Players may play for only **one** men's or women's competitive and recreational team.
- A team consists of 5 players. A minimum of 4 players is needed to start the game.
 - Acceptable combinations of males and females for co-rec included: 3M & 2W, 2M & 3W, 2M & 2W.

Roster Restrictions

- No current varsity basketball player may play in Tiger Intramural Basketball.
- No more than 2 Ex- Varsity Basket ball players on a team with only one on the court at a time.
- No more than two players on a recreational team who are also on a competitive team with only one on the court at a time.

Equipment

- Basketballs can be checked out at the Health Plex desk by showing your ETBU student ID card.
- Game balls are provided by Tiger Intramural Sports.
- All participants must wear proper athletic attire as stated in the Health Plex policy as well as the Tiger Intramural Handbook in order to participate. This includes non-marking court shoes if possible.
- Team members must wear like colored shirts/jerseys with numbers if possible.
 - Tiger Intramural Sports has pennies for teams without like colored shirts/jerseys.
 - Participants must wear a shirt with sleeves underneath the intramural sports pennies.

Prohibited Equipment

- Participants **may not wear jewelry**.
 - Participants **may not** cover up jewelry with tape, band-aids or other such items.
 - Participants **may not wear** hats or caps.
 - Cast or splints (hard or soft) **are not permitted**.
 - If a participant is wearing any of the prohibited equipment during the game the ball is turned over and the participant must be subbed out to take the items off.

Timing

A game will consist of two 20 minute halves with a 5 minute halftime

The clock will run continually except for the last 2 minutes of the second half.

- During these last two minutes the clock will stop on all dead ball situations
 - The clock will NOT stop after a made basket.

Each team will have two (2) time-outs per half and one (1) timeout per overtime.

Regulations

The Game

- To start the game, a jump ball will be administered at center court. The alternating possession arrow will determine possession of the ball at the start of the second half.
- Games will end in a tie during the regular season
- Teams will have unlimited substitutions
 - Players may only sub during dead balls and must check-in at the score table.

Forfeits

- Ready to Play and Game Time
 - A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with Tiger Intramural staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
 - If at game time, there is one team ready to play and the other is not the game clock will start along with the 10 minutes grace period. With every passing minute the team that is there will receive points:
 - 3 minutes: 4 points
 - 5 minutes: 8 points
 - 7 minutes: 12 points
 - 10 minutes: the team who is ready to play will win with a score of 12
 - If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

Overtime

- If the game is tied at the end of regulation, a two minute overtime will occur.
- The clock will stop on all dead ball situations during the overtime period at the one minute mark.
- The overtime period will begin with a jump ball at center court.

Mercy Rule

- If a team is ahead by 30 points at 5 minutes left in the second half, the game will be called
- If a team is ahead by 20 points with 2 minutes left in the second half, the game will be called

Rule Clarification

Ball Out of Play

- The ball is OUT OF PLAY when:
 - A player steps on or the ball bounces on any part of the court boundary or contacts anything outside the boundary of the court.
 - The ball contacts any support structure or backside of the backboard.
 - The ball will be put back into play with a throw-in at the designated spot.

Violations

- On a free throw a player shall:
 - Attempt a free throw from within the free throw circle and behind the line.
 - Player has 10 seconds to shoot the free throw.
 - No faking a free throw attempt.
 - Players may not enter the lane until the ball has hit the rim.
- Violations on free throw:
 - By the free thrower or a teammate results in turnover, no point.
 - By opponent, if try is good, point good; if no good, re-try.
 - By each team simultaneously, the ball is dead; possession will be determined by the alternating possession.
- Violations on throw in:
 - May not leave designated spot, only after a made basket.
 - 5 seconds to throw the ball in.
 - Thrower may not touch the ball until it has touched another player.
 - Ball may not enter the basket before touched by another player.
 - Must be behind the out of bounds line.
 - Player may not kick or strike the ball into the goal.
 - Player may not double dribble, unless an opponent has touched it.
 - Violation during jump ball is a re-jump.
 - Team has 10 seconds to advance the ball to the frontcourt.
 - No players shall be in the key for more than 3 seconds.
 - Players may not swing elbows, even if no contact occurs.
 - No players shall hand check.
 - No players shall commit goal tending or basket interference:
 - Violation will result in counting the basket.
 - Violation by both teams results in alternating possession.

Fouls and Penalties

- A player will be disqualified (fouls out) when he/she has accumulated 5 fouls (any combination of personal and technical fouls).
- Bonus free throws (one-and-one) for each common foul (except player control) will be awarded beginning with the offending team's 7th personal foul during each half. Two free throws will be awarded for every foul on or after the 10th team foul during each half.
- Offensive and defensive players may not enter the lane until the free throw attempt has contacted either the rim or the backboard.
- No free throws will be awarded for the following:
 - Each common foul before the bonus rule is in effect.
 - Double foul.
 - A player control foul or team control foul.
 - A double technical foul.
 - Technical Fouls: On all technical fouls, two free throws will be awarded to the offended team, plus the ball at the division line for a throw-in.
 - Technical fouls are counted towards each player's disqualification total and the team's total fouls.
 - Two unsportsmanlike technical fouls charged to any individual will result in his/her ejection from the game and the facility.
 - Three unsportsmanlike technical fouls will result in the team's forfeiting the game.
 - Any technical assessed to the bench will be charged to the team captain.
 - Intentional Fouls: On all intentional fouls, the offended team will be awarded two free throws and possession of the ball.
 - Flagrant Fouls: On all flagrant fouls, the offended team will be awarded two (2) points (3) points if on a 3 point try) and possession of the ball. The offending player will be ejected from the game. If the try is successful the offended team will be awarded an additional 1 point and the ball. Flagrant Fouls will be counted as Unsportsmanlike Technical Fouls.

Penalties and Sanctions

- Verbal Warnings - will be issued for minor offenses, such as language (cussing will not be tolerated).
- A technical foul will be issued for rude behavior, or offensive conduct at the discretion of the official.
- Two technical fouls on one player will result in that player's ejection.
- Three technical fouls on any given team will result in forfeiture game (i.e- the game will be over).
- Teams will be charged a time out for delays caused by illegal substitutions, wearing jewelry or not returning to play when official indicates ready for play.

Sportsmanship

Profanity

If a player is heard using profanity on the court or from the bench area there will be certain penalty procedures to be followed.

- The first time someone is heard by a referee using profanity on a team the opposing team will be awarded as if the team had committed a technical foul.

- The team will shoot two free throws alone and receive possession of the ball at half court.
- If another player is heard using profanity on the court or from the bench area the team will receive a team technical foul.
 - If this is to happen a third time on the same team the opposing team will win by forfeit.

Ratings

The Tiger Intramurals sportsmanship rating policy has been developed to protect the safety and equality of all participants and those affiliated with supervising our events. Tiger Intramurals staff reserves the right to end any intramural contest at any point.

- The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through a Tiger Intramural Contest.
- Tiger Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "A".
- Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, Tiger Intramurals reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, or that does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
- Any player that is ejected for any reason must come in to speak to the Director of Tiger Intramurals before their next game. That player is **not** eligible to play until doing so. The ejected player/ players must meet with the Director of Tiger Intramurals before they are eligible to participate after their one game suspension. ***All ejections will receive a minimum 1 game suspension!***

A - Good Conduct and Sportsmanship

- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

F - Unacceptable Conduct and Sportsmanship

- Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F” (This is referred to as forfeiting a game).

Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for ETBU facilities and equipment.
- Respect towards the other team through kind and encouraging words.

Negative Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team’s sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)

- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any ETBU Intramural Sports employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any ETBU facilities including failure to remove trash from the field or court following a game or match.



Slow Pitch Softball

Any rules or play interpretations not discussed below will be covered by the National Intramural and Recreational Sports: *Softball Rules Book and Umpires Manual.*

General

Rosters

- Players may play for only one men's or women's team and one co-rec team.
- A team consists of 15 players. A minimum of 8 players is needed to start the game.
 - You may bat through the whole roster in Men's and Women's and 12 in Co-Rec.
 - If you bat with an odd number in Co Rec, you will take an out in the line out when two batters of the same sex follow in the lineup.
 - If you only have 8 players batting then you take an out for the 9th batter.
- Co-Rec teams consist of 12 players with a minimum of 8 players
 - Acceptable combinations of males and females for co-rec included:
6 M& 6W, 5M &5W, 4W&5M, 5W&4M, 4W&4M
 - If a team desires to start with extra hitters in the line-up, then the combination is 6 women + 6 men. You may bat 10 or 12 but not 11.

Roster Restrictions

- No current varsity baseball or softball player may play in intramural Softball. You may have 3 EX varsity players on your team.
- No more than 3 players on a recreational team who are also on a competitive team.

Equipment

Game balls, some bats, and some gloves will be provided by Tiger Intramurals.

- Participants are encouraged to bring their own glove

- Regulation softball bats must be used by each team.

NO BASEBALL BATS!!

- Illegal bats used will result in an automatic ejection of the person caught using such a bat and the bat will be removed from the premises.

All participants must wear proper athletic attire

- **No metal spikes**

Prohibited Equipment

- Cast or splints (hard or soft) are not permitted.

Timing

Each game has a time limit of 45 minutes or 7 innings.

- Any inning started before the 45 minute time period it will be completed
- No inning shall begin after 45 minutes

Regular season games can end in a tie. Extra innings will be played only if they start before the 45-minute time limit. All tournament games will continue into extra innings until a winner is determined.

Regulations

The Game

- A game is considered regulation if 4 or more innings have been played if the game is called due to rain or any other situation that will prohibit the completion of the game.
- Games will remain a tie in the regular season. In the playoffs games will be played until a winner has been determined.
- Batting
 - The batter will start with a count of 1 ball and 1 strike (2 fouls is considered a strike for the third strike)
 - Homeruns:
 - Each team is allowed 4 homeruns a game
 - For every homerun over 4 they the team will receive an out for the batter.
 - **If a batted ball is hit anywhere between the 2 white lines on the edge of the pitching mound from the ground to 2 feet above the pitchers head it is a dead ball and the batter is out.**
 - In Co-rec, Batting order must alternate men and women.
 - In the case of teams with nine (9) players, an out must be taken between spots in the lineup in which two players of the same gender bat. The captain has the option of placing the out anywhere in the lineup.
 - In the case of teams with eight (8) players, no automatic outs will be applied.

Defensive Positioning

- Each team must provide a defensive pitcher and catcher unless the defensive team only has 8 players.
 - The catcher may NOT block home plate if they are not in possession of the ball

- If the catcher blocks home plate without possession then a runner advancing to home plate will be awarded the run
- Infielders must remain even with the bases, until the ball is batted by the hitter.

Pitching

- Legal pitches must have an arc of at least 6 feet and a max of 12 feet.
- Illegal Pitches
 - Illegal pitch constitutes non-compliance with the 6-12ft arc.
 - An illegal pitch becomes a dead ball immediately.
 - No runner or runners can advance.
 - If an illegal pitch is batted into the field of play the ball is still declared DEAD immediately.

Sliding

- Runners MAY slide in order to avoid a tag/beat a throw, but MUST do so FEET FIRST.
- Head first sliding is NOT allowed.
 - Any runner who slides-in head- first, will be automatically declared out.

Overthrow

- Two bases shall be awarded for an overthrow that goes out of play.
- This shall be determined from when the player (thrower) releases the ball.
 - It shall be two bases from point of release.
- If overthrown into an "in- play" area, runners advance at their own risk.
- The ball is considered out of play when it passes by the First/Third base lines OR past the backstop.
 - A ball that hits on the First/Third base line is considered in play.

Forfeits

- Ready to Play and Game Time
 - A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
 - If at game time, there is one team ready to play and the other is not the game clock will start along with the 10 minutes grace period. With every passing minute the team that is there will receive points:
 - 3 minutes: 2 points
 - 5 minutes: 4 points
 - 7 minutes: 6 points
 - 10 minutes: the team who is ready to play will win with a score of 6
 - If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

Mercy Rule

- There will be a 10 run rule per inning for each game regular season and post-season.
- After 3 complete innings (or 2½ if the home team leads), if a team is ahead by 20 or more runs, the game will be called.

- After four complete innings (or 3½ if the home team leads), if a team is ahead by 15 or more runs, the game will be called.
- After 5 complete innings (or 4 ½ if the home team leads), if a team is ahead by 12 or more runs, the game will be called.

Rule Clarifications

- When the batter is out
 - If the official batting order is not followed.
 - Before the start of each game the team captain is responsible for letting the Tiger Intramural staff know the batting order.
 - If the batter attempts to hinder the catcher from fielding or throwing the ball.
 - Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk.
 - If the batter bunts the ball.
 - If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.
 - Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.
- When the base runners are out
 - If the runner interferes with the play being made at a base.
 - If the runner fails to avoid a fielder attempting to field a batted ball.
 - If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.
 - If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base.
 - If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.
 - If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
 - If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.

Co- Rec Modifications

- Teams consist of 10 players on the field
 - 5 male + 5 female;
 - If team chooses to utilize extra hitters the combination to hit
 - 6 males + 6 females.
- Batting order must alternate: Male- Female- Male OR Female- Male- Female.
 - If this is not followed, there will be an out in the lineup where this occurs. (or the captain can take it anywhere)
- Fielding:
 - Infield = 2 Females & 2 Males
 - Outfield = 2 Females & 2 Males
 - Pitcher & Catcher must alternate gender
- Both will hit with the 12" softball
- Outfield positions during a female at- bat

- There is no 200 ft line, but outfielders must stay out of the infield (outside of the line that separates the infield from the outfield)

Sportsmanship

Profanity

- If a player is heard using profanity either on the field or from the bench area the following penalties will be given:
 - If it is the offensive team there is an immediate out given to the person who is in the batter's box.
 - If it is someone on one of the bases who cusses then the person who cussed is immediately called out.
 - If the person who cusses is on the defensive team then the person batting can choose to take first base or stay and hit.
 - Once the batter makes his/her decision they must keep that choose.

Ratings

The Tiger Intramurals sportsmanship rating policy has been developed to protect the safety and equality of all participants and those affiliated with supervising our events. Tiger Intramurals staff reserves the right to end any intramural contest at any point.

- The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through a Tiger Intramural Contest.
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- Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
- Any player that is ejected for any reason must come in to speak to the Director of Tiger Intramurals before their next game. That player is **not** eligible to play until doing so. The ejected player/ players must meet with the Director of Tiger Intramurals before they are eligible to participate after their one game suspension. ***All ejections will receive a minimum 1 game suspension!***

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- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

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Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:

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- The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for ETBU facilities and equipment.

- Respect towards the other team through kind and encouraging words.

Negative Contributions to Sportsmanship Rating

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:

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- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any ETBU Intramural Sports employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any ETBU facilities including failure to remove trash from the field or court following a game or match.



Kickball Rules

Current NIRSA softball rules will govern kickball play except for the following modifications:

General

Roster

- A team consists of 12 players.
- A team may have 9 players on the field of either gender.
- A team must have at least 7 players available in order to start the game.

Roster Restrictions

- The only roster restriction is that you must have at least both genders represented on the field at game time.

Equipment

Required

- All players must wear shoes; tennis shoes and soft-soled shoes are legal. Cleats that are rubber or rubber-type synthetic material.

Illegal equipment

- Sandals, flip flops, and boots are not permitted. No metal cleats or shoes with detachable cleats are allowed. Any player caught wearing metal cleats will be ejected from the game.

Balls

- Kick ball's will be provided by Tiger Intramural Sports at the game site.
- Any practice equipment must be provided by the team.

Jewelry

- Jewelry is NOT allowed to be worn by any participant during intramural kickball. This jewelry consists of any visible rings (including wedding bands), watches, bracelets, and any other such similar jewelry. Medic alert bracelets must be taped to the body or secured

under clothing such as a wristband or sock to be worn during play. A player is subject to ejection for failure to remove any jewelry after first warning.

4. The distance between bases shall be 60 feet. Solid white lines shall indicate the foul lines. The kicking line shall be a straight line which connects points 5 feet down the 1st and 3rd base lines from home plate. The bunt line shall be a straight line which connects points 35 feet down the 1st and 3rd base lines from home plate.

Timing

Game Time and Length

- Each game has a 40-minute or 7-inning limit. Any inning started before the end of the 40-minute time period will be completed. No inning shall begin after 45 minutes.
- Regular season games can end in a tie. Extra innings will be played only if they start before the 40-minute time limit. . All tournament games will continue into extra innings until a winner is determined.

Mercy Rule

- After five complete innings (or 3½ if the home team leads), if a team is ahead by 17 or more runs, the game will be called. After six complete innings (or 4½ if the home team leads), if a team is ahead by 9 or more runs, the game will be called.

Regulations

Pitching

- In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitcher's line until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand and a slow to moderate speed. Bounces are permitted.
- Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball, he/she will be out.

Kicking

- All players in the line-up will kick in each inning. Therefore, up to 9 outs may be recorded during a team's at-bat. Team fielding less than 9 players will NOT be able to have individuals kick multiple times per inning. (EX: A team with only 8 or less players will kick 8 or fewer times an inning.)
- The kicking order must stay the same the entire game.
- The offensive team (kicker) is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without the offense notifying the defense that it is their last kicker, that kicker will be ruled out and the inning will be over.
- When the last kicker of an inning kicks, play reverts to regular "2-out softball play". Therefore, the inning will end when ANY out is recorded (when the kicker is put out or any base runner is put out). The inning will also end when the defense is in possession of the ball while touching home plate (automatic force out).
- The kicker must contact the ball behind the kicking line, which is approximately 5 feet in front of home plate. If, in the umpire's opinion, a kicker contacts the ball beyond the five-foot kicking line, he/she will be called out and all runners must return to their original base.
- If the kicker kicks the ball foul on the 3rd pitch, he/she will be called out.

- There are no walks.
- A kicked ball must clear the 35-foot bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded (touched by a defensive player with any part of the body above the waist) in this area are considered foul. All balls fielded in this area are considered dead when touched by a fielder and all runners must return to their original bases. A fly ball caught in this area will count as an out and the ball immediately becomes dead; no base runners can advance.

Running

- No stealing is allowed. Base runners may leave the base when the pitch is kicked. If a runner is off base before the pitch reaches the plate, the runner is called out and a "no pitch" is declared.
- The base path for a runner is the direct line between the player and the base to which he 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. Note: this path may be different from the straight line connecting two bases. For example, a player who has run past 1st base a distance of about 10 feet decides to run for second. His/her base path for any tag plays is the direct line from where he/she made his turn towards 2nd base (10 feet down the line from 1st) and 2nd base. This is different from the direct line from 1st to 2nd base. For plays between home plate and 1st base, the runner shall run in the 3-foot lane of the foul side of the foul line.
 - A player who runs outside his base path (including the 3-foot lanes on either side) in an attempt to avoid a tag shall be declared out.
 - Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, 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.
- 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. A fielder has absolute right to any position on the field to field a ball and all runners must avoid a fielder in these cases. 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 fakes a tag. In this case, bases are awarded as a normal obstruction AND the fielder will be ejected from the game.
- Any runner in fair territory and not in contact with a base that is struck by a fair kicked ball is out except when:
 - The ball has passed an infielder and in the judgment of the umpire, no other fielder had a chance to make an out
 - When a runner is hit with a fair batted ball over foul territory and no other fielder had a chance to make an out
 - When a runner is touched with a fair batted ball after it is touched by any fielder, including the pitcher. In the event of one of these 3 exceptions, all runners must return to their previously occupied base and the kicker-runner is awarded first base. If the award of first to the kicker-runner causes another runner to be forced, that runner will advance to the next base.

- In case of a possible double play, the base runner must slide into the base or get out of the way of the thrown ball. Base runners who fail to get out of the way may be charged with interference resulting in both the base runner and the batter-runner being called out on the play.
 - When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner is declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.
- There is no out-of-play areas in kickball. If a ball is overthrown down either foul line, the defensive team is responsible for retrieving the ball and runners may advance at their own risk.
 - Exception: any ball thrown or kicked over a fence shall be declared DEAD immediately. Runners will be awarded two bases based on their location when the ball was KICKED/THROWN out of bounds.
- There are no Pitch runners in kickball.

Fielding

- Defensive positioning is restricted by the following:
 - No more than 6 players (including a "fielding pitcher" and catcher) may position themselves within the infield area prior to a pitch being kicked. In a game with 8 fielders, 2 must begin each play in the outfield area.
 - Each team must provide a catcher. The catcher must field from behind the kicker. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.
 - If a team provides a "fielding pitcher", the "fielding pitcher" may align themselves on either side of the offense's pitcher no closer than 3 feet from the pitching rubber. The "fielding pitcher" may not position themselves in front of pitcher's rubber (closer to the plate) until a ball is kicked.
 - Only one other infielder, other than the "fielding pitcher", may position themselves inside the diamond (inside the 1st/2nd/3rd base diagonals) until the ball is kicked.
- The kicker is out in situations similar to softball (force outs, fly outs, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. Any runner hit above the shoulders is awarded home, and all runners in advance of the runner will also score.
- However, if the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners must return to the base they last touched).
- In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.
- There is no infield fly rule.

Sportsmanship

Profanity

- If a player is heard using profanity either on the field or from the bench area the following penalties will be given:

- If it is the offensive team there is an immediate out given to the person who is in the batter's box.
 - If it is someone on one of the bases who cusses then the person who cussed is immediately called out.
- If the person who cusses is on the defensive team then the person batting can choose to take first base or stay and hit.
 - Once the batter makes his/her decision they must keep that choose

Ratings

The Tiger Intramurals sportsmanship rating policy has been developed to protect the safety and equality of all participants and those affiliated with supervising our events. Tiger Intramurals staff reserves the right to end any intramural contest at any point.

- The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through a Tiger Intramural Contest.
- Tiger Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "A".
- Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, Tiger Intramurals reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, or that does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
- Any player that is ejected for any reason must come in to speak to the Director of Tiger Intramurals before their next game. That player is **not** eligible to play until doing so. The ejected player/ players must meet with the Director of Tiger Intramurals before they are eligible to participate after their one game suspension. ***All ejections will receive a minimum 1 game suspension!***

A - Good Conduct and Sportsmanship

- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor

control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.

F - Unacceptable Conduct and Sportsmanship

- Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an "F". Any team that does not have the required number of players present at the scheduled game time will receive an "F" (This is referred to forfeiting a game).

Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for ETBU facilities and equipment.
- Respect towards the other team through kind and encouraging words.

Negative Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not

cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.

- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any ETBU Intramural Sports employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any ETBU facilities including failure to remove trash from the field or court following a game or match.



Slow Pitch Softball

Any rules or play interpretations not discussed below will be covered by the National Intramural and Recreational Sports: *Softball Rules Book and Umpires Manual.*

General

Rosters

- Players may play for only one men's or women's team and one co-rec team.
- A team consists of 15 players. A minimum of 8 players is needed to start the game.
 - You may bat through the whole roster in Men's and Women's and 12 in Co-Rec.
 - If you bat with an odd number in Co Rec, you will take an out in the line out when two batters of the same sex follow in the lineup.
 - If you only have 8 players batting then you take an out for the 9th batter.
- Co-Rec teams consist of 12 players with a minimum of 8 players
 - Acceptable combinations of males and females for co-rec included:
6 M& 6W, 5M &5W, 4W&5M, 5W&4M, 4W&4M
 - If a team desires to start with extra hitters in the line-up, then the combination is 6 women + 6 men. You may bat 10 or 12 but not 11.

Roster Restrictions

- No current varsity baseball or softball player may play in intramural Softball. You may have 3 EX varsity players on your team.
- No more than 3 players on a recreational team who are also on a competitive team.

Equipment

Game balls, some bats, and some gloves will be provided by Tiger Intramurals.

- Participants are encouraged to bring their own glove

- Regulation softball bats must be used by each team.

NO BASEBALL BATS!!

- Illegal bats used will result in an automatic ejection of the person caught using such a bat and the bat will be removed from the premises.

All participants must wear proper athletic attire

- **No metal spikes**

Prohibited Equipment

- Cast or splints (hard or soft) are not permitted.

Timing

Each game has a time limit of 45 minutes or 7 innings.

- Any inning started before the 45 minute time period it will be completed
- No inning shall begin after 45 minutes

Regular season games can end in a tie. Extra innings will be played only if they start before the 45-minute time limit. All tournament games will continue into extra innings until a winner is determined.

Regulations

The Game

- A game is considered regulation if 4 or more innings have been played if the game is called due to rain or any other situation that will prohibit the completion of the game.
- Games will remain a tie in the regular season. In the playoffs games will be played until a winner has been determined.
- Batting
 - The batter will start with a count of 1 ball and 1 strike (2 fouls is considered a strike for the third strike)
 - Homeruns:
 - Each team is allowed 4 homeruns a game
 - For every homerun over 4 they the team will receive an out for the batter.
 - **If a batted ball is hit anywhere between the 2 white lines on the edge of the pitching mound from the ground to 2 feet above the pitchers head it is a dead ball and the batter is out.**
 - In Co-rec, Batting order must alternate men and women.
 - In the case of teams with nine (9) players, an out must be taken between spots in the lineup in which two players of the same gender bat. The captain has the option of placing the out anywhere in the lineup.
 - In the case of teams with eight (8) players, no automatic outs will be applied.

Defensive Positioning

- Each team must provide a defensive pitcher and catcher unless the defensive team only has 8 players.
 - The catcher may NOT block home plate if they are not in possession of the ball

- If the catcher blocks home plate without possession then a runner advancing to home plate will be awarded the run
- Infielders must remain even with the bases, until the ball is batted by the hitter.

Pitching

- Legal pitches must have an arc of at least 6 feet and a max of 12 feet.
- Illegal Pitches
 - Illegal pitch constitutes non-compliance with the 6-12ft arc.
 - An illegal pitch becomes a dead ball immediately.
 - No runner or runners can advance.
 - If an illegal pitch is batted into the field of play the ball is still declared DEAD immediately.

Sliding

- Runners MAY slide in order to avoid a tag/beat a throw, but MUST do so FEET FIRST.
- Head first sliding is NOT allowed.
 - Any runner who slides-in head- first, will be automatically declared out.

Overthrow

- Two bases shall be awarded for an overthrow that goes out of play.
- This shall be determined from when the player (thrower) releases the ball.
 - It shall be two bases from point of release.
- If overthrown into an "in- play" area, runners advance at their own risk.
- The ball is considered out of play when it passes by the First/Third base lines OR past the backstop.
 - A ball that hits on the First/Third base line is considered in play.

Forfeits

- Ready to Play and Game Time
 - A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
 - If at game time, there is one team ready to play and the other is not the game clock will start along with the 10 minutes grace period. With every passing minute the team that is there will receive points:
 - 3 minutes: 2 points
 - 5 minutes: 4 points
 - 7 minutes: 6 points
 - 10 minutes: the team who is ready to play will win with a score of 6
 - If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

Mercy Rule

- There will be a 10 run rule per inning for each game regular season and post-season.
- After 3 complete innings (or 2½ if the home team leads), if a team is ahead by 20 or more runs, the game will be called.

- After four complete innings (or 3½ if the home team leads), if a team is ahead by 15 or more runs, the game will be called.
- After 5 complete innings (or 4 ½ if the home team leads), if a team is ahead by 12 or more runs, the game will be called.

Rule Clarifications

- When the batter is out
 - If the official batting order is not followed.
 - Before the start of each game the team captain is responsible for letting the Tiger Intramural staff know the batting order.
 - If the batter attempts to hinder the catcher from fielding or throwing the ball.
 - Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk.
 - If the batter bunts the ball.
 - If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.
 - Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.
- When the base runners are out
 - If the runner interferes with the play being made at a base.
 - If the runner fails to avoid a fielder attempting to field a batted ball.
 - If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.
 - If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base.
 - If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.
 - If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
 - If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.

Co- Rec Modifications

- Teams consist of 10 players on the field
 - 5 male + 5 female;
 - If team chooses to utilize extra hitters the combination to hit
 - 6 males + 6 females.
- Batting order must alternate: Male- Female- Male OR Female- Male- Female.
 - If this is not followed, there will be an out in the lineup where this occurs. (or the captain can take it anywhere)
- Fielding:
 - Infield = 2 Females & 2 Males
 - Outfield = 2 Females & 2 Males
 - Pitcher & Catcher must alternate gender
- Both will hit with the 12" softball
- Outfield positions during a female at- bat

- There is no 200 ft line, but outfielders must stay out of the infield (outside of the line that separates the infield from the outfield)

Sportsmanship

Profanity

- If a player is heard using profanity either on the field or from the bench area the following penalties will be given:
 - If it is the offensive team there is an immediate out given to the person who is in the batter's box.
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 - If the person who cusses is on the defensive team then the person batting can choose to take first base or stay and hit.
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Ratings

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- Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.

B - Average Conduct and Sportsmanship

- Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

C - Below Average Conduct and Sportsmanship

- Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

D - Poor Conduct and Sportsmanship

- Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

F - Unacceptable Conduct and Sportsmanship

- Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F” (This is referred to forfeiting a game).

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- Respect is shown for ETBU facilities and equipment.

- Respect towards the other team through kind and encouraging words.

Negative Contributions to Sportsmanship Rating

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:

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- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
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- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any ETBU facilities including failure to remove trash from the field or court following a game or match.