

INTRAMURAL BASEBALL

FIRST GAME IS SCHEDULED FOR TUESDAY, SEPTEMBER 14TH, 2004

THE CURRENT INTRAMURAL REGULATIONS AND NCAA COLLEGE BASEBALL RULES WILL GOVERN PLAY WITH THE FOLLOWING ADDITIONS:

1. NO TEAM CAN SCORE MORE THAN 5 RUNS IN ANY ONE INNING WITH THE EXCEPTION OF THE FINAL INNING OF PLAY. THE 10 RUN RULE WILL BE IN EFFECT AFTER 5 INNINGS.
2. GAMES WILL BE 6 INNINGS IN LENGTH. EXTRA INNINGS WILL BE PLAYED WITH A RUNNER ON SECOND BASE AND NO OUTS.
3. ONE TIME RE-ENTRY WILL BE ALLOWED FOR ALL PLAYERS.
4. ALL POSITION PLAYERS ON THE ROSTER MUST PLAY AT LEAST 2 INNINGS.
5. THERE WILL BE A 2-HOUR TIME LIMIT ON ALL GAMES; NO NEW INNING MAY START AFTER ONE HOUR AND THIRTY MINUTES.
6. TEAMS WILL BE CHOSEN BY A PLAYER DRAFT FOLLOWING A SKILL DEMONSTRATION ON SEPTEMBER 11. THE VIEWING WILL RUN FROM 10:00AM-12:00NOON.
7. INDIVIDUAL PLAYERS MUST REGISTER IN THE 87 GYM OFFICE ON SEPTEMBER 7 & SEPTEMBER 8 AND PAY THE NON-REFUNDABLE REGISTRATION FEE OF \$10 PER PERSON. BASEBALL LEAGUE IS LIMITED TO THE FIRST 60 PLAYERS TO SIGN UP AND PAY THE FEE, FIRST COME FIRST SERVED.
8. GAMES WILL BE PLAYED ON TUESDAY AND THURSDAY FROM 5:00PM-7:00 AND ON SUNDAY FROM 12:00-4:00PM. **(PLAYERS WILL NOT BE ALLOWED TO REGISTER FOR THIS LEAGUE IF THEY HAVE CONFLICTS WITH ANY THESE GAME DAYS AND TIMES)**
9. THE FOLLOWING POINT SYSTEM WILL BE USED TO DETERMINE THE LEAGUE STANDINGS:

WIN: 2 POINTS

TIE: 1 POINT

THE TOP TWO TEAMS WILL PLAY A BEST OF THREE SERIES TO DETERMINE THE CHAMPION.

THE FOLLOWING TIE BREAKERS WILL BE USED TO DETERMINE THE TOP TWO TEAMS:

1. HEAD TO HEAD
2. WIN VS TEAMS IN DESCENDING ORDER
3. COIN TOSS

10. ALL PLAYERS MUST PROVIDE THEIR OWN PERSONAL EQUIPMENT:

GLOVES, CLEATS, BASEBALL PANTS OR SWEATPANTS, CATCHER'S GEAR AND BATTING GLOVES. NO PLAYERS WILL BE ALLOWED TO PARTICIPATE WITHOUT PROPER BASEBALL WEAR AND EQUIPMENT.

11. THE INTRAMURAL OFFICE WILL PROVIDE:

UMPIRES, BATS, BALLS AND BATTING HELMETS

12. ALL GAMES WILL BE PLAYED ON THE ROBISON BASEBALL FIELD

13. TEAM ROSTERS WILL CONSIST OF A MINIMUM OF 12 PLAYERS AND A MAXIMUM OF 15 PLAYERS.

14. PITCHER'S AND CATCHERS MUST SHOW UP 20 MINUTES BEFORE THE SCHEDULED GAME START TIME TO WARM UP. GAMES MUST START ON THE HOUR.

A GAME CANCELED DUE TO WEATHER IS CONSIDERED OFFICIAL AFTER 3 COMPLETE INNINGS.