A. ELIGIBILITY
   Interhall: Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides. GFS: Notre Dame graduate students, faculty, and staff are eligible for participation. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
   All games will be played at Boehm Park.

C. FORFEITS/RESCHEDULES:
   If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call Alex Morrison, Intramural Intern 631-3536 before 3:00 pm the day of the game or 12:00 pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 6-0 win for your opponent.

D. SCHEDULE:
   All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
   No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

F. ROSTER ADDITIONS:
   Players may be added to the roster at any point during the regular season. Players may not be added during playoffs. **For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector’s signature.**

G. INSURANCE WAIVERS:
   All players must fill out an insurance waiver before playing intramural sports. Waivers will be handed out at captains meetings and will also be available at the game site.

H. CHECK-IN:
   It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

I. SPORTSMANSHIP:
   Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff. **Baseball:** On offense, the current batter/runner and the next batter will be called out. On defense, the batter/runner will be safe and the next batter will be awarded 2nd base. All runners on base will advance 2 bases.

J. ALCOHOL, TOBACCO & DRUGS:
   Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

NFHS rules will be followed except for the ones noted below.

A. SCORING AND TIMING
   1. GAME TIME IS FORFEIT TIME!
   2. Games will be six innings. However, no new inning may start after 80 minutes and the last game must end by 11:00pm.
   3. Any team up by 12 after 3 innings, 10 after 4 innings, and 8 after 5 innings will be declared the winner.
   4. Regular season games may end in a tie.
   5. Playoffs only: Extra innings will be played to determine a winner.

B. PLAYERS:
   1. A team consists of 9 players but may start with as few as 8 players to avoid a forfeit.
   2. Teams may bat as many players as show up as long as the batting order remains constant, but only nine may play the field.
   3. Free substitution is permitted. However, the batting order must remain constant. No player may bat in more than one position in the batting order.
   4. Once removed from a pitching position, a player may not pitch again in that game.

C. EQUIPMENT
   1. All equipment, except gloves, will be available.
   2. Catchers must wear full gear with hockey style mask or 1 piece mask/helmet set.
   3. Metal cleats are permitted.
   4. Anyone throwing helmets or bats may be ejected from the game.
   5. *New for 2012*: All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be labeled with a silkscreen or other permanent certification mark. No BBCOR label, sticker or decal will be accepted on any non-wood bat. The certification mark shall be rectangular, a minimum of one inch on each side and located on the barrel of the bat in any contrasting color to read” “BBCOR .50.”