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IU Southeast Intramural Flag Football

**THE GAME, FIELD, PLAYERS AND EQUIPMENT**

**GENERAL RULES**
1. The game should be played between 2 teams of 7 players each. Five players are required to avoid a forfeit.

2. The game shall be played under the supervision of 2 to 4 officials.

3. A speaking captain must be selected to make all decisions and shall be the only one who addresses the officials.

4. Team representatives, including players, substitutes, replaced players, coaches, trainers, and other persons affiliated with the team are subject to the rules of the game, and shall be governed by decisions of officials assigned to the game.

5. Only IUS and Ivy Tech students, staff, faculty can participate in Flag Football. All players will need to show their student ID upon request.

**THE FIELD**
1. The field should be a minimum of 40 yards in width, and will contain three (3) twenty (20) yard zones with a ten (10) yard end zone on each end.

2. A one (1) yard wide line should be marked at each end at the three and ten yard lines in the middle of the field. These lines shall be used for the extra point try when a team scores a touchdown.

**GAME AND PLAYER EQUIPMENT (LEGAL)**
1. Football - The official ball shall be pebble-grained leather or rubber covered and shall meet the recommendations of size and shape for a regulation football. Men shall use the regular size while women shall use the intermediate, junior, or youth size. The referee shall be the sole judge of any ball offered for play and may change the ball during play at his/her discretion.

2. Spot discs - Two ball spotters (rubber disks) are required. One, which shall mark the offensive scrimmage line. The second will mark the defensive scrimmage line, one yard away from the offensive line of scrimmage.

3. Jerseys - Players of opposing teams must wear contrasting colored jerseys, and/or pinnies.

4. Pants / Shorts - Each player must wear pants or shorts without any belt(s), belt loop(s), or exposed drawstrings. The pants or shorts must be a different color than the flags.

5. Flag belt - Each player must wear a one-piece belt at the waistline with three flags permanently attached, one flag on each side and one in the center of the back. 
   A. **Penalty:** Dead Ball Foul - Failure to have flag belt legally attached prior to the snap, 5 yards from the succeeding spot.

6. Gloves - Players may wear gloves which must consist of a soft, pliable and nonabrasive material.

7. Headwear – Players are not permitted to wear bandanas. Players may wear knit stocking caps, or elastic headbands. Hats may not have a bill.

8. Shoes – Shoes with cleats must be made of soft pliable plastic or rubber. No exposed metal cleats are permitted. (See illegal player equipment.)
GAME AND PLAYER EQUIPMENT (ILLEGAL)
1. A player wearing illegal equipment shall not be permitted to play. This applies to any equipment, which, in the opinion of the referee, is dangerous or confusing. Types of equipment or substances which shall always be declared illegal include:
   A. Headgear containing any hard, unyielding, or stiff material, including billed hats.
   B. Jewelry
   C. Pads or braces worn above the waist.
   D. Shoes with metal, ceramic, screw-in, or detachable cleats. Any team found wearing illegal equipment will be penalized 15 yards, and the second warning results in a forfeit.
   E. Shirts or jerseys, which do not remain, tucked in. Any hood on a coat, sweatshirt, or shirt, which does not remain tucked in.
   F. Pants or shorts with any belt(s), belt loop(s), pocket(s) or exposed drawstring(s).
   G. Leg and knee braces made of hard, unyielding material, unless covered on both sides and all edges overlapped, and any other hard substance is covered with at least 1/2 inch of closed cell slow recovery rubber or other material of similar thickness and physical properties.
   H. Towels attached at the player's waist (flag only).

2. An official time out shall be declared to permit prompt repair of equipment, which becomes illegal or defective through use (except for illegal shoes).

DEFINITIONS OF PLAYING TERMS

Catch - A catch is an act of establishing player possession of a live ball in flight. One foot is required to be in bounds when establishing a catch.

Clipping – Clipping is running or diving into the back, or throwing or dropping the body across the back of the leg or legs of an opponent, or pushing an opponent in the back.

Encroachment - Encroachment is a term to indicate a defensive player is illegally in the neutral zone. An entering substitute is not considered to be a player for encroachment restrictions until he/she is on his/her team's side of the neutral zone.

Fair Catch – A signal made by receiving person of a punt in which the receiver cannot run after catching the ball and the ball is immediately down when caught.

Foul – A foul is a rule infraction for which a penalty is assessed.

Fumble - A fumble is a loss of player possession other than by handing passing or kicking the ball.

Goal Line – Each goal line is a vertical plane separating the end zone from the field of play. The plane of goal extends beyond the sideline.

Hurdling - Hurdling is an attempt by a player to jump with one or both feet or knees foremost over a player who is on his/her feet.

Interception - A catch of an opponent's pass or fumble in flight is an interception.

Live Ball - A pass or fumble, which has not yet touched the ground, is a live ball in flight and therefore can be caught and advanced by either team.
Neutral Zone - The neutral zone is the area between the offensive and defensive line of scrimmage that has been established by the spot cone markers and extends to each sideline. It is established when the ball is ready for play.

Pass (Forward and Backward) - A forward pass is a pass thrown with its initial direction toward the opponent’s end line. A backward pass is a pass thrown with its initial direction parallel with or toward the passer’s end line. A pass continues to be a pass until it is caught or strikes the ground. A backward pass that hits the ground is ruled the same as a fumble. It will be dead at the spot where it strikes the ground.

Penalty – A penalty is a loss imposed by rule upon a team that has committed a foul.

Protective Scrimmage Kick – A punt in which prohibits either team from advancing beyond their scrimmage lines until the ball is kicked.

Punting - A punt is kicking the ball by a player who drops it and kicks it before it hits the ground.

Screen Blocking - Screen Blocking is legally obstructing an opponent without initiating contact with him/her with any part of the screen blocker’s body.

Tagging - Tagging is placing one hand anywhere between the shoulders and knees of an opponent with the ball. The tagger may leave his/her feet to make the tag. Pushing, striking, slapping, and holding are not permitted. If a player trips the runner in his/her attempt to make a diving tag, it is a penalty.

Tripping – Tripping is the use of the lower leg or foot to obstruct an opponent, including the runner, below the knee.

PERIODS, TIME FACTORS, SUBSTITUTIONS

1. Game time is forfeit time.

2. Captains Choice and Pinnies – The second team on the scoresheet shall be the home team and have the choice in the first half or the second half (either a 20 yard line start or defense). Whichever team chooses to start on offense or defense, the other team chooses the direction. The third choice is the Pinnies and can either be worn by either the visiting team or the team which shows up last (referees discretion).

3. Length of game - Playing Time shall be 40 minutes, divided into two halves of 20 minutes each. The intermission between halves shall be 2 minutes. When overtime is used, there will be a 3 minute intermission.

4. Shortened Periods - Before the start of the game, playing time may be shortened by mutual agreement of the field captains and the Referee. Anytime during the game, the playing time of any remaining period(s) may be shortened by mutual agreement of the opposing captains and the Referee.

5. Extended Periods - A half may be extended by an untimed down when, during the last timed down, one of the following occurred:
   A. If there was a foul by either team and the penalty is accepted.
   B. If there was a double foul.
   C. If there was an inadvertent whistle and the down is to be replayed.
   D. If a touchdown was scored, the try is attempted unless the touchdown is scored during the last down of the second half and the point(s) would not affect the outcome of the game or playoff qualifying.

6. Continuous Clock - The Clock will start when the ball is legally snapped. It will run continuously for the first 19 minutes unless it is stopped for:
   A. Team time-out (clock resumes on snap of next play)
B. Referee's time-out (clock resumes on official’s ready to play whistle)

7. 2–Minute Warning - Approximately 2 minutes before the end of each half the Referee shall stop the clock and inform both captains of the playing time remaining in that half. The Back Judge will announce to the captains the remaining time and status of the clock after every play during the final 2 minute.

8. Stopped Clock - During the final 1 minute of the second half the clock will stop for the following and resume on the snap of the next play unless otherwise noted:
   A. Incomplete Pass
   B. Out-of-Bounds
   C. Score (touchdown or safety)
   D. Team time-out
   E. Fair Catch
   F. Penalty and administration
   G. Referee's Time-out - starts at his/her discretion
   H. Touchback
   I. Change of Possession
   J. Team attempting to conserve time illegally

9. Timing Errors - The Referee shall have the authority to correct obvious timing errors if discovery is prior to the second live ball following the error unless the period had officially ended.

10. Tie Game - In case of a playoff game ending in a tie score, (regular season does not have over time) the officials must bring all players and coaches of both teams to the center of the field. They will discuss the tiebreaker procedures and answer all questions prior to the coin toss. After this meeting the field captains will stay while the remaining players and coaches return to their respective sidelines.
   A. A coin will be flipped or odd/even choice by the captain will determine the options as in the start of the game. The winner of the toss shall be given the options of offense, defense, or direction. The loser of the toss shall make a choice of the remaining options. Each overtime period begins with a coin toss or odd/even choice.

   B. ALL OVERTIME PERIODS ARE PLAYED TOWARD THE SAME GOAL LINE.

   C. Unless moved by penalty, each team will start 1st and goal from the 20 yard line. The object will be to score a touchdown. An overtime period consists of one possession by each time. If the score is still tied after one period, they go to a second period or as many as needed to determine a winner. If the first team which is awarded the ball scores, the opponent still has a chance to win the game. If the defense intercepts the pass or fumble and returns it for a touchdown, they win the game. If they do not return the interception for a touchdown, the ball will belong to the defense, as the offense did not convert their chance. They must convert to win or another period starts. Each team is entitled to one time-out per overtime period.

   D. Penalties - The offense should be awarded a new series of 4 downs when the penalty for defensive pass interference or roughing the passer is accepted. Dead ball fouls following a successful try will be penalized from the succeeding spot.

11. Time-Outs – Each team is entitled to 2 charged timeouts per game.
   A. The Referee shall declare time-out when he/she suspends the play for any reason. Each time-out shall be charged either to the Referee or one of the teams.
B. The Referee shall declare an official's time-out when a team is illegally conserving time and administer a five-yard penalty.

C. The Referee may declare an official's time-out for any contingency not covered elsewhere by the rules.

D. Coach-Referee Conference - When a team requests a charged time-out for a misapplication or misinterpretation of a rule, the Referee will confer with the IM supervisor and team captain or coach. The request must be made prior to the time the ball becomes alive following the play to be reviewed unless the period has officially ended. At the end of the half the team has until the first snap of the second half to protest.

E. An injured or apparently injured player, who is discovered by an official while the ball is dead and the clock is stopped, shall be replaced for at least one down unless the halftime or overtime intermission occurs. A player who is bleeding, has an open wound, or has blood on the uniform shall be considered injured.

12. Delay of Game - The ball must be put in play promptly and legally and any action or inaction by either team, which tends to prevent this, is a delay of game. This includes:
   A. Failure to snap or free kick within 25 seconds after the ball is ready for play.
   B. Putting the ball in play before it is declared ready for play.
   C. Deliberately advancing the ball after it has been declared dead.

   D. Penalty: Delay of Game, 5 yards from previous spot.

13. Unfair Tactics - The Referee may order the game clock started or stopped whenever, in his/her opinion, either team is trying to conserve or consume playing time by tactics obviously unfair.

14. Substitutions - No substitute shall enter during a down. All substitutions must enter the game during a dead ball.

**SERIES OF DOWNS, NUMBER OF DOWN, & THE TEAM POSSESSION AFTER PENALTY**

1. Each team receives four (4) downs to pass the zone-line-to-gain or end zone.

2. The zone line-to-gain in any series shall be the zone in advance of the ball, unless distance has been lost due to penalty or failure to gain. In such case, the original zone in advance of the ball at the beginning of the series of downs is the zone line-to-gain. The most forward point of the ball, when declared dead between the goal lines, shall be the determining factor.

3. A new series of downs shall be awarded when a team moves the ball into the next zone on a play free from penalty; or a penalty against the opponents moves the ball into the next zone; or an accepted penalty against the opponents involves an automatic first down; or either team has obtained legal possession of a ball as a result of a penalty, free kick, protected scrimmage kick, touchback, pass interception, or failure to gain the zone in advance of the ball.

4. If offsetting fouls occur during a down, that down shall be repeated.

   **Exception:** If each team fouls during a down in which there is a change of team possession, the team last gaining possession may retain the ball, provided its foul was not prior to the final change of possession and it declines all penalties for its opponent's fouls, other than unsportsmanlike.
KICKING THE BALL AND FAIR CATCH

Protected Scrimmage Kick

1. Prior to making the ball ready for play on fourth down, the Referee must ask the offense if he/she wants a protected kick (punt). The Referee must communicate this decision to the defensive captain and the other officials.

2. The offense must have all field players (typically 6) except the punter on the line of scrimmage. The defense must have at least 5 players within 1 yard of their scrimmage line. All players on the line of scrimmages must remain motionless until the kick is made. A line player may not raise his/her arms to distract the kicker or block the kick. If either teams’ players on the line of scrimmage move to the contrary, a penalty is incurred. Penalty: Illegal Procedure, 5 yards from the previous spot.

3. The kicker must be at least 5 yards behind the scrimmage line when receiving the snap. After receiving the snap, the kicker must kick the ball immediately and in a continuous motion.

4. Any kick caught by the kicking team behind the line of scrimmage cannot be advanced. Fair Catch

5. Any receiver may signal for a fair catch while any kick is in flight and is beyond the kicker’s free kick line.

6. If any receiver gives a valid signal for a fair catch and catches the kick beyond the kicker’s line and between the goal lines, it is a fair catch and the ball becomes dead.

7. After a valid fair catch signal by any member of the receiving team, no receiver may advance the ball. When receiving a protected kick the receiver may call for a fair catch. The player must signal intention by extending one arm above his/her head and waving laterally from side to side more than once.

8. An invalid fair catch signal is any signal by a receiver before the kick is caught or recovered that does not meet the requirements of a valid signal or after the kick has touched a receiver or the ground.

SNAPPING, HANDLING, PASSING, RECEIVING, RUNNING THE BALL

Prior to the Snap

1. Following the ready for play and until the snap, no player on defense may encroach, touch the ball, nor may any player contact opponents or in any other way interfere with them. This includes standing in the neutral zone to give defensive signals, or shifting through the zone. After the snapper has placed his/her hands on the ball, it is encroachment for any player to break the scrimmage line plane, except for the snapper’s right to be over the ball. Penalty: Dead Ball Foul, encroachment, 5 yards from the previous spot.

2. The snapper, after assuming position for the snap and adjusting the ball, may neither move nor change the position of the ball in a manner simulating the beginning of a play until it is snapped. An infraction of this provision may be penalized, whether or not the ball is snapped, and the penalty for any resultant encroachment or contact foul by an opponent shall be cancelled.

Position and Action during the Snap

1. The offensive team must have at least 4 players on their scrimmage line at the snap. Penalty: Illegal Procedure, 5 yards from previous spot.

2. All offensive players must be within 15 yards of the ball. Penalty: Illegal Procedure, 5 yards from previous spot.
3. One offensive player may be in motion, but not in motion toward the opponent's goal line.  
   **Penalty**: Illegal Motion, 5 yards from previous spot

4. The player who receives the snap must be at least two yards behind the offensive scrimmage.  
   **Penalty**: Illegal Procedure, 5 yards from previous spot

5. In a snap preceded by a huddle or shift, all offensive players must come to a complete stop and remain stationary in legal position without movement of feet, body, head, arms for at least one full second before the snap.  
   **Penalty**: Illegal Motion, 5 yards from previous spot.

**Passing and Receiving**

1. There is no diving while running with the ball. A receiver may dive to catch a ball. A defensive player may dive for to try to remove a flag.

2. A runner may pass the ball backward or lose player possession by a fumble at anytime except if intentionally thrown out-of-bounds to conserve time or to avoid being deflagged/tagged.

3. A backward pass or fumble which touches the ground between the goal lines is dead at the spot where it touches the ground and belongs to the last team in possession unless lost on downs.

4. A backward pass or fumble that goes out-of-bounds between the goal lines belongs to the team last in possession at the out-of-bounds spot. If out-of bounds behind a goal line, it is a touchback or safety.

5. If an offensive player fumbles the ball prior to reaching the end zone and the ball lands in the end zone, the offensive team shall retain possession at the spot of the fumble.

6. All players are eligible to catch a pass.

7. A forward pass is illegal:
   A. If the passer's foot is beyond the line of scrimmage.
   B. If intentionally thrown to the ground or out-of-bounds to save loss of yardage.
   C. If there is more than one forward pass per down.

8. The line of scrimmage remains throughout the play. A team may advance the ball across the line of scrimmage by laterals or runs, and then lateral the ball behind the line for a forward pass attempt.

9. If a player attempts a catch or intercept while in the air, the player must contact the ground inbounds with the ball in his/her possession prior to touching out-of-bounds, unless an opponent's contact causes him/her to first touch out-of-bounds.
   A. If one foot first lands in-bounds and the receiver has possession and control of the ball, it is a catch or interception although a subsequent step or fall takes the receiver out-of-bounds.
   B. A loss of ball simultaneously with returning to the ground is not a catch or interception.

10. A player may, while jumping in the air to attempt a catch, may pass (tip) the ball forward provided he/she has not touched the ground yet.

11. Pass Interference - Contact that interferes with an eligible receiver who is beyond the line of scrimmage is pass interference unless it occurs when 2 or more eligible receivers make a simultaneous and bona fide attempt to reach, catch, or bat a pass. It is also pass interference if an eligible receiver is deflagged/tagged prior to touching the ball on a pass thrown beyond the line of scrimmage.
   A. Offensive Pass Interference - after the ball is snapped, and until a receiver has touched it, there shall
be no offensive pass interference beyond the line of scrimmage.

Penalty: Offensive Pass Interference, 10 yards from previous spot, loss of down

B. Defensive Pass Interference - after the pass is thrown, and until it is touched, there shall be no
defensive pass interference beyond the line of scrimmage while the ball is in flight.

Penalty: Defensive Pass Interference, 10 yards from previous spot, automatic first down

12. Roughing the passer – Defensive players must make a definite effort to avoid charging into the passer after it is clear
the ball has been thrown, also there should be no attempts to hit the player’s arm during a throwing motion.

Penalty: Roughing the Passer, 10 yards, automatic first down

Running and Flag Belt Removal

1. Flag Belt Removal - When the flag belt is clearly taken from the runner in possession of the ball, the down shall end and
the ball is declared dead. A player who removes the flag belt from the runner should immediately hold the flag belt
above his/her head to assist the official in locating the spot where the capture occurred.

A. Players must have possession of the ball before they can legally be deflagged.

B. When a runner loses his/her flag belt either accidentally, inadvertently (not removed by grabbing or
pulling), or on purpose, play continues. The deflagging reverts to a one-hand tag of the runner
between the shoulders and knees.

C. In circumstances where a flag belt is removed illegally, play should continue with the option of the
penalty or the play.

D. A defensive player intentionally pulling a flag belt from an offensive player without the ball is illegal.
The official shall warn the team, any further penalty will result in an unsportsmanlike conduct.

E. Tampering with the flag belt in any way to gain an advantage including tying, using foreign materials,
or other such acts is illegal.

F. A player may leave his/her feet when trying to remove the flag.

2. Contact - In an attempt to remove the flag belt from a runner, defensive players may contact the body and shoulders,
but not the face, neck or any part of the head of an opponent with their hands. A defensive player may not hold, push,
or knock the runner down in an attempt to remove the flag belt.

Penalty: Defensive Holding, 10 yards from spot

3. Flag Guarding - A runner shall not flag guard by using their hands, arms, or the ball to deny the opportunity for an
opponent to pull or remove the flag belt. A player may use a spin move, however, must keep their arms away from their
flag to avoid flag guarding.

Penalty: Flag guarding, 10 yards from the spot of the penalty.

4. Face Guarding – A defensive player may not use their arms and hands to intentionally obstruct the receiver’s view of the
ball.

Penalty: Face guarding, 10 yards, automatic first down.

5. Stiff Arm – A runner shall be prohibited from contacting an opponent with an extended hand or arm which includes the
use of a “stiff arm” to flag guard

Penalty: Stiff Arm, 10 yards from the spot of the penalty

6. Helping the runner – A player shall not grasp, pull, push or aid any teammate runner.

Penalty: Helping the Runner, 5 yards from spot of the penalty.
**Blocking**

1. **Offense Blocking** – The offensive blocking shall take place without contact. The blocker shall have his/her hands and arms at his/her side or behind his/her back. Any use of the hands, arms, elbows, legs, or body to initiate contact during an offensive block is illegal.
   **Penalty:** Personal Foul, 10 yards from the spot of the penalty

2. **Interlock Blocking** - Teammates of a runner or passer may interfere for him/her by screen blocking, but shall not use interlocked interference by grasping or encircling one another in any manner.

3. **Defensive Rush and Use of Hands** – Defensive players must attempt to go around the offensive blocker.
   Defensive players must not use any part of his/her arms, hands, elbows, or any part of the body to contact the offensive player.
   **Penalty:** Personal Foul, 10 yards from previous spot

**SCORING PLAYS AND TOUCHBACKS**

**Mercy Rule**

1. If a team is 19 or more points ahead with 5 minutes to go in the second half, the game shall be officially called.
2. If a team scores during the last 5 minutes of the second half and that score creates a point differential of 19 or more the game shall end at that point.

3. The team can still play if they want. (Service to participate) Touchdown

4. All touchdowns are 6 points

5. A touchdown shall be scored when a legal forward pass is completed or a fumble or backward pass is caught behind the opponent’s goal line or when a player is legally in possession of the ball and penetrates the vertical plane of the opponent's goal line.

**Extra Point Try = 1, 2, or 3 Points**

1. An opportunity to score 1 point from the 3-yard line or 2 points from the 10 yard line, or 3 points from the 20 yard line shall be granted to the team scoring a touchdown. While time is out there shall be one scrimmage play, unless changed by penalty.

2. The Referee must speak to the field captain, asking him/her whether the try shall be from the 3 or 10-yard line. Once the scoring team makes the choice, he/she may change the decision only by taking a charged team time out.

3. If a double foul occurs during the down, the down shall be replayed. When a distance penalty is incurred by the offense during a successful try, the down will be repeated, if accepted. However, if the offense penalty carries a loss of down, the try has ended and will not be repeated.

**Safety = 2 points**

1. It is a safety when a runner carries the ball from the field of play to or across his/her own goal line, and it becomes dead there in his/her team's possession.
   **Exception:** Momentum Rule

2. A safety is also when an offensive player commits a foul for which the penalty is accepted and the measurement is from the spot of the foul that is in the end zone.
3. When a safety is scored, the ball belongs to the defending team, and they shall put the ball in play from the 20 yard line.

**CONDUCT OF PLAYERS AND OTHERS**

**Unsportsmanlike Conduct**
1. No player shall commit non-contact acts during a period or intermission. Examples include, but are not limited to:
   A. Any acts of unfair play.
   B. Using disconcerting acts or words prior to the snap in an attempt to interfere with the offense's signals or movements.
   C. Intentionally kicking at any opposing player.
   D. Intentionally swinging an arm, hand or fist at any opposing player.

2. Dead Ball Player Fouls
   A. Intentionally kicking the ball.
   B. Spike the ball into the ground.
   C. Throw the ball high into the air.

3. Prohibited Acts - There shall be no unsportsmanlike conduct by players, substitutes, coaches or others subject to the rules. Examples include, but are not limited to:
   A. Attempting to influence a decision by an official.
   B. Disrespectfully addressing an official.
   C. Indicating objections to an official's decision.
   D. Holding an unauthorized conference, or being on the field illegally.
   E. Using profanity, insulting or vulgar language or gestures.
   F. Intentionally contacting a game official physically during the game by persons subject to the rules.

**Personal Fouls**
1. No player shall commit a personal foul during a period or an intermission. Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul. No player shall:
   A. Punch, strike, strip, steal, or attempt to steal the ball from a player in possession.
   B. Trip an opponent.
   C. Contact an opponent who is on the ground.
   D. Throw the runner to the ground.
   E. Hurdle any other player.
   F. Contact an opponent either before or after the ball is declared dead.
   G. Make any contact with an opponent that is deemed unnecessary of any nature including using fists, locked hands, elbows, or any part of the forearm or hand, except according to Flag Rules.
   H. Deliberately drive or run into a defensive player.
   I. Clip an opponent.
   J. Tackling the runner.

**ENFORCEMENT OF PENALTIES**

1. Captain’s Choice - When a foul occurs during a live ball, the referee shall, at the end of the down, notify both captains. The referee shall inform the captain of the offended team regarding the rights of penalty acceptance or declination and shall indicate to him/her the number of the ensuing down, distance to be gained, and status of the ball for each available choice. The distance penalty for any foul may be declined. If the penalty is declined or if there is a double foul, there is no loss of distance. A captain’s choice of options may not be revoked.

2. Live Ball Fouls – Any live ball foul is penalized according to the all-but one enforcement principle, except:
   A. A foul that occurs simultaneously with the snap or free kick is penalized from the previous spot.
B. A non-player foul, unsportsmanlike foul, or dead ball foul is penalized from the succeeding spot.

3. Dead Ball Fouls – When a foul occurs during a dead ball either between downs or before a snap or free kick, the officials shall not permit the ball to become live.

4. Establish Zone-line-to-gain - On a live ball foul mark off the penalty yardage first, then establish the zone line to gain. However, with a dead ball foul, establish the zone line to gain first, and then mark off the penalty yardage.

5. All-But-One Principle - Enforcement philosophy is based on the fact that a team is given the advantage of the distance that is gained without assistance of a foul. It is assumed that the only foul that would give this aid is a foul by the offense behind the basic spot. Therefore, all fouls but this one, that is a foul by the offense behind the basic spot, are penalized from the basic spot. This one foul is penalized from the spot of the foul.

6. Loose Ball Play – If a foul occurs during a loose ball play, the basic enforcement spot is the previous spot either the spot of the snap or the free kick.

7. Running Play – If a foul occurs during a running play, the basic enforcement spot is the spot where the related run ends.

8. Half the Distance - A measurement cannot take the ball more than half the distance from the enforcement spot to the offending team’s goal line. If the penalty is greater than this, the ball is placed halfway between the enforcement spot and the goal line.

9. Safety / Goal Line - If the offensive team throws an illegal forward pass from its end zone or commits any other foul for which the penalty is accepted and measurement is from or behind its goal line which is now the basic spot, it is a safety. For a defensive team foul, if the enforcement spot that is now the basic spot is on or behind the offended team’s goal line any measurement is from the goal line.

10. Foul on a Score - If there is a player foul by the offensive team other than unsportsmanlike or non-player, during a down which results in a successful touchdown or try, the acceptance of the penalty nullifies the score. If there is a player foul by the defensive team, other than unsportsmanlike or non-player, during a down which results in a successful touchdown or try, the penalty is automatically declined.

11. Foul Prior to a Try - When a foul occurs after a touchdown and before the ball is ready for play for the try, the enforcement is at the succeeding spot where the ball will be next snapped for the try, usually the 3 or 10 yard line.

12. Double Foul - It is a double foul if both teams commit fouls, other than unsportsmanlike or non-player, during the same live ball period in which:
   A. There is no change of possession.
   B. There is a change of possession, and the team in possession at the end of the down fouls prior to final change of possession.
   C. There is a change of possession and the team in final possession accepts the penalty for its opponent’s foul. In all three, the penalties cancel and the down is replayed.

   EXCEPTION: If each team fouls during a down in which there is a change of team possession, the team last gaining possession may retain the ball, provided its foul is not prior to the final change of possession and it declined the penalty for its opponents foul(s), other than unsportsmanlike or non-player.

13. Multiple Live Ball Fouls - When 2 or more live ball fouls are committed by the same team, only one penalty may be chosen except when a foul(s) for unsportsmanlike or non-player conduct occurs. In such cases, the penalty/penalties for the unsportsmanlike conduct or non-player fouls are administered from the succeeding spot as a dead ball foul.

14. Multiple Dead Ball Fouls - Penalties for dead ball fouls are administered separately and in the order of occurrence.
Dead ball fouls are not coupled with live ball fouls or other dead ball fouls to create double or multiple fouls. Penalize all unsportsmanlike and non-player fouls separately.

CO-RECREATION FOOTBALL RULES

THE GAME: The game shall be played between 2 teams of 8 players, 4 men and 4 women. Teams with 7 players shall be 4 women and 3 men. Six players, 3 men and 3 women, or 4 women and 2 men are needed to avoid forfeit.

THE BALL: The intermediate, junior or youth size football should be used.

PROTECTED SCRIMMAGE KICK: Both teams must have and maintain at least 5 players within 1 yard of their line of scrimmage and remain motionless until the kick is made.
Penalty: Illegal Procedure, 5 yards from the previous spot.

PROTECTED KICK MALE RECEIVER: On a free kick down a receiving team male player may advance forward with the ball a maximum of two steps. A male may carry the ball backward or parallel. A female runner only may advance the ball forward. However, after the receiving team has caught the free kick, if there is a subsequent change of team possession, any male or female player may advance the ball.
Penalty: Illegal Procedure, spot of the male advance, 5 yards.

MINIMUM LINE PLAYERS: The offensive team must have at least 5 players on their scrimmage line at the snap.
Penalty: Illegal Procedure, 5 yards.

MALE RUNNER: A male runner cannot advance the ball through the line of scrimmage. There are no restrictions: during a run by a male runner once the ball is beyond the line of scrimmage: during a run by a female runner; and after a change of possession.
Penalty: Illegal Procedure, 5 yards from previous spot.

MALE TO MALE COMPLETION: During the offensive team’s possession there may not be 2 consecutive legal forward pass completions from a male passer to a male receiver. This rule applies to co-rec only. If a male passer completes a legal forward pass to a male receiver, the next legal forward pass completion or run must involve a female passer, a female receiver or a female runner for positive yards. The spot where the ball becomes dead by rule must be beyond the offensive line of scrimmage. There are no other restrictions concerning a male passer completing legal forward pass to a female receiver, or a female to female, or female to male.
Penalty: Illegal Forward Pass, 5 yards from spot where the second consecutive male-to-male completed legal forward pass is released, and a loss of down. Any foul, whether accepted or declined, shall have no effect on whether the next legal forward pass completion is “open” or “closed.”

MERCY RULE: If a team is 25 or more points ahead with 5 minutes to go in the second half the game shall be officially called. If a team scores during the last 5 minutes of the second half and that creates a point differential of 23 or more the game shall be officially called.

TOUCHDOWN VALUE: If a female player scores a touchdown, the point value is 9.
IU Southeast Intramural Dodgeball

Team Size
1. Six (6) players constitute a full team.
2. You may start and finish the game with five (5) players.
3. Teams must start all games with at least 2 female players.
4. All players must present either a valid IU Southeast identification (IUS) or a current to Intramural Staff to be eligible to play.
5. Teams must arrive ready to play no more than 5 minutes after the scheduled game time or else a forfeit will be declared.

Equipment
1. Players must wear proper attire (athletic type shoes, shirts etc.).
2. Official "dodgeballs" will be supplied.
3. Six dodgeballs will be used per court.

Playing Time, Time-outs, and Player Substitutions
1. Matches will be decided using the best of 5 formats. The first team to win 3 games will be declared the winner of the match.
2. Each team is allowed one 60 second time-out per match.
3. Substitutions can only be made between games or during time outs and must be for the same sex.

Game Play
1. The object of the game is to eliminate all opposing players by getting them out.

2. An OUT is scored by:
   A. Hitting a player with a live thrown ball below the shoulders.
      Note: A player who is hit in the head (who did not duck) is not out. The thrower is out. If the player hit in the head did duck, he/she is out. No consequence for the thrower.
   B. Catching a live thrown ball by your opponent.
      Note: The team that caught the ball returns eliminated player to their team. Players return to the game in the order that they were eliminated.
   C. If a thrown ball is deflected and then caught before it hits the ground, the thrower is out.
   D. Causing an opponent to drop a held ball as a result of contact by a thrown live ball. (usually occurs when a ball is being used to block a thrown ball)
   E. A ball rebounding off a “catch” attempt may be caught before touching the floor, wall or backboard by any in bounds player on the “hit” players team. Result: The thrower is out

Miscellaneous
1. Out-Of-Bounds: A player hit, a ball caught, or a ball thrown outside the boundaries of the court does not count as an out.
2. A ball rebounding off a wall, backboard, etc. and caught or hitting a player does not eliminate that player.
3. When all the players of a team have been declared out, the other team wins the game and the score is reported to the official. A new game begins if time is remaining.

Boundaries
1. During play, all players must remain in the boundary lines.
2. Players must pass through their end line only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
3. When retrieving a ball, the player must also immediately re-enter the playing area only through their end line.
   Note: A player not immediately re-entering the playing area may be declared out.
4. A player may be handed a ball, provided the player receiving the ball remains completely within their teams’ field boundaries. Players may be handed a ball while standing out of bounds.

5. A player may be declared out if:
   A. Any part of their body contacts the playing surface on or over sideline.
   B. They enter or re-enter the field through the sideline.
   C. They leave the playing area to avoid being hit by or attempt to catch a ball.
   D. They have any part of their body cross the centerline and contact the ground on their opponents’ side of the court.

Note: A player may, without penalty, step on the centerline.

**Beginning the game**
1. The game begins by placing an equal number of dodgeballs along the centerline on each side of the hash mark. A standard game consists of 6 balls, 3 on each side of the hash mark.
2. Players take position behind their end line.
3. Following the signal by the official, teams may approach the centerline to retrieve balls.

**Opening Rush Rule**
1. Each and every ball retrieved at the opening rush must first be taken or passed beyond the attack line and into the team’s back court before it may be legally thrown at an opponent.

**Area of Eliminated Players**
1. Eliminated players will form line on their side of the court next to the end line. These players must remain in the order that they were eliminated with the first person eliminated closest to the end line. Every time a ball is “caught” the eliminated players from that team can re-enter the game in the order eliminated.

2. Eliminated players may throw an out-of-bounds ball back to their team; they may not throw a ball at the other team or hold on to the ball. If an eliminated player holds on to a ball, the official or supervisor will warn them to throw the ball to a teammate or roll it away from them. If they do not comply within 5 seconds after the warning, one of their teammates will be eliminated by the opposing team’s choice.

**Stalling and 5-second Violation**
1. A team trailing during a game must be given the opportunity to eliminate an opposing player. This requires that the trailing team must have a ball at their disposal.

2. It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all the balls they must get at least one ball across the attack line and into the opponent’s back court. If this is not done within 5 sec., a 5-sec. violation will be called.

3. A team may avoid a 5-sec. violation by rolling or throwing a ball into the opponent’s back court, not throwing at the opponent.

   Note: Only an official can call a 5-sec. violation.

**Rule Enforcement**
1. Rules will be enforced primarily by the “honor system”. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.
Sportsmanlike Conduct:
1. Minor Penalty: As a result of a player in violation of unsportsmanlike behavior he/she will be removed from the game. If the player committing the penalty is already “out” then the team will be penalized by removing one additional player who is chosen by the opponents. (i.e. slamming a ball, using vulgar language, taunting, delay of game...etc.)

2. Major Penalty: Any player demonstrating severe unsportsmanlike behavior such as but not limited to verbal or physical abuse of officials, participants, or spectators will be ejected. The team will receive a zero sportsmanship rating for the match.

Safety: Players may not lift or support their teammates in catching a throw etc.

*Only the captain or designated captain can approach officials or activity supervisors during or after the game.

IU Southeast Intramural Kickball

1. Teams are composed of 10 total players.

2. The defensive team may be set up in any order the team wishes. There is no set rule for placing defending players.

3. Kicking order must alternate gender if Co-Rec.

4. Game time is forfeit time! A team may start with 8 players. Of equal gender and must end with 8 players of equal gender.

5. The offensive team, team at kick, will supply the pitcher. You get only get 3 Rolls.

6. A player will be ruled out if they kick two fouls, get hit by the ball from the shoulders or below before reaching the base, a pop fly is caught, or if the base runner is off of the base before the ball is put into play by the kicker.

7. Home/Visitor will be decided by a coin toss conducted.

8. There will be no infield fly rule.

9. A team consists of ten players. A minimum of eight is needed to start and continue a game.

10. Games are 7 innings or 50 minutes. Kickball may be played on a regulation softball field or intramural fields.

11. The batter is out in situations similar to softball (force outs, pop outs, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the waist.

12. The ball is put into play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. A batter gets only one attempt at kicking the ball. A missed attempt or foul; ball is an out.

13. A runner who leaves the base before the pitch reaches home plate or is hit, is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
14. In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected.

15. Shoes must be worn by all players. No metal, hard plastic or polyurethane spikes or shoes with detachable cleats are allowed.

16. Grace Period: You have 10 min to be on the field with 8 players or every min after game time the other team will receive 1 run. After 10 min the game will be called NO Exceptions and No Excuses.

17. Teams should report to the Intramural Supervisor a minimum of 15 minutes before the scheduled starting time of the game to fill out the score sheet and for the coin flip.

18. The manager or team representative must list the batting order prior to the start of the game. Score sheets are available from the Intramural Staff Assistant at the fields.

19. A coin flip will determine the choice of home and visiting teams.

20. No infield practice is allowed after the first inning.

21. Any player can play any position defensively.

**Mercy Rule**

1. After 4 innings team up by 20 games are over.

2. After 5 innings team up by 15 games are over.

3. After 6 innings team up by 10 games are over.

**IU Southeast Ultimate Frisbee**

**General Information**

1. Court Location
   - A. Games will be played on IM Sports Field. This field is located behind Activities Bldg (Gym). The fields used will be 40 x 80 yards.

2. Eligibility
   - A. All players
   - B. May play for only one team.
   - C. Must be listed on at least 1 game score sheet during a round robin game to be eligible to play in the playoffs.

3. Identification Cards
   - A. All participants must present a current, valid Indiana University student I.D. or a Photo ID prior to each game.

4. Scheduling
   - A. Teams should arrive 15 minutes prior to game time. A team not signed-in and ready to play at game time will forfeit the game.
5. Rain Outs
   A. Rainout games during the regular season will not be rescheduled. Cancelled playoff games will be rescheduled.

6. Playoffs
   A. ALL teams will be allowed to participate in the playoffs as long as they maintain a 3.0 sportsmanship rating and DO NOT FORFEIT ANY GAMES. There is limited rescheduling during the playoffs. Rescheduling times and procedures can be found on the intramural website.

7. CO-Rec. modifications
   A. Teams will need (6) six players to not forfeit. Teams may play with any combination of 3 males and 3 females. The seventh player will need to be female. A team cannot have more males then females.

**Rules**
National Federation of State High School Association Rules will be in effect except for the following modifications.

1. Equipment
   A. Teams are encouraged to bring their own Frisbee(s), however, there are Intramural Frisbees available for checkout with a student ID.

2. Illegal Equipment includes:
   A. All jewelry (i.e. barrettes, earrings, necklaces, yard bracelets, etc.) Earrings or any other jewelry CANNOT be worn.
   B. A guard, cast or brace made of hard substance
   C. Headwear (i.e. bandanna, caps, etc...) will not be allowed. A one-piece head/sweat band that does not have to be tied and padded braces will be allowed

2. Players
   A. A team consists of a maximum of 7 players and a minimum of 5 players. You may have as many substitutes as needed.
   B. Co-Rec. Modifications: A Co-Rec. team consists of a maximum of 8 players and a minimum of 6 players. Teams may play with any combination of: 4 males: 4 females, 3 males; 4 females, and 3 males: 3 females. There never should be more males then females on the playing field.

3. Timing
   A. The game will consist of two 15-minute halves, with a 5 minute halftime. The clock will run continuously throughout the game.
   B. An IM sports official will keep be the game time keeper. A horn will be sounded to signal the start of the game, halftime, and the end of the game

**The Game**
1. **Ultimate Frisbee is a non-contact sport.**

2. The game of **Ultimate Frisbee will be "self officiated" which means each team will be responsible for making fair and proper calls.**

3. The **Frisbee may only be moved by passing. After a pass is thrown, the next thrower has 10 seconds to throw. If the player does not throw the disc within the 10 seconds, a stall will be called and the disc will be turned over. The defense must initiate the 10-second count.**

4. The **thrower is not allowed to take any steps, but the catcher is allowed a couple of steps (3-4 at the most) to slow down. After a catch, the thrower must establish a pivot foot. Once a pivot is established the thrower may not move this foot until after a throw has occurred. Failure to keep a pivot foot will result in a turnover.**

5. 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.
6. A goal is scored when a player successfully passes the disc to a teammate in the end zone which that team is attacking. A goal is worth 1 point.

7. The disk may be passed in any direction.

8. Both teams may substitute after a goal is made or if an injury occurs.

9. If the throw-off goes out of bounds, play will begin at a centered position where it went out.

10. There are no "double teams" allowed. The defender must be at least one disc length away from the offensive player, and the distance from the next defender should be at least 10 feet.

11. Picks are illegal.

12. Interceptions in your own goal must be thrown back out.

13. Traveling does not constitute a turnover, however, the disc must be thrown back to where the play started.

14. No (strips) knocking the disk are allowed. If a strip does occur, however, the disc will be returned to the thrower and play will continue.

15. After every score and at the beginning of the game, a throw off will occur.

16. During a throw-off, the receiving team may either catch the disc or let it drop to the ground. Contact with the Frisbee without catching it will result in a turnover.

**Fouls**
1. Fouls consist of any contact made with a player.
2. A person who is fouled should call the foul.
3. If no foul is called, play continues.
4. When a foul is committed by a defensive player, play stops, and possession reverts back to the thrower.

**The Field**
1. The field will be 40 x 80 yards each goal area will be marked with orange pylons.

**Tie-Breaking Procedures**
In the event that the game is tied during the regular season, the score will stand. In the event of a tie during playoffs, sudden death overtime periods of 20 minutes will be played until a team scores. The first team to score in overtime shall be declared the winner.

**IU Southeast Outdoor Wiffleball**

**Team Composition**
1. Players can compete on one team, regardless of league classification.

2. Four (4) players will play in the field. Teams must have 3 players to start a game.

3. A team's batting line-up must include all four fielders. In addition, teams have the option to bat an additional 2 players (to total 6 in the batting line-up). The decision on the number of players in a team's batting line-up must be made prior to the game. The batting order must be listed on the scoresheet prior to game time.
4. Once a game has begun, late arriving players may not be added to the batting order and will become substitutes. In the event that a team begins a game with 3 players, late arriving players may be added to the line-up in order to field 4 players. In this case, these late arrivals will be permitted to bat.

5. A team’s roster may include an unlimited number of players.

**Equipment**

1. All players must wear shoes. Tennis shoes, soft-soled shoes, and one piece softball shoes are legal. Metal spikes or cleats with metal exposed are not allowed. Any player caught wearing metal spikes will be ejected from the game. Sandals, flip-flops, and boots are not permitted.

2. Bats, balls, and bases will be provided by the Intramural Sports staff at the game site. Teams must use the equipment provided by Intramural Sports. No outside bats, balls, or bases are permitted.

3. Fielders may NOT use baseball/softball gloves or mitts or any other catching equipment. Hats may be worn but may NOT be used to catch the ball.

4. Jewelry is NOT allowed to be worn by any participant during an intramural event. This jewelry consists of any visible rings (including wedding bands), watches, necklaces, earrings, studs, bracelets, and any other such similar jewelry. Only medical alert bracelets are permitted. A player is subject to ejection for failure to remove any jewelry after first warning.

**Ground Rules**

1. The distance between each base will be approximately 45 feet. The pitching rubber is approximately 30 feet from home plate.

2. The home run boundary will be set at approximately 90 feet from home plate.

**Game Time & Length**

1. Game time is forfeit time. A team needs at least 3 legal players to begin the game. Any team that forfeits a game will not be eligible for the playoffs. If the forfeiting team wishes to play the rest of its regular season games, the team captain must come into the Intramural Sports Office by noon on the next working day to present their case.

2. Each game has a 35-minute or 7-inning limit. Any inning started before the end of the 35-minute time period will be completed. No innings will begin after 35 minutes.

3. Regular season games can end in a tie. Extra innings will be played only if they start before the 35-minute time limit. All tournament games will continue until a winner is determined.

4. There is no run-limit per inning and no mercy rule.

**Inclement Weather**

1. IU Southeast Intramurals Office reserves the right to postpone or reschedule a contest if circumstances warrant such action. Regular season games cancelled by rain are generally not rescheduled. Contests postponed due to other reasons may or may not be rescheduled at the discretion of the Intramural Sports staff.
   A. If inclement weather occurs after the closing of the Intramural office, decisions regarding the continuing of the games will be made on the field by the IM supervisors.

2. A game stopped because of inclement weather is a regulation game if four or more innings (3 1/2 if the home team is ahead) have been played. In the event that a game is stopped in the middle of an inning, the official score will revert the score at the end of the last complete inning.
Pitching
1. In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the pitcher's hand.

2. A legal delivery shall be a ball that is delivered underhand or overhand at a moderate speed. In the event of repeated violations by a pitcher, the IM site supervisor may intervene to rule on the situation.

3. A called strike will be determined by hitting a target located behind home plate. The ball may not contact the ground prior to being hit.

4. The pitcher has 10 seconds between pitches. If he/she exceeds this time, an automatic ball will be called.

Batting
1. The batter must keep two hands on the bat prior to and when contacting the ball. One-handed swings that hit the ball into fair or foul territory will result in the batter being called out.

2. Batted balls must clear the 20-foot bunt line drawn in front of home plate to be considered a fair ball. Batted balls that roll dead inside this area OR are fielded by the defense within this area will be considered foul balls. The ball must roll completely over the line to be fair.

3. Batters start with the traditional 0-0 count. A batter may walk on four (4) balls or strike out on swinging or called 3rd strikes. There are no foul outs.

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

5. In the event that a player is on base when it is his/her turn to bat, the player shall vacate the base to come to bat. The runner simply loses his/her chance to score a run. No ghostrunner will be permitted. No out will be recorded. No other runners will advance.

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

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

3. 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/her path (including the 3-foot lanes on either side) in an attempt to avoid a tag shall be declared out.

4. 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 baserunner 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.
5. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event the defense obstructs a runner, the umpire shall award the runner and each other runner affected by the obstruction the bases they would have, in the umpire's opinion, reached had there been no obstruction. It is also obstruction when a fielder without the ball fakes a tag. In this case, bases are awarded as a normal obstruction AND the fielder will be ejected from the game.

7. Any runner in fair territory and not in contact with a base that is struck by a fair batted ball is out except when
   A. The ball has passed an infielder and in the judgement of the umpire, no other fielder had a chance to make an out,
   B. When a runner is hit with a fair batted ball over foul territory and no other fielder had a chance to make an out, or
   C. 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 batter-runner is awarded first base. If the award of first to the batter-runner causes another runner to be forced, that runner will advance to the next base.

8. In case of a possible double play, the base runner must 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.

9. When a defensive player has the ball and is waiting for the runner, and the runner deliberately, with great force, crashes into the defensive player, the runner is declared out and will be ejected from the game. 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, the runner closest to home will also be called out.

10. There are no courtesy runners.

**Fielding**

1. Each team must provide a pitcher. There are no other defensive restrictions.

2. The offensive team is responsible for retrieving pitched balls that are not hit to return to the pitcher for the next pitch. The offensive team has 10 seconds to return the ball to the pitcher or an automatic strike will be called.

3. The batter is out in situations similar to softball (forceouts, flyouts, etc). Runners may NOT be hit by a thrown ball -- "pegged" -- to be put out.

4. There is no infield fly rule.

5. Near the outfield fence / home run boundary and out-of-play lines, in order for an out to be recorded, the fielder must catch a fly ball and remain in play following the catch. Balls carried over the home run boundary by a fielder will be ruled home runs. Foul balls carried over an out-of-play sideline will be ruled foul balls. Fair balls carried over an out-of-play sideline will result in the batter and all runners being awarded 2 bases.

6. Balls that bounce over or roll under the outfield fence in fair territory shall result in a ground-rule double for the batter.

7. Overthrows that land out of play will result in the following awards:
   A. On an initial overthrow by an infielder, the award is 2 bases from the time of the throw; i.e., batter gets second base, any base runners are awarded 2 bases from where they were at the time of the throw.
   B. On an overthrow by the outfielder, the award is 2 bases from the time the fielder releases the ball, not when it goes out of play; i.e., if a man is one step away from second when the outfielder released the ball, the runner is awarded second and third.
8. All base awards are based on the position of the lead runner. For example, if two players are between 1st and 2nd at the
time of an overthrow which lands out of play, the first runner will be awarded 2nd and 3rd (two bases) and the second
runner will receive 2nd base only.

**Other Rules**
1. There will be a coin-toss prior to each game to determine the home team.

2. A player who is bleeding or has blood on his/her uniform cannot participate until the bleeding is stopped or the uniform
is changed.
   A. If the player accomplishes this task within a reasonable time (to be determined by the supervisor), the player may
      remain in the game.
   B. If the situation is not handled in a reasonable amount of time, the player must leave the game and be replaced. If
      no substitutes are available, play will continue without the player. The player, then, may re-enter the game when
      he/she is deemed legal for participation.

3. The pitcher may receive a maximum of 3 warm-up pitches prior to each inning. Infield practice is prohibited prior to any
inning.

**IU Southeast Intramural Indoor Wiffle Ball**

**Team Composition**
1. Six (6) players will play in the field. Teams have the option to bat all players. The decision on the
   number of players in a team’s batting line-up must be made prior to the game. Free substitution will be allowed.

**Equipment**
1. Player’s Equipment
   A. All players must wear shoes. Tennis shoes and soft-soled shoes are legal. Sandals, flip-flops, and boots are not
      permitted. No metal, hard plastic, polyurethane spikes or cleats or shoes with detachable cleats are allowed.
      Fielders may NOT use baseball/softball gloves or mitts or any other catching equipment. Hats may be worn but
      may NOT be used to catch the ball.

2. Game Equipment
   A. Bats, balls, and bases will be provided by the IU Southeast Campus Recreation Department. Teams must use the
      equipment that is provided. No outside bats, balls, or bases are permitted.

**Ground Rules**
1. Bases
   A. The distance between each base will be approximately 36 feet. The pitching rubber is approximately 30 feet from
      home plate.

**Field Rules**
1. The ceiling, rafters, and any other objects hanging over fair territory are considered in play. Batted balls may be played
   off each of these objects. Balls caught before hitting the ground will be considered outs. Once a ball contacts an
   overhanging object in fair territory, it cannot be considered a foul ball (even if it rolls over a foul line). Any balls that
   become lodged in these objects will be results in a ground-rule double for the batter. All other runners are entitled to
   two bases based on their position at the time of the pitch.

**Game Time**
1. Please arrive at least 15 minutes prior to your game time. If your team forfeits, your team will owe the $20 forfeit
   fee by the next game or you will not be permitted to play. Your team will also not be allowed to play in the
   playoffs. If your team forfeits a second time, you will be subject to another $20 fine and will be kicked out of the
   league.
Innings and Time Limit
1. Each game has a 35-minute or 6-inning limit. Any inning started before the end of the 35-minute time period will be completed.

Tie Games
Extra innings will be played, time permitting. A game will end in a tie if the score is tied after the time limit has ended.

5 Run Limit
1. There is a five (5) run limit per team per inning. In no instance may a team score more than 5 runs in an inning; i.e., if the offense has scored 4 runs and the batter hits a home run with the bases loaded, only 1 of the 4 runs will count (to total 5 for the inning).

Mercy Rule
1. The game will be ended if one of the following occurs during the game:
   1. If one team is ahead by 15 runs after 4 complete innings (3 1/2, if the home team is ahead), the game will be called.
   2. If one team is ahead by 8 runs after 5 complete innings (4 1/2, if the home team is ahead), the game will be called.

Pitching Rules
1. Delivery of Pitch
   A. PITCHERS MUST PITCH UNDERHAND WITH AN ARC. UNDERHAND FAST PITCH IS NOT ALLOWED.
   B. In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher’s rubber until the ball leaves the pitcher’s hand. A legal delivery shall be a ball that is delivered underhand as stated above. The ball may not contact the ground prior to being hit.

2. Number of Pitches
   A. There will be no maximum number of pitches a batter is allowed to receive. However, a batter may not stall – that is just stand at home plate and look at the ball. The batter MUST make an effort to swing at a decent pitch. If a batter stalls, the home plate umpire or supervisor may call the batter out. The batter can strike out.

Batting
1. The batter must keep two hands on the bat prior to and when contacting the ball. One-handed swings that hit the ball into fair or foul territory will result in the batter being called out.

Foul Balls
1. Any foul ball when a batter has 2 strikes is an out. Fouls on the first and second strikes are only strikes.

Walks
1. There will be no walks.

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

Home Runs
1. A home run will be granted when a fair ball is hit onto the track. There will be no limits to homeruns per inning.

Base Running
1. Base Runners
   A. Runners cannot lead off or steal bases. Base runners may leave the base when the pitch is contacted by the batter. Runners who leave base prior to the ball being contacted by the batter are out.
B. Sliding is not allowed. Runners who slide are automatically out.
C. If the runner makes contact with a base and the base slides away from its original position on the court, the runner is safe (if it occurred before the tag or putout) and is not liable to be put out while base is dislodged. If the runner attempts to advance to another base, he/she is liable to be put out and must return to the marked area on the court where the base should be, not the actual dislodged base. If dispute occurs in regards to this situation, the attending IM Supervisor will make the final call.

Base Path
1. 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.

Collisions
1. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, and catching). If the baserunner 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.

Defensive Obstruction
1. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event the defense obstructs a runner, the umpire shall award the runner and each other runner affected by the obstruction the bases they would have, in the umpire's opinion, reached had there been no obstruction. It is also obstruction when a fielder without the ball fakes a tag.

Offensive Interference
1. Any runner in fair territory and not in contact with a base that is struck by a fair batted ball is out.

Double Play
1. In case of a possible double play, the base runner must 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.

Flagrant Contact by Runner
1. When a defensive player has the ball and is waiting for the runner and the runner deliberately, with great force, crashes into the defensive player, the runner is declared out and will be ejected from the game. 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 runner closest to home also will be declared out.

Overthrow Rule
1. There is no overthrow rule. Runners may advance at their own risk until play is declared dead by the umpire.

Other Rules
1. Pitcher Poison Rule
   A. A fielder may throw the batter out at First base ONLY by throwing the ball back to the pitcher in the pitcher circle.

2. Diving and Sliding
   A. Diving is not recommended when fielding a ball due to the chance of injury caused by the hard playing surface. Fielders may NOT slide or dive at a runner in an effort to tag him/her. In this case, the runner is awarded two bases from the point of the violation.
3. Getting Runners Out
   A. The batter is out in situations similar to softball (force-out, fly out, etc). Runners may NOT be hit by a thrown ball

4. Infield Fly
   A. There is no infield fly rule.

IU Southeast Intramural Co-Ed Handball

Rules & Regulations
1. Teams:
   A. Each team consists of 5 players and is limited to a total of 15 players.
   B. The minimum number of players needed to play is 4.
   C. Four of these players will be field players wearing the same color jersey.
   D. The fifth player will be the goalkeeper. The goalkeeper will wear a different color jersey than the rest of his or her team.

2. Substitutions:
   A. All substitutions will be made on the fly during play. Players must tag in at the scorer’s table.

3. Timing:
   A. A game consists of two halves.
   B. Each half will be 8 minutes in length.
   C. There will be a 2 minute halftime. During halftime the teams will switch goals for the second half.
   D. The clock will run continuously for the duration of the halves.
   E. The clock will stop for official and team time-outs. Each team will have one time-out per half.

4. First Overtime Period:
   A. The first overtime will be a 3 minute period with a coin toss determining who has first possession. Teams will protect the same goals as they did in the second half.

5. Second Overtime Period (Shootout):
   A. Winner of a coin toss will choose to shoot first or second.
   B. Each player from each team will alternate penalty shots at the opposing goalkeeper.
   C. Each team will be allowed 5 shots; the goalie will have an opportunity to shoot as well.
   D. Both teams will shoot at the goal closest to the scores’ table.

6. Third Overtime Period (Shootout):
   A. Winner of a coin toss will choose to shoot first or second.
   B. Teams will alternate shots, the first team to score wins.

Violations:
1. Holding the Ball
   A. A player may not hold the ball for more than 5 seconds without attempting a shot at the goal or passing the ball.
   B. Passing to Yourself
   D. A player cannot pass to his or herself. Unless a shot is attempted, another legal player must touch the ball before a player can touch it for the second time.

2. Dribbling
   A. A player must dribble or pass in order to move with the ball. Walking with the ball is a violation.
3. Touching the Ball
   A. Field players may not touch the ball with any part of their body below the knees.
   B. Goalkeepers may kick save within the goal area.
   C. Outside the goal area, the goalie must comply with the same restrictions as the field players.

4. Loose Balls
   A. Field players are not allowed to dive for loose balls.
   B. Only the goalkeeper in the goal area can dive for loose balls.

5. Using your Body
   A. A player cannot use his or her body to obstruct an opponent. Pushing, holding, or hitting is not permitted.

**Throw-Ins**
1. Throw-ins will be awarded on all non-shooting fouls and out of bounds situations.
2. Throw-ins are taken immediately from the spot of the foul.
3. The defending player must remain 5 feet from the thrower.
4. The throw must occur within 5 seconds of receiving the ball.

**Out of Bounds**
1. The red is out of bounds.

**Field Players**
1. Offensive and defensive players may not enter the goal area unless their momentum carries them. If this occurs, the player must immediately leave the area.

**Goal Area**
1. The goal area consists of the space inside the 3 point line on the basketball court.
2. Field players must shoot from outside the goal area.
3. A player may jump from behind the three point line into the goal area to make a shot as long as the ball is released prior to landing.
4. If a player makes contact inside the goal area prior to releasing the ball, it is a turnover.

**Goalkeeper Regulations**
1. Goalkeepers are not allowed to leave the goal area with the ball.
2. Goalkeepers are not allowed to touch the ball outside of the goal area while in the goal box.
3. Goalkeepers may not receive a pass from a field player while in the goal area.

**Freezing the Ball**
1. A team may not freeze/stall play.
2. A team is allowed 5 passes within a possession.
3. After 5 passes, the team must attempt a shot at the goal.
4. Fouls on Three Levels:
   5. The level of the foul is based upon the official’s judgment of severity and intent.

**Level 1 - Regular Foul**
1. Loss of possession, penalty shot if shooting.
2. All penalty shots will be taken from the top of the three point arch.
Level 2- Excessive Roughness
1. Excessive pushing, hitting, rough fouls will receive a single technical.
2. The offender will also incur a 2 minute penalty where their team will play a player down.
3. Other acts that receive a technical foul include language, jewelry, too many players, conduct, throwing the ball at another player, etc.

Level 3- Flagrant Fouls
1. Intent to injure, elbows, intentional tripping, etc.
2. Player will be ejected; team will incur a technical and will play a player down for 2 minutes.

Technical Foul Limits
1. One Technical Foul on a Player- Player will sit out for 2 minutes.
2. Two Technical Fouls on a Player- Player will be ejected.
3. Three Technical Fouls on a Team- Game is forfeited.
4. Four Technical Fouls on a Team- One game suspension.
5. All ejected participants must meet with the Intramural Director before they can play in another event.
6. If a team’s forfeit due to technical fouls, the team captain must see the Intramural Director before the team can play again.

IU Southeast Intramural Sand Volleyball

General Rules
1. All players must show a valid IUS ID prior to participation in every game and event.
2. Game time is forfeit time.
3. Games will be played with no more than six players, and no less than four. At least four players must be present to begin play.

Scoring
1. A match consists of three games to fifteen (15) points. The match will end when a team has won two out of three games.
   A. Matches will have a time-limit of 30 minutes.

2. In all games, a team must win by at least a 2-point margin.

3. Games will be played using the rally scoring method.
4. One score-keeper will be provided by Intramural Sports.

5. Other than making clarifications of the rules, the Intramural Sports Supervisor shall not make any decisions pertaining to disputes during play. A team may make a formal protest in regard to a dispute, in which case, play will be stopped and the protest ruled on by the Intramural Sports Supervisor.

Play
1. A coin toss will determine choice of court and service. Teams will switch sides of the net after each game.
2. The ball may be served anywhere on the end line.
3. The ball must be cleanly hit. It should not be scooped or pushed. A player may use any part of his/her body from the waist and above in the playing of the ball. Exception: A player may use their foot to play the ball as long as it is in contact with the sand.
4. A ball touching the body more than once is considered a double hit. A ball may not be hit more than three (3) times before being returned over the net (a block does not count as one of the three hits).
5. No player may go over the net, except to follow through on a spike or block. In these instances, contact with the net is illegal.
6. Players will not be allowed to break the vertical plane of the net while blocking.
7. There is no blocking or attacking on the serve.
8. Open hand digs are allowed as long as they are not ruled as lifts.
9. Under the net will be governed by the Advantage Rule. If the attacking team is hindered or disadvantaged by a defensive player under the net in any capacity, the attacking team will receive the point and the ensuing serve.
10. The serving team will announce the score before each serve.
11. Let serves are legal. If a serve hits the net and goes over it will be live.

IU Southeast Indoor Volleyball

Beginning of Game
1. The captains will call the toss of the coin for choice of side of court or the service. The loser of the choice receives the remaining choice.

2. Teams will switch sides of the court for the second game, and the team who did not serve to start the first game shall serve to start the second game.

3. A coin toss will determine possession. Once a team reaches eight (8) points, the teams exchange playing areas.

Service
1. Service alternates when side out occurs, and will rotate clockwise one position.

2. Server will serve the ball only after:
   A. Referee gives the signal to serve. Serving before the signal constitutes an illegal serve.
   B. Without a referee, the server will serve only after the server announces the correct score. The opponent must be able to hear the score. Serving without announcing the score constitutes an illegal serve.

3. The server may serve anywhere along the end line.
4. The ball may be served underhand or overhand
5. Served ball may graze the net and drop to the other side for a point.
6. It is illegal to attack or to block an opponent’s serve.
7. First game serve is determined by a volley, each subsequent game will be served by the previous game loser.

Boundaries
1. A ball striking the ceiling or an overhead obstruction (i.e.: basketball back board) shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net occupied by the team which played last and provided the ball is legally played next by the same team.

2. Out of Bounds include:
   A. Wall, floor or objects and officials on the floor outside the court
   B. Steps onto another court on which a match is being played. A point or side-out is awarded to the opposing team.

3. If a ball rolls onto a playing court, teams must yell “BALL” or “BALL ON” and all action must stop. A replay will be awarded (no points will be scored).
**Scoring Method: Rally Point Scoring**
1. The game is “rally scoring” (Rally Point System). When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise.
2. There will be a point scored on every score of the ball
3. Offense will score on a defensive miss / mistake or out of bounds hit by the defense.
4. Defense will score on an offensive miss / mistake, an out of bounds hit or a serve into the net (dropping on the offensive side of the net).

**Substitutions**
1. Substitutions will be at one of two locations: left front corner or serving corner. Once subbing begins, it will continue throughout the game.
2. Substitution can only occur between the same gender if there is an unbalanced ratio of men & women on the team. (Example: 5 men, 2 women; men can only sub in for men.)
   A. If an injury to one of the women should occur in this case, then the team will play with a four- (4) player system. The men would rotate out and the one woman would stay in. (see General Information)

**Injury**
1. Any player who is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play

**Rules**
1. Maximum of three hits per side.
2. Players may not hit the ball twice in succession* *(a block is not considered a hit)*
3. Ball may be played off the net during a volley and on a serve.
4. A ball touching a boundary line is good!
5. A player shall not play the ball twice in succession unless there is:
   A. Simultaneous contact by teammates (considered one play)
   B. Simultaneous contact by opponents
6. The ball may not be played more than three times before it crosses the net to enter the opponent’s court except:
   A. When there is simultaneous contact by opponents
   B. The first contact is an action to block the ball.
7. Reaching over the net is permitted only during
   A. Follow-through of a hit made on the player’s own side
   B. An attempted block
   C. The contact is a legal block.
8. A player may touch the floor across the center line or its out-of-bounds with one or both feet as long as a part of the foot remains on or above the center line and the player does not interfere with the play of an opponent. Contacting the floor across the centerline with any other part of the body is illegal.
9. A ball is considered to have crossed the net when:
   A. It has passed entirely over the net
B. It is partly over the net and contacted by an opponent
C. It is not over the net but is contacted by a blocker

10. Successive plays of the ball by a player whose first play was one attempt to block shall be permitted. The next play shall count as the first of three hits.

11. When simultaneous contact of the ball is made by opponents
   A. The player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last.
   B. The other player may participate in the next play and the simultaneous contact shall not count as one of the three hits allowed that team.

12. A net foul occurs when:
   A. The net or net supports are illegally touched
   B. A player illegally reaches over the net
   C. There is interference by a player

13. Backline player may not participate in action of block or return a ball
   A. Higher than the net or
   B. On or in front of the spike line.

14. Regarding back-row play for a 4-person team
   A. The server is considered a back-row player and the remaining shall be considered front-row players.

**Basic Violations**

1. Stepping on or over the back line on a serve.
2. Failure to serve the ball over the net successfully.
3. Carrying, palming or throwing are all illegal hits.
4. Touches of the net with any part of the body while the ball is in play.
5. If the ball is driven into the net with force that it causes the net to contact an opposing player, then no foul will be called and the ball will continue to be in play.
6. Reaching over the net, except under the following conditions:
   A. Blocking a ball which is in the opponents court but is being returned (the blocker must not contact the ball until after the opponent’s attempt to return the ball).
   B. Exception is to block the third play.
7. Reaches under the net (if it interferes with the ball or opposing player).
8. Failure to serve in the correct order.
9. Blocks or spikes from a position which is clearly not behind the 10-foot spike line while in a back row position.

**Defaulting a Game**

1. If one team does not have the minimum number of players (4) or is not prepared to play, the captain of the team that is prepared will have two (2) options:
   A. Take the win by default
   B. Give the opposing team an additional ten (10) minutes to show up.
2. If the team shows up during the additional time period, game time will be reduced by the number of minutes late for the game. If the captain of the prepared team chooses to take the win by default, the decision may not be changed.
3. If the captain of the prepared team decides to play the game, the captain of the prepared team must accept the results of the game. After the additional ten (10) minutes have expired and the team still is not prepared to play, the game will be defaulted. See Default Policy below for details on a defaulted game.
**Definitions**

As usual, we anticipate having trouble matching our officiating with some of the league play. In an attempt to be more consistent, we have found some methods of clarifying what is allowable and what is not allowable. Each team member should read the following information so that everyone will have a better understanding of how legal and illegal hits will be determined.

1. An official can be either strict or lenient in calling hits.
   A. If a player uses poor technique, the play will be called by the rules.

2. If a player is positioned correctly in relation to the ball:
   **Position** - Facing the net on a spike attempt. Not attempting a spike with the back to the net or facing the direction the ball will travel after an overhead pass or set.

3. And if the player attempts a hit with proper form:
   **Form** - Arms together for a bump pass, not breaking the wrists on an overhead pass or set, and striking a spike not throwing it.

   THEN an illegal hit of moderate degree could be ignored. Final call is left to the attending IM Supervisor.

4. The most common instinct most volleyball players have is to use the open hand, lifting, scooping, pushing, or slinging the ball. There are three (3) types of hitting situations that cause the most problems.

   A. **Overhead Pass or Set**
   The ball approaches a player in looping fashion such that the player must, or can get into a position to pass it with both hands above the head. Player must be directly behind the ball, facing (or have back to) the direction in which the ball travels after the pass. Ball must be contacted directly above or in front of the forehead with the pads of the thumbs and fingers. Ball travels in a line corresponding to player’s extended arms. The wrists may not be broken during the hitting action. The chances of an illegal hit occurring increase dramatically if the ball is allowed to settle in the palms of the hands and if the ball is contacted below head level, above or behind the head, or to the side of the head.

   B. **Basic Pass**
   Ball approaches player in such a manner that player must, or chooses to, hit below shoulder level (when facing the direction of the hit) or above shoulder level (when back is to the direction of the hit). Player places hands together and extends arms such that forearms are close together, forming a hitting surface. Ball is contacted with forearms or wrists. An illegal hit is likely to be called if a player lifts or scoops the ball upward with the palms of the hands.

   C. **Dig**
   Ball approaches floor such that player must reach to hit it with one hand. Ball must be contacted on a hard surface of the body, such as heel of the hand, fist, forearm or back of the hand; Any attempt to lift or scoop the ball with open hand is likely to elicit a call of illegal hit.

5. **Blocking/Attacking Serve:**
   A. No player may block or attack a served ball while the ball is above the height of the net.

6. **Blocking**
   A. Players may take a block with the hands and arms over the net before the net before the opponent’s attack hit providing there is no contact with the ball until after the opponents have completed an attack hit which directs
the ball across the net. Immediately after such hit by the attacking team, blockers may contact the ball in an effort to prevent it from crossing the net.

7. Contact of Opponent’s Area may only occur with a foot or feet.
   A. Contacting the opponent with a hand or other part of the body (other than a foot or feet) is a fault.
   B. If a player lands on an opponent’s foot, the contact is ignored unless it is done deliberately to interfere.

8. Backline Players may not participate in a block, but there is no restriction on being next to the blockers for purpose of playing the ball of the blocking action.

IU Southeast Intramural 5-on-5 Basketball

Eligibility
1. Each student must sign a Waiver of Liability of Tort form with the office of Intramural Sports prior to engaging in any intramural activities.
2. Only current IUS and Ivey Tech students, staff and faculty can participate in Men’s Basketball.
3. No player can participate if they were ever on an NAIA and NCAA varsity level basketball roster.

Court & Equipment
1. All games will be held in the Activities Building (AK)

Officials Duties
1. All officials on the court and the scorekeepers will be shown respect throughout the game.
2. Intramural Coordinator, Intramural Supervisor, Sports Officials have the right to ejected any player(s) showing disrespectful attitude or anything they deemed offensive towards, other player(s), fan(s), and IUS Intramural staff.
3. The referee will have power to make decisions on anything not specifically cover in the rules.
4. Officials’ rules are based on the current High School Basketball Rule Book.

Players’ Uniforms
1. Players may not wear jewelry of any kind.
2. All players must wear NON-MARKING Athletic shoes.
3. An approved headband is the ONLY type of head gear that is permissible to wear.
4. All players must be in appropriate athletic wear: NO jeans, boots, non-athletic shoes, or hats/non approved hear gear.
5. All players must be dressed in same/similar uniforms with at least a number on the back of each uniform.
6. All players are required to keep his/her shirt & shorts on. (No underwear showing)
7. All players must wear a shirt underneath scrimmage vests

Team Rosters
1. Each team under a penalty of forfeiture must have four (4) players on the playing area at the designated starting time of the game and must maintain at least four (4) players on the playing area throughout the game.

Forfeit Rules
1. 5 minute Grace Period – Team who do not have at least (4) players on the court for game time will be subject to 10 min. Grace Period, The opposing team will receive 3 points every minute for ten minutes until the team has (4) player is on the court. At the 10 min. mark if your team is not on the court and prepared to play your team will be given a forfeit.

Timing & Timeouts
1. Playing time will be two (2) halves, each consisting of 20 minutes with an intermission of three (3) minutes. The clock
will stop the last minute (1) of EACH HALF. In the second half the clock will stop on all made baskets within the last minute.

The clock will run continuous throughout each half with the following exceptions:
  A. Team time outs
  B. An unusual delay such as an injury
  C. If signaled to stop the clock by the official.
  D. Each team will receive three (3) timeouts per game. No more than two (2) timeouts can be taken in either half of the game.
  E. One (1) time out is given to each team per overtime period.
  F. NO time outs can carry over into overtime from regulation.

**Free Throws**
1. Bonus (1 and 1) will begin on the seventh (7) team foul
2. Double Bonus (2 shots) will begin on the tenth (10) team foul
3. Teams may not enter the lane until the ball has hit the rim on an attempted free throw.

**Personal Fouls**
1. Every player is allowed five (5) personal fouls per game.
2. All technical fouls are counted towards personal foul totals.

**Technical Fouls & Ejections**
1. Complete Season Suspensions
2. Disrespectfully addressing or contacting an official.
3. Baiting an opponent to fight.
4. Inciting undesirable crowd reaction.

**Ejections**
1. ALL ejections are complete season suspensions.

**Technical Fouls**
1. Two (2) tech fouls for a team will end the game.
2. Three (3) tech fouls during the season will end a team playing in the league.
3. Two (2) tech fouls on a player, (in the same game or in two different games) the player will be suspended from playing in anymore league games.
4. CUSSING by any player(s) will not be tolerated. Warning will be given to both teams after the warning; technical foul(s) will be giving out to player(s) who is caught cussing on the court by officials.

**Overtime**
1. Three (3) minute overtime and clock stop the last minute.
2. Each team gets one (1) time out.
3. Each over time period after the first will be three (3) minutes.

**Mercy Rule**
1. If a team down by 30 points in the second half at the 8 minute mark game is over.
2. If a team down by 20 points in the second half at the 2 minute mark game is over.
IU Southeast Intramural Two Person Golf Tournament

Check-in
1. All teams will need to report to the New Albany Springs Golf Course Clubhouse 30 minutes before their scheduled tee time. Teams not at the clubhouse by this time will be forfeited from play and their entry fee will not be refunded.

2. All participants will need to show a valid (government, school, or work issued) picture ID. All IUS students are free; All non-IUS, Faculty & Staff pays 20.00

Equipment
1. All teams need to provide their own equipment or make rental arrangements on their own.

Attire
1. The New Albany Springs Golf Course dress code will be enforced. No tank tops. No cut-off shorts. Shorts must be Bermuda length. Denim is NOT allowed. No metal spikes, they are a soft spike facility.

Liability
1. All participants play at their own risk and must sign the Waiver of Tort form before playing.

Tournament Information
1. Each team (2 players) will fill out an entry form.
2. Each team will be paired with another team for each tee time.
3. USGA golf rules will govern tournament play.
4. A two-person scramble format will be used.
5. All rules of etiquette and fair play should be followed during the tournament.

GOLF SCRAMBLE RULES

Format
1. Nine-hole or Eighteen Hole two-person scramble tournament.

Rules
1. USGA golf rules will govern play.

2. In a scramble format, both team members tee off on each hole and then decide which tee shot they like best and mark the spot with a tee or ball marker. The other player picks up his/her ball and places it within one club length (no closer to the hole) of the marked spot. Both players hit their shot from the chosen spot – the player, whose shot was chosen plays first. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green also. Putts need to be made within 6 inches of the marked spot (no closer to the hole). The first ball to go in the hole is counted for the team score. If the ball you choose to play is in a hazard (sand, water, etc.), or in the rough, you cannot drop the ball outside of the hazard or rough even if relief is within one club length away.

3. Men will always tee off from the blue tees. Women will always tee off from the red tees.

4. Each team member must use at least three tee shots during the nine holes.

5. A mark on the scorecard to indicate whose tee shot was used on each hole is required.
6. All rules of etiquette and fair play should be followed during the tournament.

**Awards**
1. New 20010-11 Intramural Champion t-shirts will be given out.

**Individual Competitions**
1. Longest Putt Made:
   A. This competition has one division. If your putt is the longest made, write your name on the marker card and place the marker in the ground on the spot from where you putted the ball. Once the marker has been placed in the ground, it should stay there until someone else makes a longer putt. Then, that person should repeat the procedure of writing their name on the card below the other name(s) and place the marker at the spot. Use the flag as a measuring rod if it is a close call.

2. Closest to the Pin:
   A. This competition has one division. If your tee shot is closest to the hole, write your name on the marker card and place the marker in the ground on the spot where your ball came to rest. Once the marker has been placed in the ground, it should stay there until someone else hits a closer shot. Then, that person should repeat the procedure of writing their name on the card below the other name(s) and place the marker at the spot. Use the flagstick as a measuring rod if it is a close call.

3. Longest Drive:
   A. This competition has one division. If your drive is the longest, write your name on the marker card and place the marker in the ground on the spot where your ball came to rest. The ball must be in the cut fairway to count. Once the marker has been placed in the ground, it should stay there until someone else hits a longer drive. Then, that person should repeat the procedure of writing their name on the card below the other name(s) and place the marker at the spot.

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**IU Southeast Intramural 3-on-3 Basketball Tournament**

*Members of the Varsity Basketball Teams are NOT eligible to participate in Intramural 3-on-3 Basketball.*

**Game Length**
1. The first team to 15 (win by 2, 20 point cap) wins.
2. **GAME TIME IS FORFEIT TIME!**

**Time Outs**
1. One per team per game - duration 30 seconds in length.

**Rules**
1. All Games are Self Officiated. The two teams involved should mediate questions of judgment. If teams or players cannot agree on the validity of the foul then the player “contesting the call” will shoot a free throw.

2. If the free throw is made the foul is nullified and that team will get the ball. If the free throw is missed the foul shall stand and the “fouled” team shall retain possession.

3. 3-on-3 basketball is a half-court game played by 2 teams of three with a maximum of 4 per roster. Teams MUST have at least three people to start a game.

4. Substitutions. Substitutions may be made after a basket or any stoppage of play.
5. Coin Toss. The team listed first on the score sheet shall call the toss and choose to take the ball.

6. The possession changes after each basket (this is NOT make it, take it).

7. The “Check Line” is determined by the three point arc. The ball must be beyond the arch at the beginning of each half.

8. On defensive rebounds (including air balls) and steals, the ball must be passed or dribbled beyond the arc. The ball does not need to be given to a different player. As long as the ball goes beyond the arc, there are no limitations on who can shoot it.

9. The Three Point Shot is in effect and 2 points will be awarded for a shot made behind the arc and 1 point for any shot made on or within the arc.

10. If the ball is knocked out of bounds or goes across the mid court line it shall be awarded to the opposing team (the team that did not knock it out).

11. Alternating possession on all jump ball situations will be in effect.

12. The offensive team must “pass the ball in” before a shot is attempted (make one pass before a shot is taken).

13. Out-Of-Bounds. If the ball goes out-of-bounds the offensive team must check the ball with the defensive team at the top of the key.

**IU Southeast Intramural 7-on-7 Coed Soccer**

**Roster Requirements**
1. Teams will play 7 vs. 7. A minimum of 5 players is required to avoid a forfeit.

2. There is no maximum on roster size, however each individual may play for only ONE Men’s team

**The Start of Play**
1. Choice of ends and the kick-off shall be decided by the toss of a coin.

2. Each game will consist of two 15 minute halves.

3. Change of ends - teams shall change ends of the field at the start of the second half.

4. There must be two (2) females on the playing field at all times.

**Ball In and Out of Play**
1. The Ball is out of play when it has completely crossed the plane of the side line or end line.

2. A player may be out of bounds and legally play a ball which is on the line or at the field of play

3. When the ball crosses a touch line (side-line) it is put back into play by a Kick-In. When the ball crosses the end line it is put back into play:
   A. by a corner kick, if last touched by a defensive player
   B. by a goal kick if last touched by an offensive player.
4. Drop ball - after temporary suspension of play, either for injury or official's time, the ball shall be placed in play by a "drop ball", if neither team is in clear possession. Drop balls must touch the ground before being played. If either player touches the ball before it hits the ground, the drop ball shall be repeated.

**Method of Scoring**
1. A goal is scored when the entire ball has passed completely over the plane of the goal line. A Goal may be scored during play directly from:
   - direct free kick
   - penalty kick
   - corner kick
   - drop ball
   - goalkeeper's throw, punt, or drop kick

2. A goal may not be scored during play directly from:
   - kick-off
   - indirect free-kick
   - goal kick
   - kick-in
   - free-kick into a team's own goal
   - Offside

3. There is no offsides in 7-on-7 soccer.

**Fouls and Misconduct: DIRECT FREE-KICKS**
1. One in which goal can be scored directly for the kick.
   - KICKING
   - TRIPPING
   - HOLDING
   - PUSHING
   - STRIKING/HITTING
   - CHARGING
   - HAND BALL
   - SLIDE TACKLE - Slide tackles are illegal!

**Fouls and Misconduct: INDIRECT FREE-KICK**
1. One from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through a goal.
   - DANGEROUS PLAY

   B. CHARGING FAIRLY - With the shoulder when the ball is not within playing distance of the players concerned and they are definitely not trying to play it.

   C. OBSTRUCTION - Deliberate act of a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball, or using the body as an obstacle to prevent opponent from gaining possession of the ball.

   D. CHARGING THE GOALKEEPER - The goalkeeper in possession of the ball shall not be interfered with.
Fouls Committed By the Goalkeeper
1. The goalkeeper may not take more than four steps while in clear possession of the ball with the hands. Possession includes holding, bouncing, or throwing the ball in the air and catching it again. Once the ball has been touched by an opposing player, another four steps may be allotted.

2. The goalkeeper shall not deliberately play the ball and then touch it again with his/her hands before it has been played or touched by another player of the same team outside the penalty area or by a player of the opposing team either inside or outside the penalty area.

3. When a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her own hands.

Penalty Kick
1. All direct kick fouls occurring in the defensive penalty area and made by the defensive team become penalty kicks.

IU Southeast Intramural Billiards (8 ball)

General
1. Intramural Guidelines as set forth in the Intramural Handbook govern all participation.

2. All participants must be currently enrolled as a student, faculty, or staff member of the Indiana University-Southeast

3. All participants must present a current, valid UCARD upon checking in with the IM Staff. Participants who do not have their UCARD with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.

4. A player may not participate unless she/he is recorded on the score sheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook). During tournament play a doubles team may have a third person listed on their roster.

5. Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time.

Dropped from Play
1. Any combination of two forfeits/defaults in the same season will result in a team being dropped from play for the remainder of that particular season. Any team owing a forfeit fee will be eliminated from playoff eligibility. Any team that forfeits/defaults a game in a single or double elimination tournament will also be dropped from play.

2. Forfeited and defaulted contests will not be rescheduled.

Object of the game
1. Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. Players must pocket balls of the group numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). THE PLAYER POCKETING HIS/HER GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME. MATCHES WILL CONSIST OF THE BEST TWO (2) OUT OF THREE (3) GAMES.
**Lag for Break**

1. The following procedure is used for the lag for the opening break. Each player should use balls of equal size and weight (preferably cue balls but, when not available, non-striped object balls). With the balls in hand behind the head string, one player to the left and one to the right of the head spot, the balls are shot simultaneously to the foot cushion and back to the head end of the table. The player whose ball is the closest to the innermost edge of the head cushion wins the lag. The lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below. It is an automatic loss of the lag if:
   A. The ball crosses into the opponent’s half of the table;
   B. The ball fails to contact the foot cushion;
   C. The ball drops into a pocket;
   D. The ball jumps off the table;
   E. The ball touches the long cushion;
   F. The ball rests within the corner pocket and past the nose of the head cushion, or;
   G. The ball contacts the foot rail more than once. If both players violate automatic-loss lag rules, or if the referee is unable to determine which ball is closer, the lag is a tie and is replayed.

**Call Shot**

In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent’s right to ask which ball and pocket if s/he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called. When calling the shot, it is NEVER necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a “called shot.” Any player performing a break shot in 8-Ball may continue to shoot his/her next shot so long as s/he has legally pocketed any object on the break.

**Racking the Balls**

The balls are racked in a triangle at the foot of the table with the 8-Ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

**Alternating Break**

Winner of the lag has the option to break. During individual competition, players will alternate breaking on each subsequent game.
**Legal Break Shot**
To execute a legal break, the breaker (with the cue ball behind the head string) must either (1) pocket a ball or (2) drive at least four numbered balls to the rail. If the player fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting or (2) having the balls re-racked and having the option to shoot the opening break. It is not necessary to hit the apex ball (the ball that is on the foot spot) to initiate a legal break in Eight Ball.

**Scratch On a Legal Break**
If a player scratches on a legal break shot: (1) all balls pocketed remain pocketed (exception, the 8-Ball) (2) it is a foul and (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

**8-Ball Pocketed On the Break**
If the 8-Ball is pocketed on the break, the breaker may ask for the re-rack or have the 8-Ball spotted and continue shooting. If the breaker scratches while pocketing the 8-Ball on the break, then the player loses the game.

**Open Table**
The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. When the table is open it is legal to hit any solid or stripe or the 8-Ball first in the process of pocketing the called stripe or solid. On an open table, all illegally pocketed balls remain pocketed.

**Choice of the Group**
The choice of stripes or solids is determined on the break. If both one solid and one stripe are made on the break then the table is open. If more than two balls are pocketed, then the type of ball (stripe or solid) with the greater number pocketed is the ball that must be played. If the numbers of pocketed type balls are even, then the table is open.

**Legal Shot**
On all shots (except on the break and when the table is open) the shooter must hit one of his/her group of balls first and (1) pocket an object ball or (2) cause the cue ball or any object ball to contact a rail.

**“Safety Shot”**
For tactical reasons a player may choose to pocket an obvious object ball and also discontinue their turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, s/he must declare a "safety" to their opponent. If this is NOT done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

**Scoring**
A player is entitled to continue shooting until s/he fails to legally pocket a ball of their group. After a player has legally pocketed all of his/her group of balls, s/he shoots to pocket the 8-Ball.

**Foul Penalty**
Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string, except on the opening break). This rule prevents a player from making intentional fouls which put his opponent at a disadvantage. With "cue ball in hand," the player may position the cue ball on the table by hand (more than one, if necessary). After placing the cue ball, the shaft and ferrule of the cue stick (not the tip) may also be used for positioning the cue ball for shooting.

**Combination Shots**
Combination shots are allowed; however, the 8-Ball cannot be used as a first ball in the combination except when the table is open.
Illegally Pocketed Balls
An object ball is considered to be illegally pocketed when
(1) that object ball is pocketed on the same shot or foul is committed or
(2) the called ball did not go in the designated pocket or
(3) a safety is called prior to the shot. Illegally pocketed balls remain pocketed.

Object Ball Jumped Off the Table
If any object ball is jumped off the table, it is a foul and a loss of turn, unless it is the 8-Ball, which is a loss of game. Any jumped object balls are spotted in numerical order according to General Rules for spotting balls.

Playing the 8-Ball
When shooting at the 8-Ball, a scratch or foul is the loss of game.

Loss of Game
A. Player loses the game if s/he commits any of the following infractions:
B. Fouls when pocketing the 8-Ball.
C. Pockets the 8-Ball on the same stroke as the last of his group of balls.
D. Jumps the 8-Ball off the table at any time.
E. Pockets the 8-Ball in any pocket other than the one designated.

Play by Innings
During the course of play, players alternate turns (innings) at the table, with a player’s inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

Doubles Play
The object of the game is to make one group of numbered object balls, either stripes or solids, then rotating turns after each inning with your partner. Players must rotate after every inning (when it is their inning to shoot) and remain in order until the end of the match.

IU Southeast Intramural Ping Pong

Singles Rules
All table tennis tournaments shall be governed by the rules adopted by the United States Table Tennis Association. The following rules are cited for your information and/or clarification.

Game
A game shall be won by the player who first wins 21 points unless both players shall have scored 20 points. The winner of the game shall then be the player who first wins two points more than their opponent.

Racket
May be of any size, shape, or weight. The blade may not be covered with sandpaper material.

Service
The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface. Service shall commence by the server projecting the ball by hand only, without imparting spin and nearly vertically upward. As the ball is descending, it shall be struck so that it touches first the server’s court and then passes directly over or around the net and touches the receiver’s court. If, in attempting to serve, the server misses the ball altogether it is a lost point.
**Ball in Play**
1. The ball is in play from the moment at which it is projected from the hand in service until:
2. It has touched one court twice consecutively
3. It has, except in service, touched each court alternately without having been struck by the racket intermediately
4. It has been struck by any player more than once consecutively
5. It has touched any player or anything that is worn or carried except the racket or racket hand below the wrist.
6. On the volley it comes in contact with the racket or racket hand below the wrist.
7. It touches any object other than the net or supports.

**Choice of the Order of Play**
The choice of ends and the right to be server or receiver in every match shall be decided by coin toss. The winner of the toss shall have the choice of either being server or receiver, or the choice of ends. The other player will then take the remaining choice.

**The Order of Service**
After five points the receiver shall become the server, and the server the receiver, and so on after each five points until the end of the game or the score 20-all. From the score 20-all the service shall change after each point until the end of the game. The player who served first in a game shall be receiver first in the subsequent game and so on until the end of the match.

**A Let**
1. If the ball served, in passing over the net, touches it or its supports and is otherwise good, a let is declared and the point is re-played.
2. A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball.
3. The rally is a let if the ball becomes split or otherwise fractured in play.

**Scoring of Points by Opponent**
A Point is scored by the Opponents if:
A. A server fails to make a good service.
B. A player fails to make a good return when it is his (her) turn to do so.
C. A player, his racket, or anything he wears or carries, touches the net or its supports or moves the playing surface.
D. A player’s freehand touches the playing surface while the ball is in play.
E. Before the ball in play passes over the end lines or sidelines not having yet touched the playing surface on his side of the table, it comes in contact with the player or anything he wears or carries.
F. At anytime either player volleys.

**Location**
Games will be played at the Campus Game Room.

**Procedure**
A list of participants will be left at the check in desk. You must show your ID to get the equipment. You will be allowed to play the best 2 out of 3 games only. Additional time must be purchased by the participants. Upon completion of the match, you must turn in your score card to the desk with both players authorizing the score. After a play-by-date schedule is completed a single elimination tournament will be held.

**Doubles Rules**
All table tennis tournaments shall be governed by the rules adopted by the United States Table Tennis Association.

The following rules are cited for your information and/or clarification.
**Game**
A game shall be won by the team who first wins 21 points unless both teams have scored 20 points. The winner of the game will be the team who first wins two points more than their opponents.

**Good Service**
The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface. Service shall commence by the server projecting the ball by hand only, without imparting spin and nearly vertically upward. As the ball is descending, it shall be struck so that it touches first the server’s court and then passes directly over or around the net and touches the receiver’s court. If, in attempting to serve, the server misses the ball altogether it is a lost point. In Doubles the service shall be delivered so that it touches the server’s right half-court or the center line on his side of the net and then touches the receiver’s right half-court or the center line on his side of the net.

**Order of Play**
The server shall first make a good service, the receiver shall then make a good return, the partner of the server shall then make a good return. The partner of the receiver shall then make a good return, the server shall then make a good return and thereafter each player alternately in that sequence shall make a good return.

**Choice of the Order of Play**
The pair who have the right to serve the first five serves in any game (determined by toss) shall decide which partner shall do so. In the first game of a match, the opposing pair shall then decide similarly which shall be the first receiver. In subsequent games, the serving pair shall choose their first server, and the first receiver will then be established automatically to correspond with the first server as provided below.

**The Order of Service**
The first five services shall be delivered by the selected partner of the pair who have the right to do so and shall be received by the appropriate partner of the opposing pair. The second five serves shall be delivered by the receiver of the first five serves. The sequence is continued until the end of the game or the score of 20-all, when the sequence of service and receiving shall be uninterrupted, but each player shall serve only one service in turn until the end of the game. In each game of a match the initial order of receiving shall be opposite to that in the preceding game.

**Out of Order Receiving**
If a player acts as receiver out of his turn, play shall be interrupted as soon as the mistake is discovered and shall continue with that player receiving who, according to the sequence established at the beginning of the game should be receiver at the score which has been reached. In any circumstances all points scored before the discovery shall count.

**A Let**
1. If the ball served, in passing over the net, touches it or its supports and is otherwise good, a let is declared and the point is re-played.

2. A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball.

3. The rally is a let if the ball becomes split or otherwise fractured in play.
   A. A Point is Scored by the Opponents if:
   B. A server fails to make a good service.
   C. A player fails to make a good return when it is his/her turn to do so.
   D. A player, his racket, or anything he wears or carries, touches the net or its supports or moves the playing surface.
   E. A player’s freehand touches the playing surface while the ball is in play.
   F. Before the ball in play passes over the end lines or sidelines not having yet touched the playing surface on his side of the table, it comes in contact with either partner or anything they wear or carry.
   G. At anytime either partner volleys the ball.
Location
Games will be played at the Campus Game Room.

Procedure
A list of participants will be left at the check in desk. You must show your ID to get the equipment. You will be allowed to play the best 2 out of 3 games only. Additional time must be purchased by the participants. Upon completion of the match, you must turn in your score card to the desk with both players authorizing the score. After a play-by-date schedule is completed a single elimination tournament will be held.

IU Southeast Intramural Softball

1. Roster size
   A. 14 max.
   B. 8 players minimum to play.

2. Equipment
   A. Players must bring their own gloves.
   B. Bats and softballs will be provided.

3. All teams are Co-Ed - At least two girls must be on field at all times.

4. Maximum of 5 homeruns per team, per game. After that, homeruns are counted as outs.

5. Game Length
   A. 7 innings, 3 outs an inning
   B. 10 runs after 5 innings is a Mercy

6. Batting
   A. Teams will pitch to the opposite team (Slow Pitch).
   B. Batters will start with a 1-1 count.
   C. After two strikes, if batters foul two pitches off, the batter is out.
   D. Only players in the field are permitted to bat.
   E. If everyone on the offensive team bats in one inning, that half of the inning is over and the other team is up to bat.

7. Base-runners cannot leave the base until the batter makes contact with the ball.

8. No sliding is allowed. If a player slides, the player is out.

9. Fielding
   A. The defense will put ten position players in the field (8 minimum to play).