MAT BALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

OPEN AND WOMENS TEAMS

STARTING THE GAME

1. START TIME: Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

2. IDENTIFICATION: All participants must bring their current valid Towson University One Card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Sports Supervisor before entering the game.

3. SCORING: Score will be kept by participants. The score should be confirmed at the end of each half inning.

4. TEAMS: There will be no restrictions on the number of individuals that can be on a team, as long as there is an equal number of players on each team.

5. GAME TIME: No new inning may be started after the Intramural Supervisor has made the announcement that the fifty (50) minute time limit has expired. A new inning has started immediately when the third out of the previous inning has been called.

6. GAME EQUIPMENT: Team’s must use the ball provided by Towson University Intramural Sports.

7. JEWELRY: No jewelry may be worn. Any batter wearing jewelry will be called out. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.

8. GROUND RULES: Special ground rules may be implemented by the Intramural Supervisor if special conditions exist that would warrant an alteration of ground rules already in place.

PLAYING THE GAME

9. INNINGS: Six (6) innings will constitute a game. Four (4) completed innings are necessary for an official game that is ended early due to inclement weather.

10. TIE GAMES: All games ending in a tie score during the regular season will be recorded as a tie in the win/loss record. During the playoffs, extra innings will be used to determine a winner.

11. SUBSTITUTES: All starters and substitutes will be permitted unlimited re-entries, provided they return to the same spot in the batting order.

12. BATTING: Bunting is prohibited. Batters may not leave the batter’s box to swing at a ball. The result will be a dead ball out, and all runners will have to return to their previous base.
13. **BASE RUNNING:** First base is the only base where there can be a force out. If the ball is thrown to a defensive player who is standing on first base, prior to the kicker getting there, the kicker is out. All runners to second, third, or home must be tagged or hit with the ball.

14. You may have any number of players on any base. You do not have to run when the next kicker kicks the ball. However, when both feet leave the mat, you must run to the next base.

15. You may never let both of your feet leave the mat, or you must go to the next base. You can never go back to a base, only forward.

16. You can continue to advance to bases until the pitcher has the ball.

17. **NO SLIDING:** You are not allowed to dive or slide into bases. You must remain on your feet the entire time.

18. **PITCHING:** Balls must be pitched by hand. The pitcher must have at least one (1) foot on the pitching rubber from the time the pitching motion begins until the ball is released.

19. **GETTING OUTS:** You may get a kicker out in one of three ways: catching a kicked ball in the air, a force out at first base, or if you throw the ball and hit, or tag, the runner shoulders and below.

20. **THREE OUTS:** When the defensive team gets three outs, they go on offense.

21. **BALLS OUT OF PLAY:** The official will call time-out anytime a ball crosses the out of play line. If a kicked ball travels out of play in the air, it will be considered a foul ball. If a live ball is thrown out of play, runners shall advance two (2) bases from the point when the ball was thrown. If a defensive player carries a live ball out of play, runners shall advance one base from the time the defensive player crosses the out of play line.

22. **APPEAL PLAYS:** An appeal for leaving a base early or missing a base may be made by the defense after the ball is declared dead by the official and before the next legal pitch. The appeal must be announced to the official, and then a defensive player in possession of the ball must touch the base in question. The officials’s decision on an appeal is not subject to protest.

**SPORTSMANSHIP**

23. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

24. **UNSPORTSMANLIKE CONDUCT FOUL LIMIT:** If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.

25. **BENCH CONDUCT:** All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.

26. **DRUG, ALCOHOL & TOBACCO POLICY:** Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.

27. **INTRAMURAL POLICIES:** Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports policies and rules. Captains are responsible for their teams’ sportsmanship, and may be held accountable for the actions of individuals on their team.