The Game, Players, & Equipment

1. Each team will consist of 3 players. Each team must have a minimum of 3 players present at game time to begin a game.

2. All equipment will be provided by Intramural Sports staff (foam balls and a bat). Gloves are not used.

3. Shoes: All players must wear shoes. Tennis/running shoes, as well as plastic cleats are acceptable. No player will be allowed to wear metal cleats, play in sandals, or play barefoot.

4. Pads or Braces: Leg and knee braces made of hard, unyielding material (unless covered on both sides and all edges overlapped with at least 1/2 inch of protective material) will be declared illegal.

5. Jewelry: No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.

Game Factors, Time, and Length

1. Each game will be played in an "innings" format, that lasts 30 minutes (regardless of the number of innings that have been played). Once the 30-minute time limit has been reached, any inning that is in progress will be completed. If the game remains tied at the end of regulation, an additional inning will be played until a winner is declared.

2. Game time is forfeit time. Each team must have the minimum number of players signed in and ready to play at the scheduled game time. If there is fewer than the required number of players, the opposing captain has the option of taking the win or wait for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a maximum of 10 minutes. Play will start as soon as the opposing team has the minimum number of players present.
3. The 3 players from the defensive team may position themselves anywhere within the boundary lines, and will attempt to catch any batted balls in the air, before they hit the ground. Any ball that is caught in the air will result in an out.

4. Any batted ball that safely lands within the boundary lines will count as a hit (there are no singles, doubles, or triples). Every 3 hits within an inning will result in 1 run. Every additional hit (after the first 3) will count as another run.

5. Homeruns: Any batted ball that lands beyond the furthest defensive player will result in a homerun. A homerun will count for 3 runs, and will also result in the bases being ‘cleared’ (the hitting team would then need 3 more hits to begin scoring runs again).

6. Players from both the hitting and defensive team will verbally keep track of the number of hits and runs each inning, and will report final scores to the Intramural Sports staff member present.