



HOME RUN DERBY

Mission Statement

To Serve, Educate and Promote Wellness

Vision Statement

We are a service-oriented department dedicated to excellent fitness, and recreation programs that enhance the university experience.

1. Each participant will receive 10 swings. Foul balls and swinging strikes will count toward the 10 swing total.
2. The pitch does not have to be a legal pitch. It may bounce, reach a height of less than 6 feet, or attain a height of more than 12 feet and still be legal. The ball may not be pitched overhand or be a fast pitch.
3. Pitchers will be allowed 3 warm up pitches. A batter may choose any pitcher to deliver the pitches. A batter may not change pitchers after a choice has been made. A batter will be allowed a total of 20 pitches or 10 swings whichever comes first
4. Participants must use the softballs provided by the Office of Campus Recreation. Players may use their own bats as long as it meets the ASA softball bat requirements of a legal bat. Bats will be checked prior to the competition.

Men's Scoring: A hit that travels:

- 180 feet or greater in the air = 3 points**
- 250 feet or greater in the air = 5 points**
- 275 feet or greater in the air = 10 points**

Women's Scoring: A hit that travels:

- 95 feet or greater in the air = 3 points**
- 165 feet or greater in the air = 5 points**
- 190 feet or greater in the air = 10 points**

5. Lines will be painted at the above distances. All 10 swings will be scored. All hits must cross a line in the air to be scored. Balls that touch the ground before traveling 180 feet for men and 95 feet for women will not score any points.
6. In the Women's competition, batters will hit from second base which is approximately 85' feet from home plate.

**** **ADDITIONAL INFORMATION**

- *1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)
- *2. Forfeit Policy:
 - If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
 - The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.

- If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
- A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
- A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
- A team may receive a forfeit due to improper team attire.
- Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$20.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- If a team forfeits or defaults twice (in league) it is dropped without notice.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

*3. Forfeit Penalties:

- Lose right to protest the game
- All possession in a jump ball situation go to the opposing team
- Start the game with a 10-point deficit

*4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- Default is recorded as a loss but does not require a fee payment.

*5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**