

## INTRAMURAL SPORTS HOMERUN DERBY RULES

The current available *ASA and UMass Intramural Softball rules* will govern play with intramural modifications.

Each player must present their [valid UMass UCard](#) to participate.

For the full list of intramural policies and procedures, please read the [Intramural Participants Guide](#)

### I. FORMAT

- A. Each participant must provide their own pitcher.
- B. Each participant is given 10 swings, with the object of the contest being to hit the ball over the homerun line.
- C. Participants have the option of taking 2 warm-up swings prior to the 10 swings which **will not** count towards the final score. If a choice is not declared before the first pitch then warm-up swings may not be taken.
- D. The number of balls landing over the homerun line is the participant's final score.
- E. Balls which hit cones marking the homerun line will count as a homerun.
- F. Only fair-balls which land over the homerun line will count as homeruns.

### II. TIEBREAKER

- A. In the case when two or more individuals have tied for the lead, the measured distance from the homerun line to the farthest hit ball by each individual will be used as a tiebreaker.

### III. EQUIPMENT

- A. Balls provided by UMass Campus Recreation must be used.
- B. Bats may be checked out from the Sport Supervisor on-duty. Participants may use their own bats provided they are in accordance with ASA rules.

### IV. SPORTSMANSHIP

- A. In order to promote a fun and safe playing environment, participants and spectators are expected to be civil towards one another and staff.
- B. Any conduct judged by an intramural staff member to be detrimental to the participants, program, or any particular intramural activity may result in removal from a contest and/or further sanctions.
- C. A detailed outline of the Intramural Sports Sportsmanship Policy can be found [here](#)