1. Each team is required to have one team member present at the playing site at least 15 minutes before the scheduled game time (If not, a forfeit will result).

2. Each team must have the minimum number of players present at the playing site at the scheduled game time, which will be determined at the captain's meeting. (If not, a forfeit will result).

3. Each and every player must sign in on the score sheet in order to get credit for playing in a game. Be sure your team members do this even if your team has received a win by forfeit.

4. Any team forfeiting one game will lose the original $5/$10 forfeit fee they submitted at the start of the tournament/league play.

5. Any team forfeiting 2 games will be excluded from further league play. In order to continue league play and be qualified for the tournament, the team must pay another forfeit fee.

6. Roster additions may be made at anytime, as long as the player being added is not a member of another team.

7. Players must have played in at least 1/3 of the games to be eligible for league tournament.

8. Any team with a sportsmanship rating below 2.5 after 3 league games will be required to meet with the Intramural Coordinator.

9. Any team with a sportsmanship rating below 3.5 will not be eligible for the league tournament.

10. Rescheduled games must be cleared and finalized with the Intramural Coordinator at least 2 days before the scheduled game.

11. The league tournament dates will be announced at the captains’ meeting. Please inform your team members so they save the dates!

12. A minimum of four teams must start and complete a round robin league/tournament schedule in order for the winning team to be eligible for the championship T-shirts.

13. Any team/person that does not show up for the scheduled captain's meeting will lose half of their forfeit fee. This is $10 for league play and $5 for tournament play.

14. Teams must receive a sportsmanship rating of at least a “B” in all tournament games or they will not be allowed to advance in the tournament.