Team Requirements

- Games are played 5 on 5
  - Extra Hitter – teams may have 1 extra hitter in the line-up
- Minimum required: 4 players
- All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
- If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  - If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
- If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by noon on the day of their game to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  - 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league
  - Following a forfeit, teams must call the Intramural Sports Office by 12:00pm the next day to remain in league
- Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Sports and Rec Park

Player Equipment and Behavior

Player Equipment
- Players should be wearing proper athletic attire when competing in Intramural sports, including athletic shorts/pants, t-shirt, tank-top, etc.
  - Jeans, flip flops, and other clothing that is hindering or unsafe will not be allowed
- Players are not to use baseball fielding nor batting gloves for wiffleball
- Players are encouraged to wear similar color jerseys or shirts.
- Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  - A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue

Player Behavior
- Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul:
  - Refusal to comply with or abide by a request or decision of an official
  - Intentionally kicking, spiking, or throwing the ball aside from game play
  - Attempting to influence the decision of an official
  - Disrespectfully addressing an official or an opponent
  - Playing or attempting to play without signing in with their KSU ID
  - Participating in a fight (AUTOMATIC EJECTION)
  - Any act deemed by an official to be unsportsmanlike
- Officials should not be pursued off the court to discuss game issues. Harassment of an official or
If a team accumulates 3 unsportsmanlike penalties in a game, they will forfeit the contest. The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.

**Game Length and Timing**

**Play Periods**
- Game will consist of 6 innings or 40 minutes.
- No innings can start after the 40 minute time limit has been reached.
- The inning in progress will continue after the 40 minute limit.

**Overtime**
- There will not be any extra innings during the regular season. The game will end in a tie at the end of 6 innings or the 40 minute time limit.
- During the playoffs, the tie breaker will be a home run derby.
  - Players will pitch to their own team.
  - Each team will receive 5 outs.
  - Each team will choose one player to hit and one player to pitch.
  - The remaining players will line up in the outfield.
- Scoring in the home run derby:
  - Batter hits a home run = 1 point.
  - Teammate in the outfield catches the ball in the air = 1 point.
- Outs in the home run derby
  - Batter swings and misses
  - Batter does not swing at a pitch
  - Foul ball (includes tips)
  - Ball hits the ground in the field of play
  - Pitcher catches the ball
- The team with the most points after each team has had the opportunity to bat in the derby wins. If the score is still tied, the teams will choose another player to hit and continue until a team wins.

**Timeouts**
- There are no timeouts

**Mercy Rule**
- There is no mercy rule

**Facility Specifications**
- Bases will be 54 feet (18 yards) in length from each other.
- There will be a homerun line that is 120 feet (40 yards) in length.
- There will be a strike zone set behind home plate. (Cal Ripken Jr. Zone)
- Pitcher’s mound will be 45 feet (15 yards) away from home plate.
- Any part of the field that is not turf will be considered “out of play”

**Rules of Play**

**Beginning the Game**
- 5 (or 6 with EH) batters in line up.
- 3 outs will be given per half inning. (Team will not be penalized an out for only having 4 participants in the game.)
- A max of 7 runs may be scored per half inning for the first 3 innings.
- Defensive player requirements:
o 2 infielders
o 2 outfielders
o There will be no catcher involved in play.
  o The 2 infielders have to be even or inside the base path when contact is made with the ball.
  o The 2 outfielders have to be 5 yards or deeper from the base path when contact is made with the ball.

Game Regulations

• A player is considered out when:
  o The batted ball is caught in the air before making contact with the ground.
  o A player is tagged out by a defensive player with full possession when the base runner is not on a base (does not apply between the commitment line and home plate).
  o When there is a force out at a base and the ball beats the base runner to the base and is full possession of the receiving defensive player.
  o A player gets to his 3rd strike or fouling of their 4th strike.

• Pitch count will start with a 1-1 count.
  o The batter is allowed one foul ball after s/he has two strikes. However, a second foul ball hit (with a 2-strike count) will be the third strike and an out.

• Once a player reaches 4 balls they will be awarded a base on balls.

• The Cal Ripken Jr. strike zone will be used to call strikes and balls.

• If the ball hits the zone, it is a strike.

• At the umpires discretion, if any batter attempts to keep the pitch from striking the CRJ strike zone (leaning into pitch, crowding plate, etc.), the pitch will be deemed as a strike.

• If the ball goes the small hole in the Cal Ripken Jr strike zone board on a pitch, the inning will end no matter how many outs are recorded.

• There is NO infield fly rule.

• Plays on the third out:
  o If a base runner crosses home plate before a 3rd out non-force play occurs, the run will be counted.
  o If the base runner does not cross home plate before a 3rd out non-force play, the run will not be counted.
  o A base runner crossing home plate on a 3rd out force play will not score a run.

• In order to “rob a homerun ball” a defensive player must have both feet in the playing field with full possession before leaving the playing field. (This is just like a catch on the sideline in football.)

• Foul balls must be caught with both feet on the turf to record an out.

• Players will be allowed to run past the 1st base and home plate only. Runners can be tagged out if they run past the 2nd or 3rd bases.

• Since there is no catcher, there will be a dedication line 5 yards past 3rd base down the 3rd baseline.
  o Once a runner crosses this line, he or she is dedicated to advance to home plate.
  o If a defensive player throws the ball and hits the CRJ strike zone before the runner crosses home plate, the base runner is out.
  o A tag cannot be applied to a runner between the dedication line and home plate, he or she must hit the CRJ strike zone, or tag the plate on a force out, for the runner to be out.
  o This call will be made by the umpire.

CoRec Modifications

Teams
• Teams must have no more than 3 and no less than 2 of either gender
  o 4 is the minimum number of players required to start a game, i.e. 2 males and 2 females
• Batting line up may change each inning, but must alternate gender
Extra hitters may be used, but cannot exceed the maximum of 3 of either gender, i.e., 3 males and 3 females in the lineup.

**Scoring**
- All players, male and female, count for one point when they cross home plate.