



INTRAMURAL SPORTS RULES

Baseball

Last updated: 6/11/19

INTRAMURAL POLICIES AND PROCEDURES

ELIGIBILITY:

Interhall (IH): Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides, with rector-signed approval. To play in all Intramural sports, participants must show a valid, government-issued photo ID. This includes a Notre Dame ID, state issued driver's license, U.S. and foreign government-issued passports, and/or U.S. military ID. The photo must be visible and discernible by the Intramural employee checking IDs. This helps to ensure player eligibility in accordance with the IMLeagues roster.

LOCATION:

All games will be played at Boehm Park - Rose St, South Bend, IN 46635. Participants are responsible for transportation to and from the playing site.

FORFEITS/RESCHEDULES:

Game time is forfeit time! If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Sport Programs Coordinator (574-631-3536) before 3:00pm the day of the game, or 3:00pm on Friday for weekend events, and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 6-0 win for your opponent.

SCHEDULE:

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

INCLEMENT WEATHER:

No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called and teams will be emailed via IMLeagues.

ROSTER ADDITIONS:

Players may be added to the roster at any point during the regular season. Players may not be added during playoffs. **For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector's signature.** Roster additions must be completed on the IMLeagues website to be eligible for that evening's contest. In order to be eligible to participate in playoff contests, roster members must have checked-in for at least one regular season game/match.

INSURANCE WAIVERS:

Waivers are located on the IMLeagues website, and are completed as part of the team registration process. All players must fill out an insurance waiver, and appear on the IMLeagues roster, before playing intramural sports.

CHECK-IN:

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor before participating in any intramural activity will result in a forfeiture of that contest, and may result in suspension from future intramural activities.

SPORTSMANSHIP:

Participants and fans must respect players and intramural staff and follow the instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan, or coach, the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff.

ALCOHOL, TOBACCO & DRUGS:

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

PROTESTS:

Only protests based on questions of player eligibility and rule interpretation/misapplication will be accepted. No protests on judgment calls will be reviewed. The protest must be filed at the time of the incident in question. Once play begins after the next live play, it cannot be protested.

SPORT RULES

NFHS rules will be followed except for the ones noted below.

1. SCORING AND TIMING:

- 1.1. GAME TIME IS FORFEIT TIME!
- 1.2. Games will be six innings. However, no new inning may start after 80 minutes and the last game must end by 11:00pm.
- 1.3. Any team up by 10 after 3 innings, 8 after 4 innings, and 6 after 5 innings will be declared the winner.
- 1.4. Regular season games may end in a tie.
- 1.5. Playoffs only: Extra innings will be played to determine a winner.

2. PLAYERS:

- 2.1. A team consists of 9 players but may start with as few as 8 players to avoid a forfeit.
- 2.2. Teams may bat as many players as show up as long as the batting order remains constant, but only nine may play the field.
- 2.3. Free substitution is permitted.
 - 2.3.1. Pinch Hitter - A pinch hitter is a batter used as a substitute for another batter. A pinch hitter only comes into the game when the batter whose turn he is taking is due to bat. The batting order must remain constant. No player may bat in more than one position in the batting order. If utilized, there is no limit on how many times the pinch hitter can return to that same place in the batting order.

- 2.3.2. Pinch Runner - A pinch runner is a substitute used for a runner who is already on base. A pinch runner can be used at any base, and in certain situations, can even enter a game between bases when a player is unable to proceed because of injury. When a pinch runner is used, the player for whom they run for is out of the game definitely.
- 2.3.3. Courtesy Runners - A courtesy runner will be allowed for the pitcher and catcher positions. If the courtesy runner position is used, the runner will be designated and will remain the same throughout the game for each position.
 - 2.3.3.1. A courtesy runner will be designated for that position until the player has been removed from the game, or switches positions.

2.4. Once removed from a pitching position, a player may not pitch again in that game.

3. PITCHING POSITION:

- 3.1. Set/Stretch- The ball must be in the pitchers glove or pitching hand and they must take signs with pivot foot in contact with the rubber
 - 3.1.1. Must come to complete stop before delivery
 - 3.1.2. May lift pivot foot backward off rubber
- 3.2. Wind Up- Must have their hands together in front of body, both hands at side, or either hand in front of the body and other at side
 - 3.2.1. The pivot foot must be in contact with rubber
 - 3.2.2. Step offs must be pivot foot first
- 3.3. Pitch must be continuous motion

4. BALK:

- 4.1. Balks occur when runners are on base
- 4.2. The ball is immediately dead
- 4.3. Balk-any illegal motion: when a pitcher drops the ball, feints toward the batter or toward 1st base without throwing it, fails to throw with a continuous motion or takes his hand off the ball while in the set position on the mound, it is a balk
 - 4.3.1. Penalty: Runners on base are awarded one base
- 4.4. When no runners are on base, an illegal motion is called an "illegal pitch"
 - 4.4.1. Penalty: A ball is added to the count

5. INFIELD FLY RULES:

- 5.1. Runners must be on first and second or first, second, and third with less than two outs.
- 5.2. The batter will be called out if an infielder can catch the ball with reasonable effort.
- 5.3. However, fielder DOES NOT have to catch it.
- 5.4. Does NOT have to be verbalized, but SHOULD be.

6. INTERFERENCE VS. OBSTRUCTION:

- 6.1. Interference - runner interferes with a thrown or batted ball, or when he interferes with a fielder who is trying to field a batted ball. DEAD BALL
 - 6.1.1. Runner is out, all other runners return to last base touched. Batter receives first base.
- 6.2. Obstruction – Fielder hinders or impedes the batter or runner, provided that the fielder is not fielding a batted ball or if he is not in possession of the ball. LIVE BALL
 - 6.2.1. Runner who was obstructed will always be safe, our discretion of what base they will be placed at. Would they have safely made it to the next base, or should we return them to the last base touched?

7. EQUIPMENT:

- 7.1. All equipment, except gloves, will be available.

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- 7.2. RecSports baseballs must be used.
- 7.3. Catchers must wear full gear with hockey style mask or 1 piece mask/helmet set.
- 7.4. Metal cleats are permitted.
- 7.5. Anyone throwing helmets or bats may be ejected from the game.
- 7.6. All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be labeled with a silkscreen or other permanent certification mark. No BBCOR label, sticker or decal will be accepted on any non-wood bat. The certification mark shall be rectangular, a minimum of one inch on each side and located on the barrel of the bat in any contrasting color to read "BBCOR .50."