1. **GENERAL**

1.1 All games are to start at the scheduled time. Game time is forfeit time. If at game time a team does not have the required amount of players, the opposing captain has the option to take the forfeit win, or agree to a 5 minute grace period for the team who is short. If after the five minute grace period the team in not completely signed in and ready to play, it will be a forfeit.

1.2 A regulation game will consist of:
   a. Five full innings or 45 minutes after start of the contest, with completion of inning being played, or;
   b. Three full innings or 30 minutes of play if game called due to inclement weather.

1.3 In case of a tie the game ends as such in the regular season. Ties in the post season will go into extra innings.

1.4 Mercy Rule: If a team trails by 20 runs or more at any time after the completion of the 3rd inning, the game shall be ruled as having ended at the end of that inning. If a team trails by 10 runs or more at any time after the completion of the 4th inning, the game shall be ruled as having ended at the end of that inning.

1.5 All batters start off with a one ball/one strike count. There are three outs per half-inning.

2. **EQUIPMENT**

2.1 Bat—Bats will be provided by the intramural sports staff. No one may use their own bats.

2.2 Ball--The official game ball will be the one furnished by the intramural sports staff.

2.3 Shoes--All players must wear athletic shoes, preferably with plastic cleats. Shoes with metal spikes or metal cleats are illegal. A player found to be wearing metal cleats will be immediately ejected and required to serve a one game suspension.

2.4 Gloves--Players must furnish their own gloves.

2.5 Helmets--All batters and base runners are encouraged to wear protective helmets (provided by the intramural sports staff).

3. **PLAYERS AND SUBSTITUTES**

3.1 Ten players; 5 women and 5 men on the lineup card at all times. A team may play with a minimum of 8 players (4 men and 4 women); however, an out (commonly referred to as a “ghost out”) will be recorded for the 9th and/or 10th batter.

3.2 Players names and positions should be recorded in the score book prior to the start of a game. Players must
bat in alternating order according to gender.

3.3 A substitute may enter the game at any time; the person he/she replaces is ineligible for further play for the remainder of the game. The substitute must be of the same gender as the person he/she substitutes for and shall take his/her place in the batting order.

3.4 Participants must meet all eligibility requirements of the intramural program. Teams using ineligible players forfeit all games he/she participated in. If a team starts with ten players and one is forced to discontinue due to injury, the team will not be punished with a ghost out. No UT varsity baseball or softball players or any professionals may play. A maximum of two junior varsity baseball players may be signed in per game per team.

4. PITCHING

4.1 The pitcher shall take a position with one foot firmly on the ground and in contact with the pitcher's rubber until the pitched ball leaves the hand.

4.2 The pitch must be:
   a. delivered at a moderate speed, with an underhand motion to the batter, below the hip;
   b. arched at least 6 feet between the time of release and before it reaches home plate;
   c. delivered no more than a height of 12 feet above the ground at its highest point of the arch. Penalty: Illegal Pitch verbally called by the umpire; batter awarded a ball. If batter makes a swing and/or contact, the ball is in play.

4.3 Strike zone: The strike zone is a cut out mat that fits behind home plate. If a legally pitched ball hits this mat, the pitch is a strike. If the ball lands or hits any part of home plate, it is not a strike.

4.4 An illegal pitch (batter awarded a ball) shall be declared when:
   a. the pitcher pitches during a suspension of play.
   b. the pitcher makes a quick return pitch.
   c. if the ball slips from the pitcher's hand during their windup or during their backswing.

4.5 No pitch is declared if a runner(s) leave bases before the ball is hit; runner(s) are called out.

4.6 Warm-up Pitches: First inning = 7 pitches; Subsequent innings: 3 warm-up pitches between innings. Relief pitchers shall be granted 3 to 7 pitches.

5. BATTING

5.1 The batter must be ready after the third warm-up pitch is made.

5.2 Teams must bat in the order listed in the official scorebook kept by an intramural official.

5.3 The batter shall not hinder the catcher from fielding or throwing the ball by stepping out of the batter’s box, or intentionally hinder the catcher while standing within the batter's box. Penalty: Runner, to which the play is intended, is out.

5.4 A strike is called by the umpire:
   a. for each legally pitched ball struck at and missed by the batter.
   b. for each legally pitched ball that strikes the mat. It is not a strike if the pitched ball touches home plate and is not swung at. If the third strike batter is out---Runners may not advance. The ball is dead on any strike.
   c. for each foul ball not legally caught on the fly when the batter has less than two strikes.
   d. for each pitched ball struck at and missed which touches any part of the batter.
   e. when any part of the batter is hit with his/her own batted ball when he/she is in the batter’s box.

5.5 When a 'ball' is called, the ball is dead---no advancement by any base runners.

5.6 The batter is out if he/she bunts the ball. Runner(s) may not advance.

5.7 A batter shall be out if:
   a. three legal strikes are made.
   b. a fly ball is caught.
   c. he/she is hit by his own batted ball in fair territory before the ball is played by the fielder.
   d. the infield fly rule is called by the umpire.
   e. he/she bunts the ball.
g. tagged out by a fielder.
h. fouls off the 3rd strike

5.8 Infield Fly: An infield fly is a fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort when first and second OR first, second, and third bases are occupied before two are out. The pitcher, catcher, and any outfielder who positions himself/herself in the infield on the play shall be considered infielders for the purpose of this rule. Note: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "INFIELD FLY, BATTER OUT" for benefit of the runners. If the ball is near the foul lines, the umpire shall declare "INFIELD FLY, IF FAIR". The ball is alive and runners may advance at their own risk of the ball being caught or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared infield fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the foul lines and bounces fair before passing first or third base, it is an infield fly.

5.9 Any fair ball that rolls through an open gate, opening, or that bounces over the fenced area in the outfield shall be ruled a ground rule double. Runners advance two bases from the base they were at during the time of the pitch. Any fair ball leaving the fenced area, between the foul polls, in the outfield shall be deemed a home run.

5.10 Teams will be allowed a maximum of 5 out-of-the park home runs per game. Subsequent home runs, after the fifth one, will be declared outs. If a male is walked, he automatically goes to second base, and the female batting next has the option of taking first base or hitting.

6. BASE RUNNING

6.1 A runner who is off base, after contact is made, shall return and retouch the base when a fly ball is caught before he/she may advance to the next base. A runner cannot advance to the next base if there is already a runner at that base, unless he/she is forced to advance because of a base runner behind him/her.
6.3 A runner shall not pass preceding runners in advancing bases. The runner doing the passing is out.
6.4 A base runner may slide so long as he/she does not intentionally try to injure an opposing player. Penalty: Runner is out and is ejected for the remainder of the game.
6.5 When a base runner dislodges a base from its proper position neither he/she nor the succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position. If a base becomes dislodged during a slide the play is stopped and the ball is dead. If the player is called out in his attempt, prior to dislodging the base, the call stands.
6.6 Under no condition is a runner permitted to steal/leave a base early; he/she may leave their base when pitched ball has been hit. Penalty for base stealing and/or leaving early: Ball is dead, runner(s) is/are out.
6.7 In all cases where a thrown ball goes into a stand for spectators or over, through or under any fence surrounding playing field; or hits any person or object not engaged in the game; or into the player's benches; whether the ball rebounds into the playing field or not; or remains in the meshes of any wire screen protecting the spectators, each and every base runner SHALL BE ENTITLED TWO BASES.
6.8 When a first throw is made by an infielder, the umpire in awarding such bases shall be governed by the position of each runner at the time the ball was delivered by the pitcher; when the throw is made by an outfielder or is the result of any succeeding play or attempted play, the award shall be governed by the position of each runner and the last base he has touched at the time the final throw was made. Note: If all runners including the batter --runner have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.
6.9 A fielder shall not block the base line in the path of a runner unless he/she is actually fielding the ball at that spot. The runner shall be safe at that base if interfered with by the fielder.
7. **APPEALS**

Appeals shall not be received or considered if they are based solely on a decision involving the accuracy of judgment by the umpire (judgment call). Appeals shall be considered for matters such as:

a. playing of an ineligible player(s).

b. misinterpretation of a playing rule.

c. failure of an umpire to apply the correct rule to a situation.

d. failure of an umpire to impose the correct penalty for a given violation.

7.2 The notification of intent to appeal must be made by the team captain to the umpire before the next pitch.

7.3 Each umpire has the authority to rule on any point specifically or not specifically covered in the above rules.

7.4 Each umpire has the authority to disqualify any player or captain for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified persons from the playing field and/or stands.