General Rules
1. All Participants must present their Northern Kentucky University All Card to participate, No Exceptions!
2. Participants must play on only 1 gender team and 1 co-rec team.
3. Rosters are frozen when the regular season is completed.
4. The Intramural Department will provide the official game balls.
5. Jewelry may not be worn, including earrings, necklaces, watches, and bracelets.
6. Metal spikes, bare feet, Sperry’s and flip flops are not permitted.

The Players & Team
1. The game shall be played between two teams of 10 players
   a. Co-rec: 5 females and 5 males or more females than males
2. Each team must have at least 8 players on the field in order to start play, must field a catcher and your own pitcher.

Equipment
1. Intramurals will provide bats
   a. These bats are the ONLY bats permitted for use
2. Baseball bats are not legal.
   a. If a batter hits the ball with an illegal bat, it is a dead ball and the batter is out

The Game
1. For all games, no new inning will start 45 minutes after the game begins.
2. If the time limit has not passed when the third out of the bottom half of the inning is completed, a new inning will be played.
3. Complete game:
   a. Completion of 7 innings or 6 ½ innings with the home team ahead.
   b. Game called because of weather and one full inning completed.
   c. Game completed when inning is ended after the 45-minute time limit has expired.
   d. Game completed in situation of a mercy rule, when a team is ahead by 10 runs or more after five innings, or a team is ahead by 15 runs or more at the end of four innings.
4. The batter starts with a count of one ball and one strike.
5. The batter is out and the ball is dead on any attempted bunt.
6. Any foul ball after two strikes is considered an out.
7. There will be NO STEALING
8. Sliding into HOME PLATE is required during a play at home plate
   a. Catcher may not block plate any time
9. OVERTHROW RULE (Any time a thrown ball goes out of bounds):
   a. Runners receive 1 base from their position at the time of the pitch.

Offensive interferences:
1. Interference is defined as the “act of an offensive player or team member which impedes, hinders, or confuses a defensive player attempting to execute a play.”
2. Defensive players must be given the opportunity to field the ball anywhere on the playing field.
3. Base running interference includes a runner or batter-runner that interferes with a fielder, a runner or runner-batter who is hit by a fair, untouched batted ball and a thrown ball which strikes any illegal loose equipment, detached part of a uniform or miscellaneous item left in playable territory by the offensive team.

4. When a runner interferes with a fielder, it may be in the form of physical contact, verbal contact, visual distraction or any other type of distraction that would hinder the fielder in the execution of a play.
   a. The umpire must determine if the interference occurred before or after the runner who interfered was put out and then apply the proper rule.

5. It is also interference if, in the judgment of the umpire, there is obvious attempt to prevent a double play.
   a. In such a situation, the runner closest to home plate shall be called out.

_out of play rules:_
1. Any ball that goes into foul territory beyond the out-of-play line or fence is out of play.
2. If an overthrown ball at first or third goes beyond the out-of-play line or fence, the ball is dead and all runners gain 1 base.
3. A ball that goes into the dugout is out of play.
4. When a fair-batted ball passes over the in-play line, runners may advance all they can get.

_Ground Rules:_
1. If the ball goes out of play for any reason, the batter and/or base runner is entitled to 1 base
2. If the fielder leaves his feet to catch a ball that is out of play, the first foot touching the ground must be in the playing area or the ball is out of play.
3. The ball is out of play if one or both of the fielder’s feet touch the line or the area beyond the line when the ball is caught.
   a. If a fielder catches a fly ball in a playable area and unintentionally carries it out of play, the batter is out, the ball is dead, and all runners advance one base without liability to be put out.
   b. A fly ball caught in the air on the rebound from any object is not a legally caught ball; the batter is not out and the ball remains in play.
   c. Should the ball hit a tree outside the fence in fair territory it shall be ruled a homerun.

_Fair/Foul Hit Ball:_
1. Definition of a foul hit ball: A foul hit ball is a legally batted ball that settles on foul territory between home and first base, or home and third base, or that bounds past first or third base, or that while on or over foul ground touches the runner, the umpire, or any other player.
2. A fair fly must be judged according to the relative position of the ball and the foul line, and not as to whether the fielder is on fair or foul ground at the time he touches the ball.

_Pitching Regulations:_
1. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher’s mark.
2. The pitcher’s pivot foot must be in contact with the pitcher’s mark throughout the delivery.
3. Preliminary to pitching, the pitcher must come to a full and complete stop, with the ball in front of the body, facing the batter.
4. This position must be maintained for at least one second before starting the delivery.
5. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.
   a. The pitch starts when the pitcher makes any motion that is part of his windup after the required stop.
   b. The pivot foot must remain in contact with the pitcher’s mark until the pitched ball leaves the hand.
   c. It is not necessary to step, but if a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher’s mark and the step is simultaneous with the release of the ball.
6. A legal delivery shall be a ball, which is delivered to the batter with an underhand motion.
7. The pitch shall be released at a moderate speed.
   a. The speed is left entirely to the umpire’s judgment.
   b. The umpire shall warn the pitcher who delivers a pitch with excessive speed.
   c. If the pitcher repeats such an act after being warned, he shall be removed from the pitcher’s position for the remainder of the game.
8. The hand shall be below the hip.
9. A legal pitch (designated as a strike) must reach 6ft and go no higher than 12ft.
   a. If the pitch does not fall in this range, the umpire must declare “illegal” and the pitch is an automatic ball.
   b. If swung at, although it was ruled illegal, it is a strike or played as a normal, live ball.
10. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates “playball.”
11. The pitcher may use any windup desired, provided:
   a. He does not make any motion to pitch without immediately delivering the ball to the batter.
      i. No pump fakes
   b. His windup is continuous motion.
   c. He does not use a windup in which there is a step or reversal of the pitching motion.
   d. He delivers the ball toward home plate on the first forward swing of the pitching arm past the hip.
   e. He does not continue to windup after he releases the ball.
   f. He does not pitch the ball behind his back or between his legs.
12. There will be no quick pitches, the pitcher will wait until the batter takes position in the batter’s box or when the umpire says “play ball.”
13. No pitch shall be declared when:
   a. The pitcher pitches during a suspension of play.
   b. The pitcher attempts a quick return of the ball before the batter has taken position or is off balance as the result of the previous pitch.
   c. The runner is called out for leaving the base too soon.
   d. The pitcher pitches before the base runner has retouched his base after a foul ball has been declared and the ball is dead.
   e. The ball slips from the pitcher’s hand during his windup or during the back swing.
      i. Effect-The ball is dead and all subsequent action on the pitch is cancelled.

Batting:
1. The batter shall not have his foot touching home plate when the ball is hit.
   a. Effect-The batter is out and the ball is dead.
2. The batter shall not excessively swing the bat after a hit.
   a. Effect-First at bat equals warning and the second at bat, the batter is out
3. The batter shall not step directly across the front of the catcher to the other batter’s box while the pitcher is in position ready to pitch.
4. The batting order delivered to the umpire must be followed throughout the game unless a player is substituted for another.
   a. When this occurs the substitute must take the place of the removed player in the batting order.

Substitutions:
1. A substitute may take the place of a player whose name is in his/her team’s batting order.
2. The following regulations govern the substitution of players:
   a. The team captain of the team making the substitution shall immediately notify the plate umpire.
   b. Violation of the re-entry rule results in the use of an ineligible player.
      i. A forfeit shall be declared when the violation is brought to the attention of the umpire by the offended team, and not until then.
3. The illegal substitute is considered in the game if a pitch has been made.
4. Substitute players will be considered in the game when reported to the plate umpire.
5. Any player may be removed from the game during any dead ball.
6. The original player and the substitute may not be in the line up at the same time.

Re-Entry Rule:
1. Starting players may leave the game and re-enter once in the same batting position that they left the start at the start of the game, and must replace only the person that substituted for them.
2. Substitutes may enter the game only once and have to bat in the same position as the player they replaced.
   a. Once the substitute leaves the game he/she is done playing that game.
3. Violation of the re-entry rule results in the use of an ineligible player.
4. Violation of the reentry rule results in the ejection the illegal player when the violation is brought to the attention of the umpire by the offended team.
   a. However, all play that occurred while the illegal re-entry was in the game will stand.

**Offense**

1. If the illegal player is discovered by the defense after one legal or illegal pitch has been thrown while he is at bat, he is ejected and a legal substitute assumes the ball and strike count.
2. If the illegal player is discovered by the defense after he has completed his turn at bat and prior to the next legal or illegal pitch, or before the defensive team has left the field, the illegal player is called out and any advance from a walk or a hit is nullified.
3. If the illegal player is discovered by the defense after he has completed his turn at bat and after the next legal or illegal pitch, or after the defensive team has left the field, the illegal player is ejected and any advance by runners while the illegal batter was at bat is illegal.

**Defense**

1. If the illegal player is discovered by the offense after he makes a play prior to the next legal or illegal pitch, or before the defensive team has left the field, the offensive team has the option of taking the result of the play, or having the last batter re-bat and assume the ball and strike count he had prior to the discovery of the illegal player, with each runner returning to the base at which he was, prior to the play.
   a. The illegal player is ejected.
2. If the illegal player is discovered by the offense after a legal or illegal pitch to the next batter, all plays stand but the illegal player is ejected.

**Other Rules**

**Infield Fly Rule:**

1. Infield Fly Rule will be in affect with runners on first and second or first, second and third and less than two outs.
2. The Infield Fly Rule is at the discretion of the home plate umpire.
3. If this happens the umpire will yell, “Infield Fly Batters Out.”
4. The batter will be out and runners move at their own discretion.

**The Pitcher:**

1. If the pitcher is taken off the mound but remains in the game, he/she may return to the mound any time later in the game.
2. If the pitcher is replaced by a substitute he/she may not pitch again the rest of the game.

**The base runner cannot run over or through a fielder:**

1. The result is an automatic ejection from the game and suspension.
2. The base runner runs around a fielder and is put out; it is up to the discretion of the umpire to determine if the detour caused the runner to be put out.
3. If the umpire feels the runner would be safe if he had to run around the fielder, the base runner will be declared safe.

**Base Stealing:**

1. Under no condition is a runner permitted to steal a base.
2. He may leave his base when a pitched has reached or passed home plate, but must return to that base immediately after each pitch not hit by the batter, as the catcher is returning the ball to the pitcher.

**The base runner is out when:**

1. In running to any base he/she runs more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.
2. He/She interferes with a fielder attempting to a field a batted ball or intentionally interferes with a thrown ball.
   a. If the interference is an obvious attempt to prevent a double play, the succeeding runner shall also be called out.
3. He/She is struck with a fair batted ball while off the base and before it passes an infielder, excluding the pitcher.

**Base runners are not out when:**
1. He/She runs behind the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
2. More than one fielder attempts to field a batted ball and the base runner comes in contact with the one who, in the umpire’s judgment was not entitled to field the ball.
3. When a base runner is hit with a fair ball that has passed through an infielder (excluding the pitcher) and in the umpire’s judgment no other fielder has a chance to play the ball.

Co-rec Rules
1. A team shall consist of 10 players (five females and five males, a minimum of four females and four males is needed to start the game).
2. The batting order must alternate sexes.
3. If a team is short either a male or female the following rules apply:
   a. When 2 males hit in a row the team must take an out between them
   b. When 2 females hit in a row, the team will take no penalty
4. If extra hitters are used, there must be two extra hitters (one male one female).
5. If a pitcher walks a male batter (intentionally or not) the next female in the batting order has the option to hit or take a walk.
   a. After the first pitch, legal or illegal she has to hit.

Sportsmanship Policy and Ratings
1. A sportsmanship rating system will be used to control player, captain and bench personnel unsportsmanlike conduct and improper behavior.
2. A player, captain or other bench personnel receiving an ejection from the game shall not be allowed to compete in the next regularly scheduled contest.
3. Campus Recreation may also enforce additional penalties against such persons based on the ejected players.
4. Team captains are responsible for the conduct of their players, sidelines, and spectators.
5. If a player is ejected and refuses to tell his/her name, the captain may also be ejected if he/she will not reveal the name.
   a. **5-Excellent Conduct and Sportsmanship** - Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates. Teams that win by forfeit will receive a “5.”
   b. **4-Good Conduct and Sportsmanship** - Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball). Teams that receive 1 yellow card, unsportsmanlike flag or technical foul will receive no higher than a “4” rating.
   c. **3-Average Conduct and Sportsmanship** - Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card, unsportsmanlike flag or technical foul. Captain exhibits minor control over his/her teammates, but is in control with himself/herself. Teams receiving multiple yellow cards, unsportsmanlike flags or technical fouls will receive no higher than a “3” rating.
   d. **2-Below Average Conduct and Sportsmanship** - Teams constantly comment to the officials and/or the opposing team from the field and/or the sidelines. The team captain exhibits little or no control over teammates and/or himself/herself. A team which receives one red card or ejection can receive no higher that a “2” rating.
   e. **1-Poor Conduct and Sportsmanship** - Team is completely uncooperative. Captain has no control of teammates, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections shall receive a “1” rating.
   f. A team that receives a “1” rating must have their captain meet with the Intramural Professional Staff the following day to be eligible to play their next contest.