**Southeastern Intramural Sports**

**Intramural Co-Ed Softball Rules**

# Honor Code

Southeastern Co-Ed Intramural Softball will be played on the honor system and is a player officiated. It is important to remind yourself and your teammates that everyone in the league is here to have fun and meet new people. Unsportsmanlike conduct will not be tolerated. Southeastern Oklahoma State Intramurals is drug, tobacco and alcohol free. Violation by players or spectators will be immediately removed from Intramurals. No fighting or harassment of Intramural officials. Unsportsmanlike conduct will result in immediate ejection of player(s) from the game, cause loss of game and/or result in suspension of a team or player from further intramural participation.

Penalties for unsportsmanlike conduct will be determined by the Intramural Coordinator. All players are subject to the student code of conduct enforced.

# Officiating

1. Each Co-Ed team is responsible for designating players from their team as umpires for other games as indicated on the provided season schedule. Two people from your team will officiate games either before or after you play your own game:
   1. Gameplay will be scheduled by Southeastern Intramurals. Each team will need to provide TWO umpires for games who will officiate the game play, calling strikes, balls, outs, fall balls, etc. This will be the job of the officiating pair. In some cases, the Intramural Coordinator will interject on some calls. Officials will be in the best location on the field to make judgement calls on game play. Those locations will be, in rotating fashion, at Home plate/3rd base. Southeastern Intramurals will provide a supervisor who will act as the head umpire at home plate. Team-provided umpires will need to know the rules. The intramural coordinator will intervene if a judgement of the rules needs to be interpreted. The tow umpires are provided to make the calls during game play – one official in the field, one behind the plate to call balls and strikes.
   2. If a team fails to furnish TWO umpires as scheduled they will be issued a **Party Foul**

Forfeit. The **Party Foul** forfeit does not count as a loss. Teams with two or more forfeits, including game forfeits, will be ineligible for the tournament or playoffs.

1. **Only team captains may dispute calls with the Officials.**
2. All decisions by Officials are final, with the head site supervisor having priority.
3. Any player who commits the following infractions shall be declared out at the officials’ discretion:
   1. No player shall use abusive language. The atmosphere should always be positive.
   2. No player shall engage in any unsportsmanlike conduct.
   3. No player shall argue with a Southeastern Intramurals staff member or Official.
   4. No player shall intentionally throw at any player’s head.
4. Any player who breaks the above rules twice in one match shall be ejected.
5. Any player ejected twice in a season shall be removed from the league.
6. The site supervisor/Umpires have complete authority and may:
   1. call a time out;
   2. call off a game because of weather or other reasons;
   3. penalizes or ejects a player, including game ejection, for any reason.
   4. ejected players must leave the field for the duration of the day in question.

e. Umpires may make rulings at their discretion at the time of the play. These rulings will not necessarily become part of Southeastern Intramural Softball’s official softball rules.

## Team Composition

1. As a team manager it is your responsibility to notify all of your team members of all policies and procedures relating to Intramural Softball. Notify all team members of place, date and time of the contest and see that everyone is ready to play at the scheduled game time. It is suggested that team members show up at least 15 minutes prior to their scheduled game time. ***Game Time is Forfeit Time… No Excuses!***

1. Eligible participants are currently enrolled, fee-paying SOSU students, faculty members, and staff. These participants must have a current, valid Southeastern ID card in order to play. Players must have ID cards at every game in order to play. **No Exceptions** will be made. Members of the community are not eligible.

1. Each Co-Ed team member must sign an assumption of risk form provided prior to game play, and each and every game played.

1. **Team Roster:** Co-ed Softball team rosters will be limited to 15 total players. The deadline to add to a roster is prior to game play and the completion of the Assumption of Risk form that each participant signs. Upon completion of the Assumption of Risk forms, all rosters will be frozen. Each co-ed team shall consist of, at least, 10 players (5 men and 5 women).

1. **Faculty/Staff Participation:** We welcome faculty and staff participation and we would encourage their integration into student based teams, but we are excited to welcome faculty and staff any way we can get you all.

1. **Former Athletes:** Only 2 former athletes of Southeastern baseball/softball program may be on the same team. A former athlete is defined as having lettered in their respective sport. Red shirt baseball/softball players are not eligible to play.

1. **Blood Rule:** If there is any blood present on a player or his/her uniform he/she must leave the game until the situation has been resolved. (See courtesy runner) A Courtesy fielder may be used on defense until the player can return. This is a substitution, however the player in question may re-enter the game at any point.

1. **Ejection:** If an official removes a player from a game, he/she will not be eligible to participate in any intramural event until they have met with the intramural coordinator. Ejected players are required to leave the entire facility for the remainder of the day/night. It is the responsibility of the ejected player to contact the intramural coordinator the following day to set up a meeting. 580-745-3032

**Equipment / Uniforms:**

**Shoes:** The players may wear regular baseball/softball cleats (rubber, plastic or detachable plastic) or tennis/running shoes. No open toed shoes, boots or bare feet will be allowed. ***METAL SPIKES ARE NOT ALLOWED!***

**Jerseys:** Teams must wear like shirts (the same color/style…etc). No duplicate numbers will be allowed. Penny Jerseys are available for on site for game play.

**Jewelry:** No jewelry or any other item deemed dangerous by the official may be worn during play. Any player with exposed permanent jewelry (i.e. body piercing) will not be permitted to play unless the jewelry is removed. **Catcher’s Mask:** The catcher for each team **is required** to wear a catching mask; catcher’s masks are available for game play and will be provided by intramural staff.

**Gloves:** All players in the field of play are required to have a glove on at all times.

**Bats:** The use of illegal bats is prohibited; all bats must have an official A.S.A. certification mark. A list of non-approved bats will be available on site www.asasoftball.com. Any bat brought into question well be compared to the A.S.A. non-approved bat list and disallowed if found by the site supervisor to be illegal. Bats that are thought to be illegal must be brought to the attention of the site supervisor in order to be checked. **Balls:** Balls will be provided.

**Intramural Weather Info:**

In the event that there is inclement weather that could affect games the site supervisor will contact team captains via group text messaging app. for updated information regarding the status of games. Information will be updated as changes in weather occur.

# RULES OF PLAY

**Home Team/ Visitor Team** are designated by a coin flip.

**Format:**

**Intramural Co-Ed softball will be efficient and fun. Game time is forfeit time so please be aware of all game times and have your team prepared to play on time.** The game will consist of seven innings, or a 50 minute time limit. There will be a 12 run rule in effect after 4 ½ or 5 innings. At the end of three (3) complete innings if a team is winning by 25 runs the game will be called. All games shall be seven (7) innings or fifty-five (55) minutes, whichever comes first. All games shall be played until a winner is determined or the twelve (12) run rule comes into effect. **The rules governing softball will be the official rules of A.S.A. with some Southeastern Intramural Sports modifications*.***

**Game Time is Forfeit Time:** **Game Times:** Games will be played Monday – Thursday starting at 4:00PM

A team must have at least nine (9) players in order to start the game. Those players are Catcher, Pitcher,1st,2nd,3rd, shortstop, right field, center field and left fielder. If a team does not have the minimum number of players necessary to start the game that team must forfeit the game… **No Excuses!**

The score of a forfeited game is 7-0. Two (2) forfeits back to back will result in a team being dropped from the league.

**League Format:** Games will be played in a Round Robin format, a tournament in which each competitor plays in turn against every other.

**Playoffs:** Playoffs will begin following the last night of league play; schedules will be posted on Groupme app that all captains will be required to have for communication purposes. The top 2 teams will advance to the playoffs. Ties will be determined on head-up play; point differential will be used if teams are tied in head-up play.

**Line-Up Card:** The line-up card must have ALL starters and subs listed prior to game time. (Please Print) Please indicate each player’s jersey number and position on the line-up card. Any team that begins a game with less than 10 players may add players to the bottom of its line-up, but may only do so at the top of an inning.

**Batting Order:** The batting order is the official listing of starters in the order listed on the line-up card, alternating women/men in any order at the start (a female batter can lead off or a male batter can be lead off). The batting order must be followed completely; any player batting out of order will be called out.

**Courtesy Runner:** The site supervisor may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. This rule will be used if there is any blood present on a player or his/her uniform. The runner must be the batter whom was at bat when the last out was made.

**Home run:** Any ball hit over the playable area will be ruled a home run. All base runners/batter runners will be awarded a run and are still required to round the bases.

**Substitutions:** The only stipulation is that each player must play 1 complete inning before leaving the game. **Batting Order:** When substituting for another player, you must bat in the same order as the player you are substituting for.

**Defensive Positions:** Defensive positions may be changed, but the batting order must remain the same.

**Pitcher:** The pitcher must complete pitching to the current batter before he/she can be replaced.

**Out of Play lines:** An out of play line will be drawn parallel to the foul lines, on any field where a fence is not present or an obstruction exists.

1. A ball breaking the plane of the out of play line may be caught for an out if the fielder makes the catch while at least one foot is in play and not touching the out of play line.
2. Any thrown ball that goes beyond the out of play line will be considered dead, and players will advance the base they were going to plus one more from the time of the throw.
3. Any fair batted ball crossing over the out of play lines will result in a dead ball ground rule double.

All foul balls leaving playable area must be retrieved by batting team.

# Pitching Regulations

1. Each Batter will assume a 1 ball / 1 strike count to begin the at-bat. The batter will walk when the count has a total of 4 balls, and will be out when the count has a total of 3 strikes. On the batters third strike, he/she will be allowed to have 1 courtesy foul ball. This rule has been put into effect to help speed up the game.
2. The pitcher shall take a position with both feet firmly on the ground and one foot in contact with the pitching rubber.
3. The ball must be delivered under hand, and at a moderate speed. The ball must be released from below the hip and with a perceptible are of at least 6 feet while not exceeding a maximum of 12 feet from the ground.
4. The umpire shall warn the pitcher who delivers a pitch with excessive speed. On the second excessive pitch, he/she will be removed from the pitching position.
5. Quick Pitch: A pitch made with the obvious attempt to catch the batter of balance is deemed illegal.
6. Teams will be given no more than 3 warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the umpire (in the event that a game is running late or pending inclement weather).
7. The strike zone is defined as a legally pitched ball that crosses the plate between the back shoulder and the front knee of the batter (if the batter is standing parallel with home plate). A batter moving up or back in eh batter’s box will not alter the location of the strike zone as it remains directly over home plate.

## BATTING

The batter shall take his/her position within the lines of the batter’s box if one is drawn.

* The batter shall not have either one or both feet touching the ground outside the lines of the batter’s box or touching home plate when the ball is hit.

The batter shall not use an illegal bat.



Each player of the side that is “at bat” shall become a batter in the order in which his/her name appears on the score sheet. The batting order of each team must be on the score sheet and must be delivered before the game by the manager or captain to the scorekeeper.

* The batting order delivered to the scorekeeper must be followed throughout the game unless a player is substituted for another. When this occurs, the substitute must take the place of the removed player in the batting order.
* The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.
* Batting out of order is an appeal play. If the error is discovered while the incorrect batter is at the plate, the correct batter may take his place, and assume any balls and strikes.

If the error is discovered after the incorrect batter completed his turn and before there has been a pitch to another batter, the player who should have batted is out. Any runs scored are canceled and base-runners must return to the bases occupied when the incorrect batter batted. The next batter is the player whose name follows that of the player called out for failing to bat.

If the batter declared out is the third out, the correct batter in the next inning shall be the player who would have come to bat had the players been put out by ordinary play. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter shall be the one whose name follows that of incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat for that round.

When the third out in an inning is made before the batter has completed his turn at bat, he shall be the first batter in the next inning, and the ball and strike count on him shall be canceled.

* 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. The ball is dead, the batter is out, and the runners must return to their previous base.

Members of the team at bat shall not interfere with a player attempting to field a foul ball. The ball is dead, the batter is out, and the runners must return to their previous base.

* The batter shall not intentionally strike the ball a second time, strike it with a thrown bat, or deflect its course in any way while running to first base. The ball is dead, the batter is out, and the runners may not advance.

A strike is called by the umpire

1. For each pitched ball swung at and missed by the batter, the ball is considered a dead ball.
2. For each foul tip not caught by the catcher. Except after the third strike.
3. For each foul ball not legally caught on the fly when the batter has less than two (2) strikes.
4. For each pitched ball swung at and missed which touches any part of the batter if the batter is in the batting box.
5. A delivered ball that hits the batsman in the strike zone. The ball is dead and runners must return to their bases liability to be put out. \*With two strikes a batter gets one (1) courtesy strike.
6. Foul balls must be caught above the shoulders of the catcher.

A ball is called by the umpire:

1. For each pitched ball which does not enter the strike zone or touches the ground before reaching home plate and which is not swung at by the batter.
2. For each illegally pitched ball not swung at by the batter.
3. When a delivered ball by the pitcher hits the batter outside the strike zone.

A fair ball is a legally batted ball which:

1. Settles or is touched in fair territory between home and first base or between home and third base.
2. Bounds past first or third base on or over foul ground.
3. First touches on foul ground beyond first or third base.
4. While on or over foul ground touches the person or clothing of an umpire, player or other obstruction.

The batter is out under the following circumstances:

1. When the third strike is called.
2. When he bunts or chops down on the ball.
3. When a fly ball is legally caught.
4. Immediately when he hits an infield fly with runners on first and second, or on first, second and third with less than two out.
5. When he interferes with the catcher.
6. If a preceding runner shall, in the umpire’s judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play. Both the batter and the succeeding runner will be called out.
7. One (1) courtesy foul will be given to each batter.

**Scoring**: One run shall be scored each time a runner touches first, second, third, and home plate, in that order, before the third inning out of the inning.

A run shall NOT be scored if the third out is a result of: The batter being put out before legally touching first base. A base-runner being forced out due to the batter becoming a base-runner. A base-runner leaving the base before the pitched ball reaches the plate. A preceding base-runner being put out for failure to touch base if the batting order if the preceding runner has not been put out. A base-runner shall not score a run ahead of the base-runner preceding him in the batting order if the preceding runner has not been put out.

# BASE STEALING

**Co-Ed Softball:** Under no condition is the runner allowed to steal a base; a runner may advance only on a batted ball. If a base runner leaves his/her base before the ball crosses the plate, he/she is ruled out. Players **CANNOT** lead off. Runners may not leave a base until the ball is hit.

1. A player caught leaving the base prior to the ball crossing the plate will be ruled out.
2. Any runner stealing on a pitch that was deemed illegal by the umpire will have to return to his previous base.
3. A runner may not steal on a pitch that lands in front of, or on home plate.
4. A runner making an aggressive move that initiates intent to steal will not have the option to return to the previous base. The base runner’s intent will be at the discretion of the Umpire.
5. There is **ABSOLUTELY NO** sliding. If a player slides at ANY base, it’s an automatic out. A reasonable effort must be made to avoid contact with players on the field.

## CO-ED RULES

1. Pitcher and catcher can alternate male/female. Teams are not required to alternate any other fielding alignment.
2. **Teams must alternate males and females in the batting order**. The

batting order must always remain in alternating fashion.

* If a team walks a male batter, that male batter is automatically awarded second base.
* `If a team walks a male batter with 2 outs, the next batter, a female, has the option to automatically walk or bat. The female must make this decision before the next pitch is thrown.

## BATTER IS OUT

1. If he/she fouls the ball twice with 2 strikes.
2. When he/she bunts or chops the ball downward.
3. When he/she hits an infield fly with a base runner on first and second, or first, second and third with less than 2 outs. An infield fly is a fair ball (not a line drive) which can be caught by an infielder with ordinary effort.
4. Steps on or across home plate while batting.
5. When a batter makes contact with the ball with 1 or both feet outside the batter’s box.

## EXTRA INNINGS

**1.** If at the end of regulation play the game is tied extra innings will be played until the tie is broken. No time limit.

1. All extra innings will be played using a 3 ball / 2 strike format. Each batter will have a 3/2 count to begin his/her at bat. (Courtesy foul will still be in effect).
2. The offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.

## ACCIDENTS AND INJURIES

Participation in the Intramural program is voluntary and at the participants own risk. Southeastern Oklahoma State University and the Intramural Sports Department do not assume financial responsibility for any injuries. It is strongly recommended that each participant be certain he/she has some form of insurance which would cover claims resulting from accidental injury during Intramural participation. The participants or their insurance companies are responsible for any expenses, due to injuries occurring while participating in the program. Each person must sign an assumption of risk form on the team roster prior to participation in any intramural event.

**Inclement Weather:** A game called by an umpire after 40 minutes or 5 completed innings will be counted as a complete game.

**SE Intramural Field Lightning Safety Policy**

The following policy is implemented to insure the safety of students, staff, and the public during times of lightning. It applies to all out-of-doors intramural field activities.

**SE Intramural Lightning Guidelines**

Southeastern Oklahoma State University (SE) athletics employs the WEATHER SENTRY lightning prediction and

warning system as an aid in predicting severe weather situations. It is important that all facility users take appropriate precautions when the system indicates impending severe weather.

1. When the WEATHER SENTRY System Activates:

1. The system will send a signal to the athletic trainer staff telephones when there is a threat of lightning in the vicinity.
2. When this warning is received, a member of the intramural staff will come to the area to clear the field or send a campus police officer to act on their behalf. All personnel (players, coaches, spectators and officials) must evacuate the field and seek safe shelter. SE Campus Police officers have the authority to clear the field and will be acting as a representative of the Wellness Center professional staff in doing so.

C Only SE Wellness Center professional staff or their designee can grant return to play.

2. If there is lightning, but the WEATHER SENTRY system does not activate – use the “30-30 Rule”:

1. Thirty (30) second flash-to-bang – count the number of seconds from the time you see the lightning (flash) until you hear the thunder (bang). If this number is 30 or less, all personnel **must** evacuate the field and seek safe shelter.
2. Once you have evacuated the field, there should be a 30-minute wait from the last lightning flash or thunderclap until resuming play.

3. Contest officials may use their discretion:

1. Even if the WEATHER SENTRY system does not activate and there are more than 30 seconds from flash-to bang, once play has begun, the contest official has the authority to suspend play based upon his/her determination of the safety of the participants.
2. In such situations, team officials should meet with the game officials to determine the length of the suspension and resumption of the contest.

1. Safe Shelter: The intramural field site on North 1st, next to the SE softball field has no available buildings for safe shelter. It is therefore requested that a suitable shelter be identified by your organization prior to use of our facilities. In an emergency situation where visitors must take **immediate shelter**, a **secondary choice is a fully enclosed vehicle with a metal roof such as a bus or car**. If no safe structure or vehicle is available, find a thick grove of small trees surrounded by larger trees or a dry ditch. Assume a crouch position on the balls of your feet, minimizing contact with the ground. Do not take refuge under bleachers or near fences, light poles, or individual trees.

1. Sample Announcement for Severe Weather:

“Ladies and Gentlemen: We are requesting your assistance in seeking safe shelter due to current weather conditions. You are encouraged to move inside a building or to your cars. When it is safe to continue, an announcement will be made. The teams will warm up and play will then continue. Thank you for your cooperation.”

DEFINITIONS:

**ALTERED BAT:** When the physical structure of a legal softball bat has been changed.

**APPEAL PLAY:** A play on a rule violation on which an umpire may not make a decision until requested by a manager, coach or player.

**BALL COMPRESSION:** The load force, in pounds, required to compress a softball 0.250 inches when measured in accordance with the ASTM test method for measuring compression-displacement of softballs.

**BALL COR:** The coefficient of restitution of a softball when measured in accordance with the ASTM test method for measuring coefficient of restitution of softballs.

**BASE ON BALLS:** Permits a batter to gain first base when four pitches are judged to be out of the strike zone. **BASE LINE:** An imaginary line directly between bases.

**BASE PATH:** A line directly between a base and the runner’s position at the time a defensive player is attempting to tag that runner.

**BATTED BALL:** Any pitched ball that hits the bat or is hit by the bat and lands in either fair territory or foul territory.

**BATTER’S BOX:** The area to which the batter is restricted when batting.

**BATTER-RUNNER:** A player who has completed a turn at bat but has not yet been put out or reached first base.

**BATTING ORDER:** The official listing of offensive players in the order in which they bat.

**BLOCKED BALL:** A batted, pitched or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches loose equipment or any object that is not part of the official equipment or official playing area.

**BLOOD RULE:** Refers to a player, coach or umpire who is bleeding or who has blood on the uniform and treatment is required.

**BUNT:** A pitched ball that is intentionally tapped with the bat, slowly, within the infield.

**CATCH/NO CATCH:**

A. A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove/mitt. 1. To establish a valid catch, the fielder shall hold the ball long enough to prove control of it and/or that the release of the ball is voluntary.

1. If the ball is merely held in the fielder’s arm(s) or prevented from dropping to the ground by some part of the fielder’s body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder’s hand(s) or glove/mitt.
2. The fielder’s feel must be within the field of play, touching the “out of play” line or in the air after leaving live ball territory in order to have a valid catch. A player who is “out of play” and returns must have both feet touching live ball territory or one foot touching and the other in the air, for the catch to be legal.

B. It is not a catch: 1. If a fielder, while gaining control, collides with another player, umpire or a fence or falls to the ground and drops the ball as a result of the collision or falling to the ground.

1. If a ball strikes anything other than a defensive player while it is in flight it is the same as if it struck the ground.
2. When a fielder catches a batted or thrown ball with anything other than the hand(s) or glove/mitt in its proper place.

**CATCH AND CARRY:** A legal catch followed by a defensive player carrying the ball into dead ball territory. **CATCHER’S BOX:** The area to which the catcher is restricted while catching. The catcher must remain in the box until the pitched ball is:

1. Batted.
2. Touches the ground, plate, or batter. 3. Reaches the catcher’s box.

**CHARGED CONFERENCE:** When a team representative requests a suspension of play or delays the game for the purpose of delivering a message to another team member, unless the pitcher is removed from the pitching position. **CHOPPED BALL:** Occurs when the batter strikes downward with a chopping motion of the bat.

**COACH:** A person who occupies the coach’s box and/or assists in the direction of their team representatives on the field.

**COACH’S BOX:** The area in which the base coach is restricted prior to the release of the pitch.

**COURTESY RUNNER:** Any player who runs for a runner without a charged substitution.

**DEAD BALL:** A ball that is not in play.

**DEFENSIVE TEAM:** The team in the field.

**DISLODGED BASE:** A base displaced from its proper position.

**DISQUALIFIED PLAYER:** A player removed from the game for a rule violation.

**DOUBLE PLAY:** A play in which two offensive players are legally put out as a result of continuous action.

**DUGOUT/TEAM AREA:** An out-of-play area designated for players and team representatives.

**EJECTED PARTICIPANT:** A team representative removed from the game by the umpire, usually for an unsportsmanlike act or conduct.

**EXTRA PLAYER (EP):** An optional player(s) in slow pitch.

**FAIR BALL:** A legally batted ball that:

1. Settles or is touched on or over fair territory between home and first base or between home and third base.
2. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
3. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
4. While over fair territory, an offensive player interferes with a defensive player attempting to field a batted ball.
5. Touches first, second or third base.
6. First falls or is first touched on or over fair territory beyond first, second or third base.
7. While over fair territory leaves the playing field beyond the outfield fence.
8. Hits the foul pole.

**FAIR TERRITORY:** The part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

**FAKE TAG:** A form of obstruction by a fielder who attempts to tag a runner without the ball and thereby impedes a runner advancing or returning to a base.

**FIELDER:** Any player of the team in the field.

**FLY BALL:** A batted ball, fair or foul, that rises into the air.

**FORCE-OUT:** An out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or trailing runner has been put out.

**FOUL BALL:** A batted ball that:

1. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
2. Bounds or rolls past first or third base on or over foul territory;
3. While over foul territory touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
4. While over foul territory, an offensive player interferes with a defensive player attempting to field a batted ball.
5. First hits the ground over foul territory beyond first or third base.
6. Touches the batter or the bat in the batter’s hand(s) a second time while the batter is within the batter’s box.
7. Goes directly from the bat to any part of the catcher’s body or equipment and is caught by another fielder.
8. Hits the pitcher’s plate and rolls untouched into foul territory before reaching first or third base.

**FOUL TIP:** A batted ball that goes sharply and directly from the bat to the catcher’s hand(s) or glove/mitt and is legally caught by the catcher.

**HOME TEAM:** The team that starts the game on defense.

**ILLEGAL BAT:** Any bat that is not provided by Ohio University Intramural Sports.

**ILLEGALLY BATTED BALL:** Occurs when the batter hits the ball fair or foul and:

1. At the time the bat makes contact with the ball, the entire foot is completely outside the lines of the batter’s box and on the ground.
2. At the time the bat makes contact with the ball, any part of the foot is touching home plate.
3. An illegal or altered bat is used.
4. At the time the bat makes contact with the ball, the batter’s entire foot has contacted the ground out of the batter’s box and returned to hit the ball while inside the box.

**ILLEGAL PLAYER:** A player who takes a position in the line-up, either on offense or defense, who does not have a legal right to that position.

**IN FLIGHT:** The term used for any batted, thrown or pitched ball which has not yet touched the ground or some object or person other than a fielder.

**IN JEOPARDY:** A term indicating that the ball is in play and an offensive player may be put out.

**INELIGIBLE PLAYER:** A player who does not meet the requirements of Ohio University Intramural Sports.

**INFIELD:** That portion of the field in fair territory that includes areas normally covered by infielders.

**INFIELDER:** A fielder who defends the area of the field around first, second, third or shortstop areas.

**INFIELD FLY:** A fair fly ball, not including a line drive or attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs.

**INNING:** That portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

**INTERFERENCE:** The act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

**LINE DRIVE:** A batted ball that travels parallel or near the ground through most of its flight.

**LINE-UP CARD:** The official document listing starting players and substitutes of a given team.

**MANAGER:** The team representative that must have control of their team at all times on and off the field. If a team does not have a non-playing manager, the captain shall be designated as the manager.

**OBSTRUCTION:** The act of a defensive team member:

1. Who hinders or impedes a batter from striking at or hitting a pitched ball.
2. Who impedes the progress of a runner or batter-runner that is legally running the bases unless the fielder is:
3. is in possession of the ball.
4. in the act of fielding a batted ball.

**NOTE:** Contact is not necessary to impede the progress of the batter-runner or a runner.

**OFFENSIVE TEAM:** The team at bat.

**ON-DECK BATTER:** The offensive player who is scheduled to bat next.

**ON-DECK CIRCLE:** The area nearest the offensive team’s dugout in which the next scheduled batter is restricted to before the next pitch. This area is located outside the “out of play” lines.

**OUTFIELD:** That portion of the field in fair territory which is normally covered by outfielders.

**OUTFIELDER:** A fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play.

**OVER SLIDE:** The act of an offensive player, when, as a runner, slides beyond or loses contact with a base the player is attempting to reach.

**OVERTHROW:** A thrown ball from a fielder goes:

1. Beyond the boundary lines of the playing field (dead ball territory), or
2. Becomes a blocked ball.

**PARTICIPANT:** A starting player, substitute, manager, coach or other team representative located in the dugout, team area or playing field.

**PIVOT FOOT:** The pivot foot is the foot that the pitcher must keep in contact with the pitcher’s plate until the ball is released.

**PLAY:** An attempt by a defensive player to retire an offensive player. A pitch is not considered a play except as it relates to an appeal.

**PLAY BALL:** A term used by the plate umpire to indicate that play shall start.

**PROTESTS:** A formal request to review the decision of an umpire’s rule interpretation.

**QUICK PITCH:** A pitch made with the obvious intent to catching the batter off balance.

**RUNNER:** An offensive player who has reached first base and has not yet been put out or scored.

**SACRIFICE FLY:** Scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

1. Caught.
2. Dropped by any fielder and, in the scorer’s judgment, the runner could have scored after the catch has the fly ball or line drive been caught.

**STARTING PLAYER:** A player listed on the line-up card that is inspected and approved by the plate umpire/Program Assistant.

**STRIKE ZONE:** That space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, between the batter’s back shoulder and the front knee.

**SUBSTITUTE:** Any member of a team’s roster who is not listed as a starting player, or a player who leaves and reenters the game.

**TAG:** A legal tag is the act of a defensive player:

1. Touching a base with any part of the body while holding the ball securely and firmly in the hand or glove.
2. Touching the runner or batter-runner with the ball while securely held in the hand or glove.

**TIME:** A term used by the umpire to suspend play.

**TRIPLE PLAY:** A play by the defense in which three offensive players are legally put out as a result of continuous action.

**TURN AT BAT:** When a player first enters the batter’s box and continues until the player is substituted for, put out, or becomes a batter-runner while at bat.