Intramural Baseball Rules

Any rule not specifically covered will be governed in accordance with the NFHS Baseball Rule Book. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility

A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the quarter in which they intend to participate:

- Ohio State student taking less than four credit hours
- spouse of a student or a faculty or staff member
- faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, as well as visiting professors at The Ohio State University who are paid through the university payroll department.
- affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups.)
- member-sponsored adult.

In order to participate in any intramural activity, all participants must show a valid Ohio State University issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible in order to be considered valid: the individual’s name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

Professional Athlete Rule

Any individual who has been paid to participate in baseball, under contract with a professional team, included on a professional team roster, practiced with a professional team, and/or compensated for trying out for a team is NOT eligible to participate in intramural baseball.

Intercollegiate Athlete Rule

Intercollegiate baseball athletes are not eligible to participate in an intramural baseball game, activity, or event until a period of one year has passed following completion of all activities with the team. After the period has passed, former intercollegiate baseball athletes must participate in the highest level offered in each league. Intercollegiate baseball athletes are defined as individuals who are practicing with or competing with a team recognized as a varsity sport. Included in this rule are red-shirt athletes and practicing proposition 48 athletes.
Sport Club Rule
No more than two members of the club baseball team may participate on an intramural baseball team. Sport club members must participate in the highest level offered in each league. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

Rule 2: Levels of Play
Men’s (MA)
Play once per week. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE Men’s team per sport.

Rule 3: Equipment

- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production shall be permitted and do not require additional padding.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Gloves/mitts must be worn by every player.
- Catchers are required to wear full gear. Catcher’s equipment will be provided by the league. Catchers may wear their own equipment if it meets NOCSAE standards.
- Ball caps, visors, and headbands are optional for players.
- Bats – Must be BESR Certified and cannot exceed a -3 length to weight drop.
- Metal cleats are not allowed.

Rule 4: Team Captain Responsibilities

- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Responsible for communicating game time, location, and ID policy to teammates.
- Ensure that all teammates sign a "release of claims" form located on the back of the scorecard before participating in their first game.
- Ensure teammates have a valid Ohio State University ID at game time to check in.
- Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Turning in team conflict sheets reflecting any scheduling problems for the members of your team.
- Cooperating with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the intramural sports staff the day following such occurrences.

Rule 5: Players
• Each team shall consist of nine players; however, a team may start with as few as eight players.
  - All players must check in using a valid Ohio State University issued ID.
• A starter may re-enter the game once, and must re-enter in the same batting spot.

Rule 6: Forfeits/Defaults

Forfeit Policy:
• All late teams shall start the game with a “B” sportsmanship rating.
• Teams ready for play may choose to decline any and all points.
• Not Ready for Play at Game Time: Team ready for play will be awarded home team.
• Five Minutes Late: Team not ready for play at scheduled start time will lose its first at bat.
• 10 Minutes Late: Forfeit, recorded as 1-0, and the forfeiting team will receive an “F” for its
  sportsmanship rating.
• If neither team is ready to play at game time, but they are ready before 10 minutes have elapsed,
  the game shall start as normal. However, the game clock will start at the originally scheduled
  game time.

There are three situations that will result in a forfeit:
• Not Enough Players – Team does not have the required number of players to participate by 10
  minutes after the scheduled game time.
• Eligibility – One or more of the players participating is ineligible and therefore may not participate.
  Ineligibility may be due to the player being a roster violator, being previously ejected, ruled
  ineligible for sportsmanship-related issues, etc.
• Sportsmanship – Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided
the opportunity to default the contest. This will result in the team receiving a loss and “A” sportsmanship
rating for the contest. To receive a default, the captain must call the Intramural Office by 4 p.m. on the
day of the contest with their request. For teams playing on Sunday, the deadline is Friday at 4 p.m. The
opposing team will then be contacted by the Intramural Office to let them know they do not need to arrive
for their scheduled contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as
a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling
issues, the default will be removed and the contest will be played normally if it is rescheduled.

Rule 7: Protests

Rules Protest
Questions pertaining to interpretation of rules on the part of game officials must be addressed by the
intramural supervisor at the time the interpretation occurs and prior to the next live ball. The procedure
shall be:
1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and
   immediately request a “time out” and inform the official that he or she wishes to have a ruling on
   the interpretation by the intramural supervisor in charge.
2. No protest, which involves the judgment of the official(s), shall be upheld. The judgment of the
If corrections are necessary, the intramural supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.

4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the Intramural Supervisor on site and completed. The contest will continue from this point “under protest.”

Eligibility Protest
Protests involving player eligibility must be called to the immediate attention of the Intramural Supervisor prior to the completion of the contest while the protested individual is present. Eligibility protests may not be made by participants after the completion of the contest. A Protest Form should be obtained from the Intramural Supervisor and completed. The contest will continue from this point “under protest.”

Rule 8: Play

Start of Game
A pre-game coin toss will determine home and away status.

Timing
- Each game will be seven innings in length. The game can be made official after 4.5 innings provided the home team is winning.
- Games must begin as quickly as possible; teams are not permitted pre-game warm-ups on the field. Please get to the field early enough to warm-up.
- In order to prevent stalling tactics, an inning has officially started with the third out of the previous inning.
- There shall be infield ball only when the pitcher is warming up between innings. Pitchers are allowed a maximum of seven warm-up pitches in the first inning and five warm-up pitches in each inning after the first inning.
- The supervisor will announce “no new innings” at 105 minutes past the scheduled start time.
- If the inning had begun, it shall be continues until it is completed if the visitors are ahead or until the home team is ahead in the bottom half of the inning. If time is to be added to the game the supervisor will announce this separately.

Scoring
- A run shall be scored when a runner safely crosses home plate.

Mercy Rule
- 15 Run Rule: We will use a 15-run rule. If either team is winning by 15 or more runs after four complete innings of play (3½ if the home team is ahead by 15 runs) that team is the winner of the game.
- Ten Run Rule: We will use a 10-run rule. If either team is winning by 10 or more runs after five complete innings of play (4½ if the home team is ahead by 10 runs) that team is the winner of the game.

Pitching
- The pitcher shall pitch while facing the batter from either a windup position or a set position. The pitcher may only take signs from the catcher when in contact with the pitchers plate.
- Pitching regulations begin when the pitcher intentionally contacts the pitchers plate.
- The pitcher shall not make “quick return” pitches nor shall they unduly delay the pitch after the
batter is ready. **Penalty:** Illegal Pitch.

- The pitcher may have seven warm-up pitches before the start of the game and five warm-up pitches for each inning after the first.
- New pitchers are allowed a maximum of seven warm-up pitches when they enter the game; however, not more than one minute shall be used.
- If the umpire rules that a pitcher hit a batter intentionally with a pitch, that pitcher will be ejected.
- If at any point during a game the same pitcher hits three batters, they will be ineligible to pitch again in that contest (if intentional, three HBP is not necessary).
- Please note, once a pitcher delivers a legal pitch, they will be credited with a full inning pitched regardless of the number of outs earned.

- No player may pitch more than seven innings in every two consecutive games. This regulation is mandatory. The following examples are all permitted:

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**Batting**

- The batter must wear a helmet with the approved NOCSAE stamp/embossment
- The batter shall not:
  - Have one or both feet entirely outside the limits of the batter’s box touching the ground or any part of home plate when the ball is hit.
    - **Penalty:** the batter is out and all runners must return to their original bases.
  - Step into the batter’s box with an illegal bat.
    - **Penalty:** the batter is out and all runners must return to their original bases.
  - Enter the batter’s box with an altered bat.
    - **Penalty:** the ball is dead; the batter is out and is ejected from the game.
- The batter must take their position within 10 seconds after the umpire calls “play ball” or be called out. **Penalty:** the pitcher shall pitch; each pitch delivered shall be called a strike.
- The batter may not step out of the batter’s box without first asking the umpire for “time.” If the batter does step out without “time” being granted, the pitch will be called accordingly.

**Base Running**

- Base runners may lead off and steal while the ball is live.
- The speed up rule will be used for catchers. Any player not in the line-up as a batter or fielder may run for the catcher when they get on base. Once the player is inserted into the line-up, they will no longer be able to run in the catcher’s place. This rule is intended to speed up the game, so we can finish in the allotted time.
- When the base slides away from its proper position (when a runner goes into it sliding feet first) the runner is assumed to be on the base and not in jeopardy to be put out unless they try to advance. If the player slides head first, they must hold on to the bag to avoid being called out.
- **Fake Tag:** A fake tag or simulating the motion of catching a throw is a form of obstruction. The
fake tag is a potential safety hazard and is also considered unsportsmanlike conduct. Penalty: The offender shall be ejected from the game and runners shall be awarded bases they would have reached if the obstruction had not occurred.

- Intentional Walk: If a pitcher desires to walk a batter intentionally they should indicate this to the umpire who will award the batter the appropriate base. The ball is dead during the award.

- Out of base path: If a base runner goes out of the base path to avoid being tagged, they are out. A player is not required to slide into a base; however, a player may not deliberately or otherwise crash into, or “takeout,” a fielder who is attempting to make or complete a play. Penalty: the runner is out and the ball is dead. No runner shall advance because of the interference. If the umpire determines the act is flagrant the runner shall be ejected from the game.

- Out of Play
  - Overthrows: All runner(s) will be awarded two bases from the last base legally touched. The award will be governed by the position of the runner(s) when the ball is released from the throwers hand. Exception: if the ball is thrown out of play by the pitcher who is in contact with the pitchers plate, all runners will advance one base.

- Catch and Carry: If a player catches a fly ball in playable territory then goes out of play with the ball in their possession the runner(s) advance one base (if intentional, runner(s) advance two bases).

**Rule 9: Sportsmanship**

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the Intramural Staff at all times.

**Unsportsmanlike Conduct**

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest. No player or team shall:

- use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Employee before, during or after the game
- participate in a game for which he or she is ineligible
- argue or talk back to the intramural staff. Only the captain should address an official and only if done so in a courteous manner.
- intentionally strike, push, trip, or flagrantly foul another participant, spectator, or Recreational Sports employee
- mistreat the facility, equipment, or supplies of The Ohio State University and/or the Recreational Sports Department

**Unsportsmanlike Conduct Penalties***

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

- Verbal Warning Resulting in Incident Report – Conduct Warning
- Ejection of Participant With/out Warning – Ejection
- Two Ejections or Three Verbal Warnings - Forfeit

**Disciplinary Action**
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with the intramural sports coordinator. The player will be suspended from ALL intramural play until the meeting occurs and for a minimum of one week from the meeting date.

Rule 10: Co-Rec Modifications

- There are no Co-Rec leagues.

Rule 11: Playoffs

Teams must maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. The top two teams from each division will make playoffs.

For any questions or clarifications, please contact the Intramural Sports Office at (614) 292-2732.