

QUICKBALL RULES

INTRAMURAL SPORTS

2009

ELIGIBILITY

The following eligibility regulations have been established to protect the intramural athletes and to insure them ample opportunity to participate. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules. Each participant is responsible for the verification of his/her own eligibility. Each team captain is responsible for the eligibility of his/her team members.

- In order to be eligible to participate in Intramural Sports, an individual must fall into one (1) of the following categories:
 - All Oklahoma State University (Stillwater Campus) and Northern Oklahoma College Gateway Undergraduate and Graduate students who are enrolled during the current semester. The key to being eligible is that a student who has paid the Student Activity Fee (correspondence courses or audited course work do not make participants eligible).
 - Faculty/Staff members who have purchased a Colvin Recreation Center Activity Card.
- Before participation in an Intramural Sport, individuals must be registered on an entry form filed on the Intramural Sports Website. This entry form becomes the official team roster.
 - For each Intramural Sport(s) there are a maximum and minimum number of players allowed. These numbers vary per intramural sport/activity and they are known as roster limitations. At no time will the Intramural Sports Office accept an entry form that does not fit within the roster limitations.
 - Roster additions and deletions may be made throughout the sport season in the Intramural Office, or they may be completed at the game site.
 - During scheduled contest(s), new players' full names may be added at the game site up to the roster limitations.
 - If there is no space remaining on the team roster, names must be deleted and the new name of the team member(s) inserted into that roster spot.
 - The full names, CWID numbers **MUST** be clearly written on the appropriate score sheet for the new team member to be added to the permanent roster. Players are not eligible until this occurs.
 - If this procedure is completed properly the Intramural Sports Office will add and delete the player(s) to the permanent team roster. Note: Roster deletions are permanent. The deleted player will not be eligible to compete unless she/he is added back to the roster.
 - For all intramural activities the final opportunity to add/delete a player(s) is during the first contest played in playoffs.
 - No roster additions/deletions will be taken over the phone.
 - Substitutions in individual/dual sports must be made before a player's first scheduled game/match. The original player cannot re-enter the tournament after the substitution is completed.
- An individual may not participate for more than one team within a division in a given sport. For example: a male may not play in Men's A league and Men's B league, but is allowed to play on a Men's team and a Co-Rec team.
 - If a player wishes to change from one team to another, he/she must do so in the Intramural Sports Office before the player competes.

- A player listed on two rosters will be considered a member of the team he/she first plays for. *Any player signed in on a game score sheet will be considered to “have played.”
- The Intramural Database will recognize ineligible players by marking them ineligible via the score sheet. There are many reasons why players are marked ineligible on the score sheets, but the most common reason is due to players participating for multiple teams. *Ineligible players must visit the IM Sports Office to become eligible.*
- Any person playing under an assumed name or ID number shall be barred from intramural competition during that season and the team penalized with forfeits/losses for all the games in which the violator participated.
- Any person who is a member of a varsity or junior varsity squad shall not be eligible to participate in that sport or corresponding sports.
- Any person who has competed as a professional in a sport shall not be eligible to participate in that sport or corresponding sport(s) until the lapse of seven (7) years from their last season on a professional roster.
- In order to participate for a fraternity or sorority an individual must be associated with that organization as a pledge, member or alumni.
- In order to compete on a residence hall team, a player must be a current or past resident of the hall. The maximum number of past residents on a team’s roster is two (2).
- Independent teams may be composed of persons who may or may not belong to a previously mentioned group.
- Consequences for using an ineligible player(s):
 - The team shall forfeit all contests in which the ineligible individual(s) played.
 - Players participating illegally are referred to the Intramural Sports Coordinator for further disciplinary action.

For any additional information on eligibility please see the Intramural Sports 2009-2010 Policies and Procedures Handbook which can be viewed online at <http://campusrec.okstate.edu/> or visit the Intramural Sports Office in room 104 Colvin Recreation Center

PLAYERS

- Captains are responsible for knowing the eligibility of the individuals on their team.
- Players must be on the team’s roster with at least one regular season game played to be able to play in the playoffs.
- A team consists of four (4) players, however, a team may start (and play) a game with a minimum of three (3) players. **ONLY 4 MEMBERS CAN PARTICIPATE EACH INNING**, if a team has more than four (4) players, the other players must sit out until the next inning then they can rotate in. (must abide by substitution rules.)
- Players may substitute with the following stipulations: you can only substitute for a player who has fulfilled their pitching requirements (one inning pitched or gave up four (4) runs as a pitcher). All other substituting is similar to baseball and softball substitutions.

THE GAME: General Rules and Scoring

- Two (2) outs per inning
- Runners cannot lead off base and cannot leave base until the ball is hit.
- Base runners **CANNOT** slide or they will be called out with a possible ejection by the discretion of the supervisor.

- Maximum of ten (10) runs per team, per inning (except for the final inning where there is unlimited runs).
- Tied games will be decided by a homerun derby. Each batter (all 4 team members) gets one soft-toss from a teammate and only one swing to record a homerun. If the game is still tied after one round of homerun derby, a sudden death shoot out will occur, similar to a shoot out in soccer.
 - **Only** in Championship game if a tie game should occur will another inning be awarded
- All other baseball rules apply.

PITCHING RULES

- Strikes/Balls:
 - Any pitch that hits any part of the “AutoUmp Strikezone” in the air is a strike.
 - Those that miss the target or hit it on the bounce are balls.
 - Three (3) strikes are an out, after (two) 2 strikes player then can foul four (4) pitches and is then out. Four (4) balls are a walk.
 - A foul-tipped third strike that stays in the pocket is a strikeout. If it does not stay in the pocket, it is ruled a foul ball.
 - A ball that hits the AutoUmp is live until it rolls to the left or the right behind the AutoUmp (or in foul territory).
- Pickoffs:
 - Any strike that stays in the “Pickoff Pocket” automatically picks off all runners on bases. If no one else is on base, it is simply a called strike.
 - If a batter foul tips a pitch that stays in the pocket, all runners are still picked off.
 - **A Pickoff is NOT an out.** A pickoff clears the bases of any runners, an out is added to the team’s 2-out total and a strike is added for the batter, the batter is allowed to complete his/her at bat.
 - If there are no runners on base and there is a pickoff, it is still a strike and an out.
 - If the “pickoff-out” is the teams second (2nd) out, then the inning is over.
- Rotation:
 - Each pitcher must complete an inning or give up four (4) runs before a reliever can take over. Any player on the team can relieve as often as he or she wants.

DEFENSIVE RULES

- Regular baseball rules, (including infield fly rule) with two additions:
 - Once a runner rounds third and crosses the commitment line (see field diagram), a fielder may throw him or her out at the plate by hitting the “AutoUmp” target on the fly or on the bounce before the runner crosses the plate.
 - A throw that misses the target is considered live until the ball goes out of play. If ball goes out of play all runners advance one base.
 - When any fly ball hits the rafters or ceiling in fair territory and falls into play it is in play (**no homerun is awarded**). Any fly ball that hits the rafters or ceiling and is caught before it touches the ground is an out.
 - If fly ball hits rafters which are past the home run fence, it will be considered a home run. (up to the discretion of supervisor)
 - If a fly ball hits the rafters or ceiling and lands beyond the fence a homerun is awarded.
 - If a ball hits the rafters in foul territory it is immediately dead.

- NOTE: Players should wear a softball or baseball glove while in the field.

OFFENSIVE RULES

- A batter may not lean in front of the “AutoUmp” target. If hit by a pitch, the ruling will be determined by the supervisor on whether a base is awarded.
- Stolen Bases:
 - While the pitcher is in the windup, a runner may steal second or third base by calling “steal” (DO NOT leave the base early). If the pitch is called strike or a swinging strike (foul balls excluded), the runner is out. If the pitch is a ball, the runner is safe. A runner may not steal home.
- Tagging Up:
 - Runners can tag and advance after a fly ball out.
- A “designated hitter” will not be used in Quickball. Every player in the field must bat.
- Since there are only four players on offense, if the bases are loaded and the fourth batter receives the first out of that inning, the next batter will come to bat and the base runners will rotate around the bases in their batting order.
- Teams must designate their batting order on the score sheet prior to the start of the game.
- If a team only has three (3) players they will not receive an automatic out, however, the opposing team will be awarded four (4) runs in the fourth inning.
- Bunting:
 - Bunts are not allowed. Check/half swings are allowed, but are subject to umpire’s judgment as to whether the player is attempting to bunt.

UNSPORTSMANLIKE CONDUCT

- Any unsportsmanlike conduct (verbal abuse to officials or players, unnecessary roughness, etc.) will result in a penalty being assessed and possible ejection from the contest and/or forfeiture.
- Any individual ejected from a contest will be ineligible for further participation in any IM activity until the incident is resolved with the Quickball Coordinator (Casey Ramey). Minimum penalty is a one (1) game suspension. Any player who is ejected must leave the playing area. (Out of sight, out of sound)

PLAYOFFS

- At the completion of the regular season a single elimination tournament will be played, the **top Two (2) teams in each block will advance** (all Women’s teams will advance). Tentatively, the tournament will start on Sunday August 30th and will continue until completed. The top two (2) teams are determined by the following procedures: 1) overall record 2) head to head record 3) points or runs allowed against each other when the teams played head to head 4) overall point margin 5) if a tie still remains after the above criteria is figured, at this point both teams will advance. Note: if a team is tied for the one of the two spots, but one team forfeited a game, the other team is awarded the advancement.
- Teams/individuals may be barred from participation in playoffs due to unsportsmanlike conduct or eligibility violations during the regular season (see Sportsmanship Policy).
- If a player or team is suspended during playoffs they will be suspended for at least the remainder of the playoff tournament. These individuals must still meet with the Sports Coordinator (Casey Ramey) to determine future eligibility.
- Individuals must be listed on the team’s roster for at least one (1) regular season contest in order to be eligible for playoffs.

MISCELLANEOUS

- Team captains must check the names and ID numbers (CWID) of all players on the score sheet prior to the start of each contest.
- Rule interpretation protests must be lodged prior to the next pitch following the situation in question.
- Player eligibility protests can be made before, during, or after the contest.
- Each team shall designate a captain to act as team spokesperson.
- Players/fans are not allowed to use any tobacco (i.e. chewing tobacco & cigarettes) products during their contest.
- No food or beverages are allowed in the Annex. No alcohol will be allowed.
- No tobacco, smokeless included, is allowed in the Colvin Center Annex.
- Spectators must remain in the outfield area, just behind the setup outfield fences.
- If a team only has three (3) members and the next batter in the order is on base, the players will shift forward one (1) base and a “ghost runner” will be assigned to the last base. If the player in front of the ghost runner is tagged out, both the runner and the ghost runner are out, ending in two (2) outs and a change of possession.

For More Information:

*Visit the Intramural Sports Office ~ 104 Colvin Recreation Center ~ Stillwater, OK 74078 ~ Tel: 405-744-7407
Fax: 405-744-7531 or online @ <http://campusrec.okstate.edu> for entry forms, captains' meeting times,
schedule information, results and playoff information.
imsports@okstate.edu*