



## Department of Recreational Sports Intramural Sports



### Quickball Rules

#### I. GOVERNING RULES

The rules of the National Federation of State High School Athletic Associations will apply in all cases except where a special Oregon State University Intramural Sports rule applies.

#### II. ELIGIBILITY

All participants must be either students registered at Oregon State University or Faculty/Staff/Affiliate with a Recreational Sports Membership. For more information on eligibility, consult the Intramural Sports Handbook.

#### III. UNIFORMS/EQUIPMENT

A. **No jewelry (earrings, necklaces, bracelets, rings, etc.) will be allowed on the court at anytime. Players will need to remove items immediately or leave the game.**

B. Mouth guards and batting helmets for each player are recommended for your protection.

C. No shoes that leave black or scuff marks, boots, or sandals on the court will be permitted. Athletic, closed toe shoes, must be worn.

D. No braces, casts, guards, or supports that may cause other players harm will be permitted.

#### IV. PREGAME

A. Team managers need to check in with the supervisor on duty before each game to verify their team's roster.

B. Team managers will also take part in meeting with the officials prior to game time.

#### V. GAME TIME

A. Game time listed on the schedule is the official game time.

B. You must have three (3) players on the court ready for play at game time; otherwise a forfeit will be awarded to the opposing team.

C. The games will consist of 4 innings with a 10 run limit per inning.

D. No inning can begin after 45 minutes.

#### VI. OTHER RULES

A. A strike is a pitch that hits the AutoUmp target in the air. Three strikes is an out.

B. A ball is any pitch that misses the AutoUmp target. Four balls is a walk.

C. If hit by a pitch, a batter has the option of taking his or her base or beginning the at-bat again with a new count.

1. Note: A batter may **NOT** lean in front of the AutoUmp target.

D. All fair balls must cross the **Fair Play Arc**.

E. Runners may not play off the base and must tag before advancing on fly-ball outs.

F. A Ground Rule Double occurs when the ball bounces over the home-run fence.

G. Fielders may not play directly behind the pitcher.

H. Once a runner rounds third and crosses the **Run Line** located between third base and home plate, a fielder may throw him or her out by hitting the AutoUmp target on the fly or on the bounce before the runner crosses the plate. Any throw that misses the target is still in play unless it rolls beyond the backstop.

1. If the throw lands in the Pickoff Pocket, all runners are out (including the runner attempting to score, unless he or she has already crossed home plate before the throw lands in the Pickoff Pocket.)



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- I. If a pitch lands in the Pickoff Pocket on the fly, the batter and any runners on base are all out.
- J. Each person on the team **MUST** pitch one inning.
  - 1. If a pitcher has already given up 4 runs in an inning, the pitcher for the following inning can come in to relieve this pitcher.
    - a) **note:** the pitcher for the 4<sup>th</sup> inning must finish the game

### VII. TIES

- A. If there is a tie score after four innings, the game is decided by a timed Home Run Shootout. In the Shootout, each team is split into 2 two-player groups. The visiting team bats and the batting procedure is as follows:
  - 1. With one player pitching from the mound and one player batting, Group One gets 30 seconds to hit as many home runs as possible. Each home run is worth two runs.
  - 2. Immediately after Group One completes its 30-second interval, Group Two bats as the clock continues to run. With one player providing soft-toss and the other player batting, Group Two tries to hit as many home runs as possible before the time is called at 60 seconds. Each home run is worth one run.
  - 3. At the conclusion of the 60-second interval, the team gets one bonus "Grand Slam" soft-toss ball. Any player on the team may bat and any of his teammates may provide the soft-toss. If the bonus soft-toss ball is hit for a home run, the team receives an additional four runs. The home team bats using the same rules. The team with the most runs wins. If there is a tie, the procedure is repeated until the tie is broken.

### VIII. CONDUCT

- A. The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

### IX. EJECTIONS

- A. Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Coordinator of Intramural Sports and Sports Coordinator to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports:
  - 1. Improper language
  - 2. Unsporting conduct