

QUICKBALL RULES

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.
- 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).
- 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.
- 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, 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.
- 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.
- 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 a ball hits the rafters in foul territory in 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 the 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. Minimum penalty is a one (1) game suspension. Any player who is ejected must leave the playing area.

PLAYOFFS

- At the completion of the regular season a single elimination tournament will be played, the **top three (3) teams in each block will advance** (all Women's teams will advance). Tentatively, the tournament will start on Sunday, April 19th and will continue until completed. The top three (3) 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 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 (ASC ID) 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 Plachy Hall Field House.
- Spectators must remain in the outfield area, just behind the setup outfield fences.