

UNIVERSITY OF WASHINGTON
DEPARTMENT OF RECREATIONAL SPORTS PROGRAMS
Over The Line Rules

The Field : The field will be 55 feet by 55 feet

Players: Three Players per team- substitutes allowed if player has not played for any other team. A replaced player may not re-enter the same game. He/she may play in subsequent games.

At-Bat Positions: Bat from "Home Position". Teammate pitches from anywhere in front of "The Line" or its extensions.

Fielding Positions: Fielders may play anywhere past "The Line" or its extensions.

HITS: 1) Ball hit into fair territory on the fly without being caught by fielders. 2) Any ball touched and dropped by fielders. 3) Fielder crossing "The Line" or its extensions when attempting to catch ball (see crossing over the line).

Home Runs: Any ball hit PAST last player in fair territory, on the fly, without him/her touching it. (Not necessarily over his/her head-just past him/her).

OUTS: 1) Two foul balls (see Fouls). 2) One Strike. 3) Fly balls caught by fielders. 4) Ball hitting "The Line" or lines around out area. 5) Ball dropped by batter or pitcher (See General) Foul tips that hit batter and land in foul territory are foul. 6) Batting out of turn. 7) Pitcher crossing "the Line" after hit ball (See Crossing-Over "The Line").

FOULS: 1) Any ball landing outside "Out" or "Fair" areas on the fly. Foul line liners are foul. 2) Any taken pitch. 3) Any false pitch or "Balk".

SCORING: 1) Three hits in an inning scores one run. Each additional hit in the same inning scores one more run. Home runs "clear the bases". 2) Intentional throwing of the bat is a three-run penalty (Officials' decision).

LENGTH OF GAME: 1) Games will be four innings. 2) If tied at the end of the four, play an additional inning to break the tie. 3) If tied after five play one more. 4) If still tied after 6 innings the team with the most hits is the winner. If a tie exists in hits, play additional innings until the tie is broken, either by hits or by runs. Runs take preference over hits in this situation. 5) If at the end of any inning a team has an eleven or more run lead, the game is over.

UMPIRING 1) Winning team (all three members) will be the officials for the next game on the same court. Captain of the winning team will be responsible for keeping track of the game ball. 2) Start the games within five minutes after completion of previous game. Any team not ready to play will forfeit; any exceptions will be at the discretion of the program coordinator. 3) Turn in score cards to the program assistant.

EQUIPMENT 1) Metal / screw in cleats are not allowed 2) Each player must wear shoes. Tennis shoes and molded plastic cleats are acceptable. 3) Players may not participate with equipment that the Intramural staff deems to be dangerous to other participants i.e.: Hard cast, metal or plastic braces, hats and jewelry etc.

BATS Only bats supplied by the Department of Recreational Sports are allowed.

CROSSING OVER "THE LINE" 1) At no time may players cross from one side of the "The Line" or its extensions to the other when catching or attempting to catch a hit ball. 2) To avoid penalty, you must make a definite stop before crossing the line. If you catch the ball and your momentum carries you into or across the line, it is a penalty. (See hits and outs).

GENERAL 1) A ball caught on the fly by either the batter or pitcher counts as a "No Pitch". 2) You must have a full team (three players) to start a game. 3) No warm ups allowed. Begin games immediately. 4) Decision of the rules by the program coordinator are final. 5) Three outs to a side per inning.

