BEEP BASEBALL IS A SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL BEEP BASEBALL ASSOCIATION RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

OPEN AND WOMEN’S TEAMS

STARTING THE GAME

1. START TIME: Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

2. IDENTIFICATION: All participants must bring their current valid Towson University OneCard to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.

3. IM SPORTS PASS: An Intramural Sports Pass is not required.

4. SCORING: The Intramural Sports Officials working the game will keep the official score, and confirm the score at the conclusion of each half inning.

5. TEAMS: Nine (9) players constitute a team; a game may be started with no less than seven (7) players per team. A team will forfeit if they do not have seven (7) players at any point in the game.

6. GAME TIME: No new inning may be started after the Intramural Sports Supervisor has made the announcement that the fifty (50) minute time limit has expired.

7. GAME EQUIPMENT: Team’s must use the ball provided by Towson University Intramural Sports. Teams may use their own bats, provided they are legal slow pitch softball bats, containing an ASA certification stamp. All catchers are required to wear the mask provided by Intramural Sports. Players must wear a softball or baseball glove while playing in the field.

8. JEWELRY/ACCESSORIES: No jewelry or accessories may be worn. Any batter wearing jewelry or accessories will be called out. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. **Clarification:** Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.
9. **GROUND RULES:** Special ground rules may be implemented by the Intramural Sports Supervisor if special conditions exist that would warrant an alteration of ground rules already in place.

**PLAYING THE GAME**

10. **BASIC RULES:** A team has three (3) outs per inning. There is no second base. First and Third base are four (4) foot high padded cylinders with speakers placed one hundred (100) feet down their respective baselines. The bases are placed ten (10) feet outside the foul lines to prevent runners and defenders from colliding with one another. When a ball is hit, the base operator will “activate” one of the two bases. The bases will give off a continuous buzzing sound once activated.

11. **SCORING:** A run is scored when the runner makes it to the correct base before the ball is fielded by a defender.

12. **INNINGS:** Six (6) innings will constitute a game. Four (4) completed innings are necessary for an official game that is ended early due to inclement weather.

13. **TIE GAMES:** All games ending in a tie score during the regular season will be recorded as a tie in the win/loss record. During the playoffs, extra innings as described in the ASA rules shall be used to determine a winner.

14. **SUBSTITUTES:** All starters and substitutes will be permitted unlimited re-entries, provided they return to the same spot in the batting order.

15. **BATTING:** Batters must be blind-folded while at-bat. Batters must use an approved softball bat. Bunting and chop-swings are prohibited. Batters may not leave the batter’s box to swing at a ball. The result will be a dead ball out.

16. **BATTER’S COUNT:** Batters will be allowed four (4) strikes. All legal pitches that the umpire calls a strike, missed swings, and foul balls will be counted as a strike. Each batter may receive one pass ball. The fourth swing must be a clean miss.

17. **PITCHING:** The pitcher will stand 20 feet in front of home plate. The pitcher must clearly verbalize two words. They will say “READY” just before the ball is about to be released. They will say “PITCH” or “BALL” as the ball is being released.

18. **PLAYING THE GAME (OFFENSE):** Each team will have their own sighted pitcher and catcher. If the batter contacts the ball, one of the two bases become activated and the batter will attempt to make it to the base before the ball is fielded by the defense. If the batter makes it safely, a run is scored and the runner returns to the lineup. There is no running from one base to another. On offense, a player does one of three things while batting: hit the ball and be put out by the defense, hit the ball and score a run, or strike out.

19. **PLAYING THE GAME (DEFENSE):** The goal of the defense is to field a hit ball before the opposing batter reaches the correct base. Six (6) players align themselves on defense. Four (4) or five (5) players are blind-folded and align on the field. One (1) to Two (2) players, who are sighted align themselves as “spotters” on the outside of the field. Spotters can only call out numbers One (1) through Six (6) when indicating which player is in the best position to field the ball. The spotter(s)
cannot chase after the ball. They cannot indicate the direction the ball is headed. The penalty for this is one run awarded to the batting team. EXCEPTIONS: In the event a ball in flight presents a chance of injury to a defensive player, the spotter may call out a warning without penalty; [b] if a collision between fielders is imminent, the spotter may, and should, call out a warning without penalty; [c] if a collision between a fielder and the runner is imminent, the spotter may, and should, call out a warning. In this case the umpire shall decide if the play should be awarded to the defense, if the collision was/would have been in fair territory; or the offense, if the collision was/would have been in foul territory; or if the play will be redone with ball and strike count starting over; [d] A spotter may knock down an unusually hard hit ball traveling toward a defensive player to protect the player. In this case, a replay will be awarded. In the event a ball hit in the air is caught by a fielder, three (3) outs will be awarded, and that part of the inning will finish.

SPORTSMANSHIP

20. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

21. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.

22. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.

23. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.

24. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports policies and rules. Captains are responsible for their teams’ sportsmanship, and may be held accountable for the actions of individuals on their team.

CO-ED TEAMS

All of the above rules apply with the following exceptions:

25. TEAMS: The 1:1 male/female ratio must be maintained.

26. SUBSTITUTIONS: Males must substitute for males, and females must substitute for females.