

Home Run Derby Rules

ELIGIBILITY RULES

1. Players must check-in before participating and must have an MTSU ID to participate.
 - a. Physical ID or virtual ID found on the GET Mobile app will be accepted
2. No person shall use false identification in order to participate.
3. Each person may only sign up to participate in one division

EQUIPMENT

1. Bats must be ASA approved softball bats and show the 2000, 2004, or 2013 certification mark. No baseball bats or bats without the proper certification mark will be allowed. We will provide bats if necessary.
2. Illegal bats with a certification mark are found here, <https://usa.asasoftball.com/e/BB1P2000.asp>
3. Only MTSU Intramural softballs will be used for this event. We will provide them for this event.
4. Players must wear closed toed shoes, or cleats. Cleats may not have metal tips or spikes.
5. Batters will have the option to wear batting helmets provided by our staff at the event.
6. Pitchers should throw from behind the L-Screen on the mound

GROUND RULES

1. Players may bring someone with them to throw pitches. If none are available, the intramural staff or other participants may pitch to you.
2. Pitches must be thrown from the mound, and behind the L-screen,
3. Pitches will follow the intramural softball rules, and must reach a minimum height of 6 feet, but not exceed a maximum height of 12 feet.
4. Pitches that do not meet these requirements will be called illegal and do not have to be swung at by the batter.

GAMEPLAY AND FORMAT

1. Each batter will receive 5 warmup swings prior to their round beginning.
2. Batters will have 10 swings to try to score.
3. If a batter swings, they will either score points, or the ball will be called an out. There is no limit on outs.
4. It is important to know that swings are what is counted. Not pitches, not hits, swings.
5. Depending on the amount of participants, top scoring players from each day may be asked to return for a “championship round” to determine a winner.
6. Points will be awarded based on where the ball lands when it first contacts the ground, not where it rolls to.

SCORING

1. To score points, a batted ball must land at or beyond one of our marked lines in fair territory.
2. Balls that land in foul territory or do not cross any of the scoring distances will be counted as an out.
3. The lines that will be marked for scoring are as follows:
 - a. 175 feet for 1 point
 - b. 250 feet for 2 points
 - c. Beyond the fence (300 feet) for 3 points