

INTRAMURAL SOFTBALL RULES

THE GAME & PLAYERS:

1. All game shall consist of 7 innings. No inning starts after 55 minutes of starting time. The home team is determined by the flip of a coin. A tie game will continue until a winner is determined.
2. There is a 5 minute grace period at the start of the actual game time. (Not when the game before you has finished.)
3. A 10 run rule will be in effect after 5 innings (4 1/2 innings if the home team is winning) and a 15 run rule after 3 innings (2 1/2 innings if the home team is winning).
4. A minimum of 9 players is needed to begin a game. A team will not be penalized an out for the absent batter. Teams may not start the game with 8 players hoping that the ninth player will arrive. There shall be unlimited substitution. That is, everyone present may bat but only ten players may be on the field for defense. Players may sub for one another at anytime.
5. Extra Hitter Rule<EH>: A team may bat 11 players providing is it announced prior to the start of the game and must continue to be used the entire game. The EH must remain in the same position of the batting order for the entire game. Defensive positions can be changed but the batting order must remain the same.
6. If additional players arrive after the game begins, these players may be placed at the end of the batting order.
7. If a player is injured, ejected or needs to leave the game for any reason and there is no substitute available, an out will be declared when it is that individuals turn at bat.
8. A game shall be declared completed if "called" after the bottom of the fourth inning (or beyond) for inclement weather.
9. No dogs or alcohol beverages will be allowed on the Intramural Fields and surrounding area.

EQUIPMENT:

1. Teams must use the intramural softballs provided.
2. Catcher's masks are available at the field for your safety.
3. Bats will be available for check out at Reid Gym. Teams may use their own bat; however, the following bats are illegal in intramural games: dented (must be able to fit through bat ring), double wall (double wall design), triple wall (triple wall design), all shell (Worth), and titanium. Bats must have BPS rating of 1.20. If there is a doubt, please have the bat checked at the intramural office before games begin. Team managers are ultimately held responsible.
4. Participants are encouraged to wear athletic clothing. Clothing that restricts the natural movement of the participant is not allowed. No bare feet, or open toed shoes of any type allowed, no metal cleats or baseball bats. Violators will have to find appropriate attire immediately or not play.
5. All jewelry must be removed before the start of the game.

PITCHING RULES:

1. The pitching arch is between 3 and 10 feet. The ball must arch at least 3' above the ground but not more than 10'.
2. The strike zone is below the front shoulder and above the back knee. If a batter hits a foul ball on two strikes he/she must put the next ball into play. Batters get an extra foul ball.
3. The pitcher must have at least one foot on the pitching rubber during delivery.
4. The pitcher must show the ball to the umpire and batter before pitching. **No quick pitches.** The pitch must be released in one continuous motion. The pitcher's arm may not swing higher than his/her shoulder on the backswing. There are no wind-ups.
5. If the ball is pitched illegally the umpire shall say "illegal pitch" at which time the batter may either swing at the pitch & take the result, or not swing and take an automatic ball.
6. There are no balks.
7. A batter hit by a pitch does not advance to first base.
8. Pitchers may wave a batter to first base if they wish to walk the batter intentionally.
9. Pitchers are allowed a maximum of three warm-up pitches in one minute between innings.
10. If a pitch hits ANY part of home plate, it is a ball!

BATTERS

1. **BATTERS WILL BEGIN WITH A ONE & ONE COUNT (1 ball & 1 strike).**
2. A batter who steps on or in front of home plate is out on a fair ball. The ball is dead and all runners return to their original base.
3. Batter is out if he/she attempts to bunt or chop down on the ball.
4. A player who throws a bat shall be declared out. The play shall be declared dead and base runners may **NOT** advance.

BASE RUNNERS

1. **NO sliding or diving into any base.** The runner is out. It is the judgment of the umpire if a person falls. (No running over people intentionally.)
2. There are no pinch runners. If a player is on base and cannot continue an out will be called.
3. There is no leading or stealing. A runner leaving a base before the ball crosses home plate or is batted is out. (Dead Ball)
4. A base runner is **NOT** out if he/she runs out of the baseline to avoid interference with a fielder attempting to field the ball.
5. A base runner is not out if hit by a batted ball that touched or has gone through a fielder.
6. A base runner running, more than 3' outside the baseline (either way) to avoid a tag is out.

7. If a player on the offensive team (fans, coaches, batter or base runners) interferes with the fielding team making a play on the ball in either fair or foul territory, the player closest to home is out and all other base runners must return to the base they last obtained. If the interference breaks up a potential double play, that base runner and the base runner closest to home shall be declared out.
8. If a batted ball, which has not passed a fielder other than the pitcher hits a base runner, the base runner is out and all other runners must return to the base last obtained. (A base runner hit by a batted ball while standing on the base is not out. The ball is fair and play shall continue.)

ADDITIONAL RULES

Out of Play:

1. If a ball is thrown out of play, each runner is awarded two bases from the base they possess when the ball was thrown. (NOT where they were when the ball went out of play). The umpire should yell, "DEAD BALL. OUT OF PLAY," so runners will not get injured.
Play 1: There is a runner on first base, the batter hits a ball to the pitcher who throws the ball to first base and it goes out of play. **Ruling:** *The runner that started at first should be awarded 3rd base and the batter should be awarded 2nd base. At the time of the throw, the runner at 1st base was not at 2nd base when the ball was thrown so 1st base was the base possessed at the time of the throw. The batter did not reach first base by the time of the throw so home plate was the base possessed at the time of the throw (2 bases awarded from the base possessed at time of throw).*
Play 2: There is a runner on 1st base. The shortstop catches a line drive and tries for the double play at first base. The ball is thrown out of play. The runner on 1st was on the way back to 1st base when the ball was thrown. **Ruling:** *The runner should be awarded 3rd base because at the time of the throw 1st base was the last base that was possessed.*
2. If players and spectators are not behind the restraining line, interference can be called. NOTE: if a player rounds first or third base and is beyond the restraining line, he/she is not out as long as a coach or spectator does not assist.
3. If a ball is caught before the restraining line and carried over the line, the batter is out and all runners advance one base.

Infield Fly Rule:

- If a batter pops up the ball to an infielder with runners on first and second or first, second and third with less than two outs, the batter is automatically out and runner(s) may advance at their own risk. If the ball is caught, base runners must tag up. If the ball is dropped the batter is still out, & the ball is live. Base runners may advance at any time. The umpire yells, "INFIELD FLY, BATTER IS OUT, IF FAIR," so all players can hear.

Appeal Play:

- Must be a verbal appeal by the defense before the next pitch or before the infielders of the defensive team have left the field. Once the ball has returned to the infield and time has been called, any infielder, with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon.

Ground Rules:

Fields #1 & #2 Location: Behind Camp Lab School

- Light pole hit in the air by ball is a dead ball and the batter hits again. (If the ball hits a player's glove and then the light pole it is a live ball)
- Light pole hit after ball bounces is alive and must be played

Co-Ed RULES

1. The maximum team make up will be 10 players (5 male and 5 female). No Extra Hitter will be allowed. If a team is playing with 10 players and a female gets hurt, the team will be allowed to finish the game with 5 men and 4 women if the female cannot return to the game. The injured female becomes an automatic out in the batting order. **A team may never play with more than 5 females.**
2. The batting order must rotate male/female (or vice-versa).
3. A team may play with 5 females and 4 males with no penalty.
4. Teams shall consist of the following ratios while on defense:
5 men/5 women 4 women/5 men
4 men/5 women
5. A team may play with 5 males and 4 females with the following penalty enforced:
 1. The **opponent** will be allowed to pick a male player from the batting order to designate as an automatic out. Once the batter is chosen the batting order can't be changed. This player will be allowed to play in the field.
**NOTE: This is the only case allowed when two male players will bat back to back.
(Example: the #9 batter and the #1 batter)**
6. If the fifth female arrives, she may enter the game, but the designated out will remain the entire game.
7. If a team is dropped down to 8 players for any reason the game ends immediately and is declared a forfeit.
8. If a male batter is walked (intentionally or not), they shall advance to second base automatically. The next batter (a female) **must** attempt to bat.
9. Ringer rule will apply to having one varsity lettered athlete of a similar sport per team.
(See Intramural eligibility rules)

(revised 3/07)