Boston College Intramural Sports  
**SOFTBALL RULES**

**Eligibility:** All members of the Boston College community are eligible to play with the exceptions listed on the Code of Conduct. Please check this form prior to placing players on the team roster.

**Check-in:** The team manager prior to the start of the game must give all BC IDs to the officials. Players arriving late are eligible to enter the game and must present their ID to an official for attendance and eligibility purposes. It is the responsibility of the team to ensure that they have been checked off for attending. This may have playoff ramifications later on.

**Facility:** Shea Softball Field (Cassidy Park in Cleveland Circle and Brighton Campus Softball Field will be utilized when necessary).

**Fall League:** Each team will play roughly 6-8 games - subject to change depending on facility availability. Please see the Intramural Handbook on the Campus Recreation website for further details regarding scheduling and our rainout policy.

**Playoff Format:** Playoffs will be single elimination. Playoff ranking will be based on record (with emphasis on divisional/pool play) and then by the tie breaker system detailed in the Handbook. In leagues/tournaments with a large amount of teams, those eligible for the playoffs that have the same record will be randomly seeded.

**Spring Tournament:** Will be a single elimination tournament. Seeding will be done randomly. It is typical for a team to play multiple games in 1 day (if they advance).

**Roster Management:** Rosters will be limited to 15 spots. This includes any coaches that a team may have. Only 15 shirts and mugs are available for the eventual champions.

**Minimum Player:** Games will consist of ten (10) vs ten (10) fielded players. Teams must have a minimum of eight (8) players to start a game. If for any reason the number drops below this, the team will be forced to forfeit. Teams can not use an opponent’s player as a catcher.

**Coed:**
- Ten players shall constitute an official team. Coed teams must have five male players and five female players in the line-up at all times. In this case, teams will have 10 players play in the field at all times, at least 5 of which must be female.
- A team is however able to **start** a game with no less than 8 players, at least 4 of which must be female.
- At no time can more than 5 male players be allowed to play in the field.
- A team that has only 4 female players can only play 4 males in the field, thus resulting in a 8 player field.

**Game Time:** Game time is forfeit time. If a team is not checked in, has the minimum amount of players present, and ready to play by game time, a forfeit will be declared by the official. **Exception:** A team may waive the right to win by forfeit and wait for the opposing team. The clock will start at the scheduled game time regardless of any situation. If after 10 minutes the team still does not have the minimum amount of players, the present team must accept the forfeit win. If a team waives the right to win by forfeit and the game begins, that team cannot rescind their decision and take the forfeit.

**Meetings:** Officials will hold a pre-game meeting with the two team captains. This meeting will discuss rules of emphasis and game management items. Captains may voice their concerns/protests at the meeting. The
ground rules will be declared to the captains by the umpire prior to the start of each game. All foul/fair calls where no line exists will be left up to the discretion of the umpire. A coin toss will determine choice of home/away team. Officials will hold a post-game meeting with the two team captains to review the contest.

**Team Benches/Sidelines:** Teams will be responsible for everyone that is on the bench/sideline. We discourage having non-roster personnel on the bench/sideline. All non-roster personnel located around the team bench/sideline will be seen as part of the team and will be subject to the rules. To prevent any confusion, we encourage teams to allow only those on the roster around the team bench.

**Clock Management:** A game will consist of seven innings or the standing score at the end of 50 minutes, whichever comes first. No new innings will be started after the 40-minute mark. However, any inning that has been started may be finished. Tied games will go into extra innings if time allows (if time does not allow, regular season games will end in a tie). **Mercy Rule:** If at the end of five complete innings either team has a lead of ten runs or more, that team will be declared the winner. If the home team leads by ten runs or more in the 5th inning, they shall be declared the winner and there is no need to bat. If at any point after 5 innings the lead increase to 10 runs or more, AND the losing team has had an equal amount of at bats, game shall be called.

**Extra Innings:** The first extra inning (i.e. 8th inning or first full inning after 50 minute mark) is played normally with no base runners. In each inning and beyond, both teams will begin the inning with the bases loaded. The 50-minute, mercy rule, and extra inning bases loaded rule will be waived in the finals of the playoffs.

If for some reason play has to stop due to technical difficulties and there is no time to replay, the final score goes back to the score at the end of the last full inning.

**Uniform:** No metal cleats allowed. No individual will be allowed to participate in street clothes. This includes jeans, or other “non-gym” clothing. Players will not be permitted to wear jewelry or anything deemed dangerous to other players.

**Game Rules**

**Governing Rules:** NIRSA slow pitch rules shall govern all play with the exceptions listed on this rule sheet. Final interpretations and modifications shall be determined by the Manager, Intramural Sports.

**Base Running:**
- There is no leading of bases, steals, or bunting. A base-runner may leave the base when the pitch crosses home plate or if it is hit. All teams must play one catcher.
- Any thrown ball that either goes into the dug out (or hits the wooden panels covering the dugout) or out-of-play will result in a dead ball and all runners receive 1 extra base. It is the umpires discretion as to what base constitutes as ‘extra’.
- Any ball that is hit into an inaccessible area (football equipment) the fielders can either attempt to play the ball in which case play is live, or can raise their arms to signal a dead ball. A raised arm situation would result in a 2 base hit.
- At times rubber portable bases will be used. In this case, umpires will use the ‘area’ rule. If a fielder has his/her foot in the area of the base, he/she will get the benefit of the play. This does not hold true for home plate.

**Equipment:**
- The use of baseball bats is illegal. Any player using a baseball bat is out automatically and the offending player will be ejected from the game. A second offense in a game against a team will result in the forfeiture of the game by the offending team.
- If a team supplies their own equipment (gloves, bats, etc) they must share with the other team.
- The Intramural Office will supply some bats but no gloves.
**Pitching:**
- This is slow-pitch softball. The pitch must be of moderate speed and have an arc between six (6) and twelve (12) feet from the ground. If it does not, the umpire will call an illegal pitch, and should the batter choose not to swing at the pitch, the pitch is automatically a ball. However, if a batter does choose to swing or hit an illegal pitch, the ball is live.
- The starting count for each batter is 1-1. When the batter has two strikes (ex. 2-2) and a foul ball is hit, the batter will receive one extra chance to hit the ball fair. If another foul ball is hit, the batter will be out.
- A mat will be used for determining balls and strikes. If the ball hits home plate as well as the mat, it will be a strike (keeping in mind arc rule above).

**Coed Specific Rules:**
- If a male player walks, he will be awarded 2 bases (A female walk is awarded 1 base).
- If there are two outs when the male walks, the next female in the line up has the choice to walk to first or bat.
- A runner attempting to score must run to the designated cone instead of home plate to avoid any collision.
- The catcher will still however make the play at ‘home plate’ for the force out. A catcher does not need to tag the runner regardless of the situation.
- If the throw beats the runner, the runner is out.
- A Co-ed team may bat their entire roster as long as the lineup stays male/female. No two males should ever bat in a row.

**Line up:** The entire team may bat. If a player plays the field, then they MUST bat. Once a player bats, he/she is considered an official batter. If for some reason that batter no longer bats, an out will be ruled for every time he/she misses an at bat. Coed line ups must alternate male/female at all times.

**Home Plate:** All plays to home will be force outs. Once a runner ‘commits’ to home at the umpires discretion (roughly the half way point between third base and home), a force out can be called at home. The catcher does not need to tag the runner, simply making contact with home plate with possession of the ball is sufficient for an out. Men’s teams will not use the cone mentioned above. A ball must go 6 feet in the air in order for the catcher to be eligible to catch a foul ball/tip.

**Infield-Fly:** Will be called. A fair fly ball, in the umpire’s judgment, an infielder can catch with normal effort with less than 2 outs and runners on 1st and 2nd or bases loaded.
- A line drive cannot be an infield fly.
- Any defensive player, including the pitcher and catcher, who takes a position in the infield at the start of the pitch is an infielder for the purpose of this rule.
- The umpire makes the infield-fly ruling based on position of closest infielder when the ball reaches its highest point, regardless of who makes the play.
- After umpire yells ‘infield-fly’, the ball is live, runners may tag up and advance after a fielder touches the ball. If runners do choose to advance legally, this shall not be considered a force play.
- A declared infield fly that becomes a foul ball is treated as any other foul ball.