

# **Softball Intramural Rules**



**Facility:** Brighton Softball Field

**Uniform:** Softball is the only sport in which participants will be permitted to wear hard-billed hats. Metal cleats are prohibited from any intramural sport.

**Roster Management:** Rosters may consist of as many players as a team desires, however the championship team will only be awarded fifteen (15) mugs and championship t-shirts.

**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 unless it is a competitive game. Team's with 8 or less can have the opposing team provide a catcher. The pitcher will be responsible for any plays at the plate.

CoRec:

- Ten players shall constitute an official team. CoRec teams must have five (5) male players and five (5) female players in the line-up at all times. A CoRec team may not have more than five (5) of any one gender playing in the field at a time.
- A CoRec team must be able to field at least three (3) of each gender in order to start a game. For example, if the team has 5 females present then 3 males must also be present in order to start the game.

**Team Dugout/Sidelines:** Each team will get to use a dugout. Teams will be responsible for everyone that is in their dugout/sideline. We encourage fans to attend games, however non-roster personnel on a team's sideline are the responsibility of the team and they are subject to the rules and sportsmanship guidelines. People that attend the game and are not on the roster must sit in the stands. Please keep the dugout clean before and after the game.

**NO ALCOHOL, SUNFLOWER SEEDS, OR TOBACCO PRODUCTS ARE ALLOWED ON THE FIELD OR IN THE DUG OUT. If any of these products are found your team will forfeit the game.**

**Clock Management:** A game will consist of seven innings or the standing score at the end of 60 minutes, whichever comes first. No new innings will begin after the 50 minute

mark. However, any inning that has been started will be finished. A game may be declared official after three (3) full innings.

**Mercy Rule:** If at the end of four (4) complete innings either team has a lead of fifteen (15) runs or more, that team will be declared the winner. If the home team leads by ten runs or more after the top of the 5<sup>th</sup> inning, they shall be declared the winner and they will not bat in the 5<sup>th</sup>. If at any point after five (5) innings the lead increases to ten (10) runs or more, AND the losing team has had an equal amount of at bats, the game shall be called.

**Extra-Innings:** Extra innings will be played if the game has ended in a tie, only in playoffs.

In extra innings both teams will begin the inning starting with the last batter who was out in the previous inning starting on 2<sup>nd</sup> base.

### **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 Assistant Director of Intramural Sports.

### **Base running:**

- There is no leading off bases, steals, or bunting. A base runner may leave the base when the ball is hit. All teams must play a catcher.
- Any thrown ball that either goes into the dugout or out-of-play will result in a dead ball and all runners receive 1 extra base, in addition to the base they were headed to. It is the umpire's discretion as to what base constitutes as 'extra'.
- Any ball that is hit into an inaccessible area (tarp, equipment, etc.) 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.
- Crash Rule: Any unnecessary contact from a runner that is towards a fielder, the runner will be called out and possibly ejected.
- 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.
- In an attempt to ensure all teams to play, teams are highly encouraged to share their gloves with the other team.
- The Intramural Office will supply bats and balls. In addition, the Intramural office will have some gloves to borrow.
  - If a participant needs to borrow a glove, the Intramural Supervisor will hold their BC ID until after the glove is returned.

Pitching:

- This is slow-pitch softball. The pitch must 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 the 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 a legal pitch hits home plate or the mat, it will be a strike.
- Pitcher has 10 seconds from the time they receive the ball to deliver the pitch to the plate
- Pitchers will be given 1 warning, after this a ball will be added to the batter's count
- Similarly if the umpire directs a batter into the batter's box and they do not take this position within 5 seconds an automatic strike will be added to the batter's count

Coed Specific Rules:

- There may be no more than 5 players of either gender in the field at a time
- The infield, outfield, and the battery must be evenly split between genders
- 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 lineup 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 of one gender should ever bat in a row.
  - This means the lineup may be disjointed. Meaning a female batter will not necessarily bat before or after the same male player. This situation will occur when there are a different number of males and females in the game

Line up: The entire team may bat, there is no limit on the number of players that may be in the batting order. Umpires should monitor the lineup to make sure teams are following lineup requirements.

Late Players: If a player is not in the original line up and they arrive late they may be added at the end of the batting order or they may replace a player in the game and take their lineup spot. However if they replace a player in the order the replaced player will not be allowed back in the game.

Home Plate: All plays to home will be force-outs. Once a runner 'commits' to going home and passes the commit cone (roughly the halfway 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. Open teams will not use the cone mentioned above.

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 1<sup>st</sup> and 2<sup>nd</sup> 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.