

TOP TEN THINGS TO KNOW ABOUT INTRAMURAL SOFTBALL

1. A regulation Intramural Softball team includes 10 players. A team may play with a minimum of eight (8) players. A team must start play with 8 players present. Players arriving late may be added to the bottom of the batting order at any time.
2. Game balls will be provided. Both teams must play with the provided game balls. Bats will be provided by the Intramural Program for use during all Intramural games. Only provided bats will be permitted for use during the game. Participants may NOT use their own bats. Any glove or mitt is permitted. Protective masks for the catcher will be available if players choose to wear them. Sandals or bare feet are not permitted. Metal cleats are not permitted.
3. All games will be played through 7 innings or 50 minutes - whichever comes first.
4. Each team must provide a scorekeeper for their team. The scorekeeper should notify the umpire at the start of each half inning of the first batter's name.
5. A 7-run limit per inning will be in effect. Once the 7th run legally crosses the plate, the ball will become dead and the inning will be over. The On-Deck batter will bat first in the next inning. The 7-run per inning rule will be LIFTED for the last inning of the game
6. Unlimited substitutions are permitted at each position in the batting order. Player A & B may "share" a spot in the batting order - either may bat or either may play the field, but may not play in the field at the same time.
7. Each batter will start with a 1 ball and 1 strike count. 4 balls will result in a walk and 3 strikes in an out. With a two-strike count, the batter will be allowed one foul ball called a "courtesy foul." The batter will be declared out on the second foul ball of a two-strike count. The ball is dead and runners may not advance.
8. A batter shall be out if the batter bunts or intentionally chops the ball downward. If a batter throws the bat, a team warning will be issued. After the warning, any team member throwing the bat will be called out, the ball will become dead, and all runners will return to their original base
9. Under no circumstances are runners permitted to steal a base. A base runner shall be declared out if he/she leaves their base while the pitcher has the ball in legal pitching position or before a legal pitch is hit.
10. A regulation coed team includes 6 males and 4 females. A minimum of 8 players is required to start the game, and at least 4 must be female. At all times, a team can play with more females than males. However, there must be at least 1 male, but never more than 6 males, on the field or in the batting order at the same time.

INTRAMURAL SOFTBALL PLAYING RULES

General Information

- 1) **The team captain and all players are responsible for all information contained in the Playing Rules, the Intramural Eligibility, Policies, and Guidelines webpage, and the Softball Event webpage.**
- 2) **Participants must have a valid photo ID with them at all times.**
- 3) Intramural Softball is governed by NIRSA – National Intramural/Recreational Sports Association playing rules and any modifications outlined in this document.
- 4) Players should have checked in, shown ID, warmed up, and be ready to play prior to the scheduled game time.
- 5) Each team shall designate to the umpire a team captain(s) for the contest. The captain is required to sign the scorecard at the end of each game verifying the final score, and that all participating players have been checked in.

Players

- 1) **All players are required to bring a valid photo ID to all Intramural Softball games.**
- 2) A regulation Intramural Softball team includes 10 players. A team may play with a minimum of eight (8) players. A team must start play with 8 players present. Players arriving late may be added to the bottom of the batting order at any time.
 - a) If injuries reduce a team to 7 players or less, the game may continue at the umpires' discretion.
 - b) A team reduced to 7 players or less via player ejections will automatically forfeit.
- 3) See attached coed modifications for coed player policies.

Equipment and Team Area

Note: Game Bats, Game Gloves, and Game Balls will be at the field. Gloves will be shared between teams. Gloves, bats, and balls will only be available between games for warm up. There will be no equipment available for practice or warm up while games are in progress.

- 1) BALLS - Game balls will be provided. Both teams must play with the provided game balls
- 2) BATS – Bats will be provided by the Intramural Program for use during all Intramural games. Only provided bats will be permitted for use during the game. **Participants may NOT use their own bats.**
- 3) GLOVES – Any glove or mitt is permitted.
- 4) MASKS – Protective masks for the catcher will be available if players choose to wear them.
- 5) SHOES - Sandals or bare feet are not permitted. Metal cleats are not permitted.
- 6) UNIFORMS – Teams are designated as Home (White) and Visitor (Dark) on the schedule for uniform purposes only. A Coin toss will determine Home/Visitor for batting purposes. Teams do not have to comply with white/dark designation if they have matching uniforms. Player numbers are not required. It is strongly recommended that players wear athletic apparel. Hats and sunglasses are permitted.
 - a) **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the Intramural Coordinator may approve a covering or wrap which is not abrasive, hard, or dangerous to any other player and which is attached in such a way it is highly unlikely to come off during play. Hard items, including, but not limited to beads, barrettes, and bobby pins are prohibited. **Participants must receive approval for headwear from the Intramural Coordinator prior to participating.**
- 7) Players **may NOT** wear casts/splints under any circumstances and all pads/braces must be below the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it.
- 8) Players may wear knee pads, gloves, covered knee braces, headbands, and knit caps.
- 9) Players **may NOT** wear any exposed jewelry of any type.
 - a) **Medical Alert and Medical Treatment Religious Medals** – Medical-alert and medical treatment religious medals are not considered jewelry. Religious medals must be taped and worn under the uniform. Medical-alert medals must be taped and may be visible. The wearing of a religious medal must be approved by the Intramural Coordinator **prior** to participating in any contest.
 - b) **Special Event Wristbands** – If participating in a special event, which requires a participant to wear a wristband (ex. OU or ACL wristbands), it is the PLAYER'S responsibility to provide an acceptable method to cover the wristband. Acceptable methods are limited **ONLY** to the following: Sweat bands or athletic tape, which will **NOT** be provided by RecSports.
- 10) All equipment is subject to the approval of the intramural staff on duty.
- 11) It is the responsibility of each team to keep their equipment and players in out-of-play territory in the dugout.
- 12) All spectators must remain outside the fence.
- 13) Only one coach is permitted in each coaching box. No gloves or other equipment are permitted in coaching boxes.

Game Timing/Innings

- 1) All games will be played through 7 innings or 50 minutes - whichever comes first. The umpire will start the clock at the scheduled game time. Should time expire, an inning that has started will be completed. An inning officially starts when the third out is made at the end of the preceding inning. If the game is tied after regulation, only (1) extra inning will be played. The umpires will keep the official game time.

Note: Regarding inclement weather, the game shall be declared official if 4 innings or 35 minutes of play have been completed when the game is stopped.

No Show

- 1) Teams not ready to play within 10 minutes after the scheduled starting time (not when the preceding game finishes) will receive a no show loss. Below is a summary of penalties for a team that is late:
 - a) Game Time = automatically designated the "visitor"
 - b) 5 minutes late = loss of first "at bat"
 - c) 10 minutes late = **loss 5-0** and removed from league
 - d) Note: If neither team is ready to play by the scheduled game time, and it is less than 10 minutes past the scheduled start time, the teams will be permitted to play. The first team that arrives will be designated as the Home team. The game shall begin and continue for the remainder of the 50-minute time limit.
 - e) **If a team No-Shows for a game they will be removed from the league and replaced with a team on the waiting list.**

Forfeit

- 1) Should a game be stopped at some point due to a violation of intramural rules (i.e, fighting, eligibility, sportsmanship) and declared a loss for either team (or both teams) the game will be a forfeit. Any team forfeiting a game is automatically ineligible for playoff competition.

Game Summary Sheets and Line-ups

- 1) **All players that participate in a game must be listed on the GAME SUMMARY SHEET and on the LINE UP.**
- 2) The GAME SUMMARY SHEET is the pre-printed list of players that are eligible to participate with each team, and where the running score, final score, captain's signatures, and sportsmanship grades will be recorded. Only players who are listed on the pre-printed game summary sheet may play in the game.
- 3) The LINE UP (scorecard) is the list of ten starting players in batting order and the template for each team to record the outs/runs for each of their batters. Teams must submit their LINE UP at least 5 minutes before game time. Scorecards will be on a clipboard in the dugout – teams may save time by writing down its starting line-up prior to the scheduled game. First initial and Last name are required on the LINE UP. Home and Visitor will be determined by a coin toss prior to the start of the game.

Scorekeeping

- 1) Each team must provide a scorekeeper for their team. The scorekeeper should notify the umpire at the start of each half-inning of the first batter's name. All protests concerning scoring or batting order should be made at the time an error is noted. An Intramural Staff member should be contacted immediately to address the protest. **No scoring protest will be heard at the end of the game.**

Run Limits

- 1) A 7-run limit per inning will be in effect. Once the 7th run legally crosses the plate, the ball will become dead and the inning will be over. The On-Deck batter will bat first in the next inning.
- 2) The 7-run per inning rule will be LIFTED for the last inning of the game.
- 3) The 10-run mercy rule will be enforced after 3 1/2 (or 4) innings, or at the time limit, whichever comes first.
- 4) The home team always gets to complete their half of the inning, even if the visitors go ahead by more than 10 runs.

Substitution Rules

- 1) **Unlimited substitutions are permitted at each position in the batting order.** Player A & B may "share" a spot in the batting order - either may bat or either may play the field, but may not play in the field at the same time. Once a player enters the game, either as a starter or substitute, he or she may only re-enter the game in the same batting position.
- 2) Unless a player is injured and cannot continue, no pinch runners will be allowed under any circumstance. If players are sharing a spot in the order, the player that starts an at-bat must finish the at-bat. The player sharing the position may not pinch run unless the other player is too injured to continue. **See Injured Runner Rule.**
- 3) If a team begins with less than 10 players there is no penalty for the empty spots in the batting order. Players arriving late may be added to the bottom of the line-up at any time. If a team begins with a full batting order (10 players) and a player is injured or cannot otherwise continue and the team does not have an eligible substitute, then the team must take an out for that spot in the order. An eligible substitute is one who has not yet played in the game, either as a batter or fielder.

Pitching rules, balls and strikes

- 1) Each batter will start with a 1 ball and 1 strike count. 4 balls will result in a walk and 3 strikes in an out. **With a two-strike count, the batter will be allowed one foul ball called a "courtesy foul."** The batter will be declared out on the second foul ball of a two-strike count. The ball is dead and runners may not advance.
 - a) **Exception:** If a player catches this foul ball, the ball is live and runners may tag and advance at the risk of being put out.
- 2) The strike zone is the zone over home plate from the bottom of the batter's knees to the top of the shoulders. Pitches should have an arc of 6-12 feet. An "illegal pitch" will be called if the pitched ball does not meet this requirement. All "illegal" pitches are considered "balls" unless the batter chooses to swing, and then the result of the play will count.
- 3) The pitcher must pause for one second prior to starting their pitching motion, and must have one foot in contact with the pitching rubber when the ball is released.
- 4) Pitches must be underhand, be completed in one motion (no stopping or re-directing the pitching motion), and the ball may not pass the pitchers hip more than once before being released.
- 5) A pitched ball striking a batter does not entitle them to first base. The pitch shall be called a strike or a ball depending on location.
- 6) If the pitcher desires to walk a batter intentionally, the pitcher notifies the plate umpire who awards the batter first base.
- 7) Each pitcher is permitted five warm-up pitches at the beginning of the game only. No warm-up pitches or infield throws will be allowed between innings.
 - a) **Exception:** Substitute pitchers will be allowed warm up three pitches.

Batting Rules

- 1) A batter shall be out if the batter bunts or intentionally chops the ball downward.
- 2) If a batter throws the bat, a team warning will be issued. After the warning, any team member throwing the bat will be called out, the ball will become dead, and all runners will return to their original base.
- 3) A batter who steps on the plate or clearly and completely in front of the plate while contacting the ball will be called out.
- 4) A batted ball in the out-of-play area is a dead ball and may not be played.
- 5) There are no penalties for hitting a homerun over the fence. The Intramural Program reserves the right to modify this rule during the season.

Base Running Rules

- 1) Under no circumstances are runners permitted to steal a base.
- 2) A base runner shall be declared out if he/she leaves their base while the pitcher has the ball in legal pitching position or before a legal pitch is hit.
- 3) Runners may slide head first or feet first into any base. Any runner sliding "cleats up" or with intent to injure will be called out and may be ejected.
- 4) When a defensive player has the ball and is waiting to tag a runner and the runner remains on their feet and deliberately crashes into the defensive player, the runner will be called out. The ball is dead and all other runners must return to the last base touched at the time of the collision. Note: If the act is determined to be flagrant, the offender shall be ejected.
- 5) **DOUBLE FIRST BASE:** The double first base is used to avoid collisions and consequent injuries at first base. A batter-runner must use the safety base (orange base) while advancing and a play is being made at first base. If no play is being made at first base then the batter-runner may touch either the white or orange portion. If the throw is coming from the foul side of the line, or if the defensive player is drawn to the orange side of the base, both the defensive player and the batter-runner may use either the orange or white portion.

Injured Runner

- 1) If a batter reaches base safely and is injured too severely to run, the player sharing that spot in the batting order will replace the injured runner. However, if that spot in the order is not being shared, the last man or woman to make an out will replace the runner. **An injured runner may not re-enter the game if replaced with a pinch runner. NOTE: The Intramural Staff on duty may make an exception to this policy if it is in the best interest of the game and the participants.**

Overthrow Rule

- 1) When the ball is overthrown into FOUL TERRITORY, every base runner may advance at their own risk. The ball remains in play and such runners are liable to be put out while advancing. There is no limit on the number of bases a runner may take.
- 2) Should the overthrown ball go into OUT-OF-PLAY TERRITORY (IN DUGOUT/OVER THE FENCE), the ball is dead and the runners are awarded two bases from the last base legally touched at the time the ball left the thrower's hand. The award of bases is determined by the position of the front-runner if there are two runners between the same base at the time of award.

FALLING OVER THE FENCE ON A CATCH

The fence is an extension of the playing field. A fielder may climb the fence and make a catch. If a fielder catches the ball before his or her feet touch the ground outside the playing area, the catch is **legal**, even if the player's momentum carries him or her over or through the fence. The batter is out, the ball is dead, and with none or one out, all base runners advance one base without liability to be out. If the fielder catches the ball after touching the ground outside the playing area, the catch is not legal.

COED SOFTBALL MODIFICATIONS

Number of players

- 1) A regulation coed team includes 6 males and 4 females. A minimum of 8 players is required to start the game, and at least 4 must be female.

Note: At all times, a team can play with more females than males. However, there must be at least 1 male, but never more than 6 males, on the field or in the batting order at the same time.

Restraining line

- 1) There will be a 150-foot restraining arc marked in the outfield. At least 3 outfielders must be behind this line and are not permitted to break this line until the batter contacts the ball. This rule applies to all batters – male and female. The penalty for violation of this rule is obstruction (live ball).

Batting order

- 1) There are no restrictions on the batting order in this Division.

Substitution

- 1) Substitutions must be male for male and female for female only.
- 2) Any starter or substitute that re-enters the game must re-enter in the same batting position as he/she started.

Walks

- 1) Any time a batter is walked, that batter is automatically awarded second base and all base runners advance if forced.

Defensive positions

- 1) All teams must field a pitcher and a catcher. No restrictions are placed on defensive positions of male and female players.