



Softball Rules & Regulations

Intramural softball games will be conducted under the rules of the NIRSA - National Intramural/Recreational Sports Association - with the following modifications:

Rule 1: Eligibility

All participants must provide a current validated Institutional ID before participating and must be affiliated with the University as a student. To be considered a “student,” one must be currently enrolled for at least half of full-time requirements, 6 credit hours for undergraduate and 3 credit hours for graduate, in the fall/spring in the semester the sport is offered. Individuals who enroll and then officially drop their courses are no longer considered eligible.

Current varsity softball/baseball athletes are ineligible for participation. Any current ex-varsity softball/baseball athletes must be removed from a full year from the last scheduled NCAA event.

Teams may have two (2) ex-varsity softball/baseball players on their intramural roster.

Rule 2: Format of Play

- Teams will be guaranteed two (2) games either in round robin format or a true double elimination bracket.

Rule 4: Team Captain Responsibilities

Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.

- Responsible for communicating game time, location, and ID policy to teammates.
- Ensure teammates have a valid Institutional ID or photo ID at before game time to check in.
- Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Cooperating with the Intramural Supervisors at the game site concerning any protests, incidents or accidents that may occur as well as with the Intramural Sports staff the day following such occurrences.
- The captain or team representative must list the batting order prior to the start of the game. Score sheets are available from the Intramural Staff at the fields.

Rule 6: Players/Rosters

- Team members must present their Institutional ID or photo ID when checking in with the scorekeeper for every game played. If a player is not signed in when their turn comes up in the batting line up, then the batter will be called out.
- A team roster must consist of a minimum of nine (9) players and a maximum of fifteen (15) players.
- Only a maximum of ten (10) players are allowed to play on defense.

- Game must begin with a minimum of seven (7) players. Outs must be taken for the eighth and ninth batters.
- Free defensive substitution.
- The batting order must contain 9 players or 10 with an extra player.
- Extra Player Rule:
 - A team may have one (1) extra player.

Rule 7: Defaults/Forfeits

- Forfeit/Default time has been established as game time, teams should report to the scorekeeper 15 minutes prior to their game.
- A forfeit occurs when no members of the team checks in with the scorekeeper. The losing teams will a score of zero (0). The winning teams will receive a score of twenty (20).

Rule 8: Equipment

- All bats must meet USSSA or ASA bat performance standards.
- If a batter is caught using an illegal bat before the next legal pitch, the defensive team can take the result of the play or appeal the play. If the defense appeals the play, the batter will be ruled out and all base-runners will return to the base in which he/she occupied before the illegal play occurred.
- All appeals must be made before the next legal pitch or the play stands.
- If the bat cannot be determined illegal by the game officials, then the appealing team has the option to play the rest of the game under protest.
- Teams are responsible for all game balls. These will be the only balls allowed for play.
 - Men's Games: USSSA 12 inch softballs.
 - Women's Games: USSSA 11 inch softballs.
 - All balls must be used with a .44 core or less and USSA/ASA legal compression.
 - All balls must have one of three logos/stamps that include ASA, USSSA, or just .44 core.
- All defensive players must wear gloves.
- **Team Jerseys** - Teams shall wear shirts that are of the same color. Team jerseys must contrast with the jerseys of the opposing team. If teams are wearing the same color jersey, the team listed as visitor will be required to change. Jerseys may not be tied in a manner that creates any type of knot. Team jerseys must have a number placed on the front or back of the jersey. Jersey numbers shall consist of numbers 0-99; triple digit numbers, symbols, etc. are prohibited.
- **Shoes** - Players must wear shoes, either soft soled soccer/football cleats, tennis, or Astroturf shoes. No sandals, boots, or metal/sharp plastic cleats will be allowed. No screw in or detachable cleats will be allowed.
- **Supports, Braces, Gloves, and Pads** - No casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it with at least ½ inch of closed cell slow recovery rubber or other material of the same minimum thickness and physical properties. Players may also wear gloves, which consist of a soft, pliable non-abrasive material. Kneepads of a soft pliable nature will be allowed below the waist. Any player wearing illegal or dangerous equipment shall not be permitted to play. All equipment shall be subject to the approval of the IMRS staff and their decisions shall be final.
- **Headwear** - Players may wear a one-piece elastic headband made of a soft pliable material. They may also wear knit stocking caps in cold weather. Rubber or elastic cloth bands may be used to control hair. No other headwear will be allowed. No baseball caps, bandannas (including "Do-rags") or helmets.

- **Jewelry** - Jewelry or hard hair control devices will not be allowed. This includes but is not limited to necklaces, earrings, newly pierced earrings, facial piercing, rings, bracelets & watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item you cannot play.
- **Shorts/Pants** - Shorts/Pants with belt loops and/or pockets are illegal.

Rule 9: Playing Rules

- Time begins at the conclusion of the plate meeting.
- Games are 7 innings or 55 minutes.
 - Time must expire before the third out of an inning in order for the game to end.
- Batter starts with a 1 ball and 1 strike count.
 - If a batter with two strikes hits a foul ball, he/she will be given one (1) courtesy foul.
- There will be a 10 run limit per inning.
- Mercy Rules:
 - The home team scores more runs in six (6) and one half innings.
 - The team scores more runs before the third out in the last half of the seventh inning.
 - If a team is up twenty (20) or more runs at the conclusion of the 3rd inning.
 - If a team is up fifteen (15) or more runs at the conclusion of the 4th inning.
 - If a team is up ten (10) or more runs at the conclusion of the 5th inning.
 - NOTE: If the visiting team reaches the run-ahead limit in the top half of the inning, the home team still has the opportunity to reduce the deficit below the limit in the bottom half of the inning. If the home team reaches the run-ahead limit while at bat, the game ends and the home team is declared the winner.
- Extra Innings:
 - International Tie-Breaker places the last batter of the previous inning on second base at the start of each successive inning.
- Homerun Rule:
 - Teams will be allowed one (1) homerun per inning with each additional homerun counting as a single. Runners on base will advance one (1) base.
- Balls/Strikes:
 - Balls shall be called if:
 - Pitched balls that does not hit any part of the plate zone and is not swung at by the batter.
 - Any illegally pitched ball (not between 6 and 12 feet from the ground) not swung at by the batter.
 - When the umpire calls four (4) balls.
 - When the pitcher request that the umpire intentionally walk the hitter.
 - Outs
 - When a batter enters the batter's box with an altered or illegal bat or is found using an altered or illegal bat. If the batter hits the ball with an altered or illegal bat, the batter is out and base runners return to the bases that they occupied before the batter hit the ball.
 - When the batter bunts or chops at the ball.
 - When a member of the team at bat interferes with a defensive player who is attempting to field a batted ball.
 - When the batter hits a fair ball with the bat a second time in fair territory no matter if it is on accident.
 - When the batter's own batted ball hits him/her outside the batter's box in fair territory.
 - When a batter hits a fly ball in the infield that can be caught with ordinary effort with less than two outs and runners on first and second or bases loaded.

- Strikes shall be called if:
 - Legally pitched ball between 6 and 12 feet from the ground that strikes any part of the plate zone and is not swung at by the batter.
 - Legally pitched ball that the batter swings at and misses.
 - For a foul ball not caught by the catcher.
 - When a batted ball hits any part of the batter when he/she is still in the batter's box.
- Batting:
 - Players must bat in the order that they are listed on the score sheet unless a substitute enters the game. The substitute must appear in the batting order in the place of the player that he or she is replacing.
- Pitching:
 - Pitching Distance shall be 50 feet both men and women leagues.
 - The pitcher must begin with both feet firmly on the ground and with one foot and both feet touching the rubber. The pitcher's pivot foot must stay in contact with the pitcher's rubber throughout the delivery.
 - After making any motion to pitch, the pitcher must immediately deliver the ball to the batter.
 - Faking and/or Quick Pitches are **PROHIBITED!**
 - The pitch must be delivered the ball with a perceptible arc. The ball must reach a height of at least 6 feet from the ground and cannot exceed a height of 6 feet from the ground.
 - If the ball does not reach height range, an illegal pitch will be called. For illegal pitches, a ball will be awarded if the batter does not swing at the pitch.
- Base Running:
 - Bases shall be set at minimum of 60 feet with maximum of 65 feet.
 - A base runner can advance or return only by touching the bases in legal order, from first base, to second base, to third base, to home plate. A base runner advances to the next base by touching it before being put out. The player may hold a base until he/she legally touches the next base or until the batter becomes a base runner and forces the player to leave the base.
 - Base stealing is prohibited.
- Courtesy Runners:
 - A courtesy runner may run for any player who is injured during the play and is unable to run the bases safely.
 - When no eligible substitutes are available, the courtesy runner must be the player who made the last out of the previous inning.
 - The umpire must be notified before a courtesy runner replaces a teammate.