

SOFTBALL RULES

All intramural participants are responsible for their own medical expenses. Any student unsure of his/her physical condition should check with his/her family physician or the University Health Services Office (Emerson Annex) before participating in intramurals.

The officiating will be done by student workers who are in absolute control of the game. Teams are responsible for keeping their own spectators under control. Misconduct of spectators, players, or coaches can result in assessment of an ejection or forfeiture of the game. The student workers shall have the power to make decisions on any matters or questions not specifically covered in the rules.

FORFEIT TIME IS THE SCHEDULED STARTING TIME

Home team will be determined with the toss of a coin.

1. Players and Substitutes

1.1 A team consists of ten (10) players, but a team may start with eight (8) players. A team must have eight players on the field at all times. Three women must be on the field at all times.

1.2 In order to receive a forfeit win, a team must have its line up on the score sheet and eight players on the field.

1.3 Substitutions must be reported to the scorer before entering the game. Substitutions are allowed to enter the game at any time.

1.4 Shoes must be worn by all participants. Rubber cleated shoes will be allowed. Metal or screw in cleats of cleated shoes of any kind, open heel and open toe shoes are prohibited.

1.5 Varsity rule is in effect. No more than three varsity players on one roster and no more than two varsity players on the field at any time.

2. Field Markings

2.1 The officials will inform the team captains about the official lines on a particular playing field.

3. Length of Game and Timing

3.1 A regulation game consist of a maximum of seven innings with no minimum number of innings to be played in the time limit. No innings will start after 55 minutes of playing time having elapsed. If an inning is started, it must be completed. There will be no warm-up time given to either team because of time limit. Teams should warm up on the sidelines prior to their scheduled times. Championship games shall be seven innings in length, with no time limit. Time limits may be changed by mutual consent of team managers subject to approval by student workers.

3.2 If a fifteen (15) run difference occurs during a contest and the trailing team has batted through its order once, the game will be stopped and considered a complete game. If the home team is trailing at this point, the full inning must be completed. A minimum of 3 innings must be completed in order for the fifteen (15) run rule to take effect.

4. General Rules

4.1 There is no umpire behind the plate - only base umpires.

4.2 Pitching - The team at bat uses its own pitcher to pitch to his/her teammates. Only two pitches are allowed. The pitcher cannot field or interfere with the ball after it has been hit. One field player must be positioned directly behind the pitcher at release of the pitch. The ball must be pitched with a three (3) foot minimum arch.

4.3 Hitting - Any swing at the ball must result in a fair hit or the batter is out. A strike or a foul ball is an out. The batter may decline to swing at the first pitch, but must swing at the second pitch or be declared out. Bunting or chopping the ball is not allowed and will be declared an out. Any ball that hits foul, then bounces back into play is considered foul and the batter is out. Throwing the bat is illegal and the batter will be called out.

4.4 No Stealing - Runners may not leave the bases until the batter hits the ball.

4.5 Sliding is legal providing that it is not an attempt at taking the defensive player out.

4.6 The infield fly rule is in effect. An infield fly is a fair fly (not including a line drive) in the infield which can be caught by a player with ordinary effort provided there are runners on first and second or first, second and third with less than two outs. The batter is immediately out and the umpire should declare the infield fly rule. Base runners cannot be forced out and may advance at their own risk.

4.7 Overthrows - Two bases will be awarded at the time of the throw.