

Equipment

Shoes: All players competing in intramural softball must wear shoes. Permanent molded-in cleats are permitted. No cleats or spikes with metal exposed may be worn.

Jerseys: All individuals participating must wear a shirt. It is recommended that each team's shirts be of the same color.

Balls: Game softballs will be provided by the Intramural Sports staff. Practice (warm-up) balls must be checked out from the Intramural shed on the Gold Fields or at the Equipment Center

Game Regulations

Players: The game may be started and continued with a minimum of seven (7) players. A Co-Rec team will consist of five males and five females. The game may be started and continued with a minimum of 7 players (4 males and 3 females or vice versa). At all times the number of males and females from each team, playing on the field, must be equal.

Game Length: A regulation game is five innings. Games must be called under time limit rule, 50 minutes of playing time. When the time limit expires, play continues until the end of the inning. A start of an inning consists of at least one live pitch.

Extra Innings: During playoffs, if a game is tied at the end of the fifth inning or after the 50 minute time limit, the International Tie Breaker rule will be placed into effect until we have a winning team. Regular season games will end in a tie if the game has completed 5 innings or reached the 50 minute time-limit.

International Tie Breaker: In the start of each half inning, the last person scheduled to bat in that inning will be placed on 2nd base to start. Each batter will have one pitch. If the pitch is a ball, the player walks. If the pitch is a strike or foul ball, the batter is called out.

Officials: The intramural staff will assign officials for each scheduled game. All softball games conducted by the Division of Recreational Sports must be played under the supervision of the field supervisor employed by the Division. No game may be played without being scheduled through the Intramural Office. An intramural official will keep the scorecard.

Playing Area: All games will be played at the Intramural Sports Gold Fields unless specified otherwise.

Mercy Rule: If a team is ahead by 15 runs after 3 innings or 10 runs after 4 innings of play, the game is complete. If the home team is ahead by the allotted runs at the end of 3-1/2 or 4-1/2 innings before the third out in the bottom of the inning, the game is complete.

Sport Specific Rules

Out of Play: Before starting play the umpires and team captains should review the areas of the field, foul territory and those areas that are out of play. The out of play area shall be defined by an imaginary line extending infinitely from the backstop parallel with the first and third baselines. Any ball crossing into the out-of-play area is immediately considered a dead ball.

Overthrows: An overthrow that passes out of play is a dead ball. Runners are awarded two bases from their position at the time the throw was made. On an errant throw that passes into foul territory but does not go out of play or become a blocked ball, runners may advance a maximum of two bases with the liability of being put out.

Lead Off: The base runner may not leave the base until the pitched ball has reached or passed home plate. If the batter does not hit the pitch, base runners must return to their bases immediately because the ball is dead until hit.

Base Runner Off Base: When the base runner fails to keep contact with the base to which he/she is entitled until a legally pitched ball has reached home plate, the ball is dead. No pitch is declared and the base runner is out.

Base Stealing: Under no condition is a runner permitted to steal a base.

Bunting: The batter is out when he/she bunts or chops the ball downward.

Batters Count: Each batter will start with a count of 1 ball and 1 strike (1-1).

Pitcher's Position: The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with, but not off the side of the pitcher's plate. He/she must come to a complete stop facing the batter, with the shoulders in line with 1st and 3rd bases and with the ball held in one or both hands in front of the body. This position must be maintained at least one second and not more than ten seconds before starting the delivery. He/she must then deliver the ball toward home plate on the first forward swing of the pitching arm past the hip. There shall be no stop or reversal of the forward motion.

Legal Pitch: A legal pitch is delivered with an underhand motion at a moderate speed with a perceptible arc of at least six feet from the ground. The pitched ball must not reach a height of more than 12 feet at its highest point above the ground. One foot must be in contact with the pitcher's plate during the delivery.

Illegal Pitch: A ball is called on the batter, there is no advance of the runners. The ball is dead. Exception: If the batter swings at the pitch, it shall be called a strike. If the ball is hit, it is in play.

Batter Hit by Pitched Ball: If the pitch is outside the strike zone, a ball is called. The batter is not awarded a base unless the call is the fourth ball.

Strike Zone: The strike zone is that space over any part of home plate which is between the batter's highest shoulder and his/her knees when the batter assumes his/her natural batting stance.

Infield Fly: An infield fly is a fair hit ball, other than a line drive that is caught or in the opinion of the umpire could be easily handled by an infielder. The batter is out immediately when hitting an infield fly with base runners on first and second, or on first, second and third with less than two outs.

Leaving the Base: The base runner may leave the base as soon as the pitched ball is hit or passes home plate. The runner must return to that base immediately after each pitch not hit by the batter.

Blocked Ball: A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches any object which is not part of the official equipment or official play area.

When a Third Strike is Called: The batter is out when a third strike is called including a second uncaught foul ball that is hit after two strikes.

Co-Rec Rule Modifications

Players: A team will consist of five males and five females. The game may be started and continued with a minimum of 7 players (4 males and 3 females or vice versa). At all times the number of males and females from each team, playing on the field, must be equal.

Batting: The batting order in Co-Rec softball shall alternate the sexes. There are no exceptions to this rule. Substitutions in the batting order must be on a male-for-male or female-for-female basis.

Walking a male batter: On a walk to a male batter in which a strike was not pitched (intentional or not), the next batter, a female, has her choice of walking or hitting, until the time she steps into the batter's box. This rule does not apply during the International Tie Breaker Rule during extra innings (every batter must bat).

Positioning: There are no restrictions on Male and Female positions. Teams may position their fielders where they see fit.

Basic Policies

Rescheduling: All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their team representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! A team must report to the game site and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Protests: Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official's judgment may NOT be protested. Player eligibility protests must be filed before 12:00pm the following business day of the game in question.

Sportsmanship: Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3; C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University

Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game “under play” may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants if they continued to play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

Official Game: In the event of inclement weather, if a game has reached half way, it is over and the score is official. If the game has not yet reached half way or three completed innings (bottom of the 3rd if the home team is winning), it is considered a cancelled game during the regular season and will not be counted toward playoff qualification. If the game is during playoffs the game will be rescheduled and resume where the game was delayed. Scores, runners and outs will be counted, however the batting order may only be changed if necessary.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player’s identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at:
www.purdue.edu/recsports/programs/imsports