SECTION 1. TOURNAMENT FORMAT

I. League Overview
   A. The league will consist of three (3) regular season games.
   B. Participants will be able to choose which day of the week and what time they play their regular season games via IMLeagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings.

III. Location
   A. Games will be played on the Gold Fields.
   B. Teams will have a designated field assignment.
      i. This assignment can be found online through an individual’s IMLeagues account.
      ii. Please contact an Intramural Supervisor if you need assistance locating your playing location.

IV. Rosters
   A. Teams will be allowed to add additional players to their rosters during the tournament and through the end of the semi-final game.
   B. Teams will be allowed a maximum of 20 players on their roster.

V. Supervision
   A. Umpires will be assigned for all scheduled games. They will be responsible for the scorecard and sign-in procedure.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.
   B. An Intramural Supervisor will provide oversight and aid with the operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      ii. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      iii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Regulation softballs will be provided for play.
      i. Intramural softballs have flight restrictions.
ii. Teams may NOT use their own softballs during play.
B. A regulation game will consist of six (6) innings.
C. Each team may field up to ten (10) players.
D. Mercy rules will be in effect (see Section 6.II).
E. Sliding is only allowed at home plate.
   i. Any other sliding/diving at other bases will result in the base-runner being called out.
   ii. NO head-first sliding or diving into home plate.

II. The Field
   A. Field Location
      i. The softball fields will be centered in a wheel configuration on the Gold Fields, increasing
         the field space.
      ii. Each baseline will be 65 feet in length and the pitcher’s plate will be located 50 feet from the
         back of home plate.
      iii. A safety base will be used at first base.

   B. Poor Field Conditions
      i. Should a field be deemed unsafe for play, players will be moved to a suitable field – as
         directed by the Intramural Staff.
      ii. If you are confused as to the location of your field, please seek an Intramural Supervisor for
         assistance.

   C. Field Boundaries
      i. No fence restricts the playing field.
      ii. There are enforced boundaries restricting play in the foul territory outside of the first and
          third base foul lines.
         a. An imaginary line extending from each of the backstop’s edges represents the out-of-
            play boundaries.
         b. For details on overthrows, see Section 8.IV.

III. Beginning Play
   A. Captains’ Meeting
      i. Prior to the start of play, each team’s captain will be required to meet with the Umpires.
      ii. Follow the Umpires’ instructions and ask any desired rule clarifications at this meeting.

   B. Starting Play
      i. The visiting team will be batting and the home team will be fielding in the top of the first
         inning.
      ii. Captains should set their team’s batting lineup prior to the team’s first at-bat.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Bat Policy
      i. Participants are restricted to utilizing ASA approved one-piece, single wall, aluminum bats
         approved by the Intramurals Sports Office or listed on the approved bat list.
   B. Regulation softballs will be provided for play.
      i. Intramural softballs have flight restrictions.
      ii. Teams may NOT use their own softballs during play.

II. Illegal and Required Equipment
   A. Shoes
      i. Players must wear athletic shoes.
      ii. Shoes must be made of soft, pliable upper material (molded plastics, canvas, leather, or
          synthetic) which covers the foot attached to a composition bottom.
iii. Shoes with rubber cleats are acceptable; no metal screw-in cleats are permitted.

**B. Attire**

i. Players must wear athletic shorts or pants and shirts.
ii. Jeans are not permitted.
iii. Sunglasses and baseball hats are permitted.
iv. No jewelry, metal barrettes, wristbands, watches, rings, or anything that would be considered potentially harmful to other participants may be worn.
v. No cast or brace with an outermost layer composed of exposed metal, hard and/or sharp plastic or other material will be permitted. These braces and casts must be covered by a standard sleeve or other soft, pliable material in order to be permitted.

**C. Gloves**

i. Gloves are not provided, but are required by all participants playing in a defensive position (fielding).

**III. Recommended Equipment**

A. It is recommended, but not required, that teams wear uniformly colored shirts to help distinguish one team from another.

**SECTION 4. PLAYERS**

**I. Team Composition**

A. Each team may field up to ten (10) players.
B. A team may bat as many as 11 players (12 in Co-Rec) by using an extra player as an additional hitter. The batting order must remain the same. Any 10 of the 11 players may take defensive positions. In Co-Rec play, a team must use two extra players, one male and one female.
C. Teams must follow batting lineup restrictions (see Section 7.1).

**II. Minimum Team Requirements**

A. Games may be started with a minimum of seven (7) players. Teams must have a pitcher and catcher.
B. (Co-Rec Modification) Teams with seven (7) players must consist of 4 males and 3 females or vice versa, and must take an extra out for their eighth batter.
C. Once the game has started, it may not be continued with fewer than the minimum number of eligible players on either team. If a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to: a player being required to complete documentation due to misconduct, an injured player being attended to or no longer able to continue, the game shall be terminated and a default (results in a loss) shall be declared.

**III. Substitutions**

A. A player or substitute is officially in the game when he or she is entered onto the official scorecard. A substitute may take the place of any player in the batting order of the team.
   i. The captain of the team making the substitution must immediately notify the Umpire and scorekeeper.
   ii. A substitute may take the place of any other player during any dead ball situation.
   iii. If an ejected player participates, the offending team forfeits the game.

**IV. Re-Entry Rule**

A. All players may withdraw and re-enter a game once, but they must occupy the same batting position in the lineup.
B. The opposing team handles improper re-entry with a protest. An improper re-entry becomes a violation after a pitch is made. Examples of improper re-entry are a starter who re-enters in the wrong batting position in the lineup, a starter who re-enters twice, and a substitute who re-enters the game.
C. If a player re-entered improperly and the defensive team discovers the violation when that player is playing offensively, the following penalties are applied:
   i. If re-entry is discovered while the player is batting, the player is ejected and a proper substitute assumes the accumulated balls and strikes.
   ii. If re-entry is discovered after the at bat is complete and before the pitch to the next batter, the player is called out and ejected. Base runners who have advanced return to the previous base occupied.
   iii. If the improper re-entry is not discovered until after a pitch has been made to the next batter, or if the player who re-enters improperly is a substitute runner, the player is ejected, but all play that has occurred with the improper re-entry stands.

D. If a player has re-entered improperly and the offensive team discovers the violation when the player is playing defensively, the following penalties are applied:
   i. The player who re-entered improperly is disqualified from further participation in the game.
   ii. If re-entry is discovered after the player makes a defensive play on a fair ball (catch or throw) or on a foul fly ball, before the next pitch, the offensive team has the option to:
      a. Take the result of the play or
      b. Have the batter return to the batter’s box and assume the ball and strike count that he or she had before discovery of the illegal player. All runners return to the bases that they occupied before the play.
   iii. If the offensive team discovers the improper re-entry after a pitch that did not result in a batted ball or that the improper player did not make a play on, the player who re-entered improperly is ejected.

E. The re-entry rule governs whether or how an injured player can re-enter the game.

SECTION 5. TIMING

I. Game Length
   A. A regulation game will consist of six (6) innings.
   B. After 50 minutes of playing time, play continues until the end of that inning.
      i. For clarification, the start of an inning consists of one (1) live pitch.

II. Time Outs
   A. Teams will not receive any time outs.
   B. Injury time outs may be determined only by the officials and/or Intramural Supervisor.

III. Extra Innings
   A. During league play, there are no extra innings and games will result in a tie.
   B. During the playoffs, if a game is tied at the end of the sixth inning or at the time limit, the international tie breaker will decide a winner.
      i. In the start of each extra inning, the last person scheduled to bat will be placed on second base.
      ii. Each batter will receive one (1) pitch.
         a. If the pitch is a strike or foul ball, the batter is out.
         b. If the pitch is a ball, the batter walks.
      iii. There are still three (3) outs per half inning.

IV. Official Game
   A. If three full innings of a game have been completed and inclement weather stops play, the game will be over and its score will be considered official.
   B. If three full innings of a game have NOT been completed and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Scorekeeping
   A. A scorekeeper will be provided to keep score.
   B. The scorekeeper shall acknowledge each official run scored.
      i. The opposing captain should verify the score after each half inning.
      ii. The Umpire shall resolve any differences in score.

II. Mercy Rule
   A. If a team is ahead by fifteen (15) runs after three (3) innings, twelve (12) runs after (4) innings or ten (10) runs after five (5) innings, the mercy rule ends the game.
   B. The mercy rule is also in effect if the home team is ahead by the aforementioned runs at the end of the top of the third, fourth, and fifth innings, respectively.

III. Forfeit Score
   A. In the event of a forfeit, a score of one (1) will be given to the winning team and zero (0) to the losing team.

SECTION 7. BATTING AND BATTING LINEUP

I. Batting Order
   A. The official scorecard must list the batting order of the team. The captain must communicate his or her team’s batting order to the scorekeeper prior to the start of the game.
   B. Players must bat in the order that they are listed on the scorecard unless a substitute enters the game (see section 4.3 & 4.4)
   C. The first player who bats in each inning shall be the player whose name follows the last player who completed a turn at bat in the previous inning. When the third out of an inning occurs before a batter has completed his or her turn at bat, that player will be the first batter in the next inning and will start with a count of one ball and one strike.
   D. Late Players
      i. If a team starts a game with less than ten (10) players due to the anticipated arrival of tardy players, in order for the tardy players to have a permanent spot in the batting order, these individuals must be listed in the desired spot of the batting order.
      ii. For example, if a team with eight (8) players wants to reserve a ninth spot for a tardy player, he/she must be listed in the ninth spot of the batting order. If the batting rotation approaches the ninth spot and that player has not arrived, the team must take an out in the ninth spot until that player arrives.
   E. (Co-Rec Modifications)
      i. Teams must bat players in an alternating order – male/female or female/male.
      ii. Teams opting to play with an odd number of players are required to take an extra out for their missing male or female counterpart.
         a. For example, if a team with seven (7) players bats male/female/male/female/male/female/male, they must take an out due to the same gender batting back to back in the order.

II. Strike Mat
   A. A strike mat will be provided and will be an extension of home plate to create a strike area of 20” wide by 33” deep.
   B. A legal pitch that lands on home plate or on the strike mat will be ruled a strike.
   C. A legal pitch that does not land on home plate or the strike mat will be ruled a ball.
D. If an illegal pitch is thrown, the strike mat is nullified (see Section 9.III).

III. Batter’s Count
   A. Each at-bat will start with one (1) ball and one (1) strike.
   B. A player walks after four (4) balls and is out after three (3) strikes.
   C. Should a player hit two (2) foul balls with two (2) strikes on the count, that player is called out.

IV. Bunting
   A. The batter is considered out if there is an intention to bunt.
   B. The following motions will be considered bunts:
      i. Squaring up to bunt
      ii. Checking one’s swing
      iii. Chopping at the ball in a downward motion
   C. Should a batter take a full swing, without the intention to bunt, then any ball in play is considered to be a legally struck ball.

SECTION 8. BASERUNNING AND OVERTHROWS

I. Leading Off
   A. The base-runner may not leave the base until the pitched ball has reached or passed home plate.
      i. If the batter does not hit the pitch, base-runners must return to their bases immediately since the ball is considered dead.
   B. If a player is deemed by an Umpire to have led off during a legally pitched ball, no pitch is declared and that runner is called out.

II. Stealing
   A. Under no condition is a runner permitted to steal a base.

III. Sliding
   A. Sliding is only allowed at home plate.
      i. Any other sliding/diving at other bases will result in the base-runner being called out.
      ii. NO head first sliding at home plate.
   B. Players also may not dive back to the base. Any diving is considered a slide.

IV. Overthrows
   A. Any overthrow that passes out of play (see Section 2.II) results in a dead ball.
   B. Runners are awarded two (2) bases from their position at the time the throw was made.
   C. Should an errant throw pass into foul territory but not go out of play, the ball is considered live and the runner may advance any number of bases with the risk of being put out.

V. Courtesy Runner
   A. A courtesy runner may run for a player who is injured during the play and is unable to run the bases safely.
   B. When no eligible substitutes are available, the courtesy runner must be the player who made the last out. If the last out is on base, up to bat, or next to bat, the previous available out should be used.
   C. The Umpire must be notified before a courtesy runner replaces a teammate. This replacement can occur only during a dead ball and before the first pitch to the next batter.
   D. (Co-Rec Modifications)
      i. Courtesy runners in Co-Rec must be the same gender as the injured player they are replacing.
SECTION 9. PITCHING

I. Pitcher Positioning
   A. Both of the pitcher’s feet must be firmly on the ground with one (1) or both feet in contact with, but not off to the side, of the pitcher’s plate at the start of each pitch.
   B. The pitcher must be at a complete stop, face the batter, and square both shoulders evenly with home plate.
      i. This position must be maintained for at least one (1) second and not more than ten (10) seconds before starting the delivery.

II. Legal Pitch
   A. Each legal pitch is delivered with an underhand motion.
      i. The pitcher must deliver to home plate on the first forward swing of the pitching arm past the hip.
      ii. The delivery must be continuous, and there shall be no stop or reversal of the forward motion.
      iii. One (1) foot must maintain contact with the pitcher’s plate until the ball is legally released.
   B. The pitcher must deliver the ball with a perceptible arc.
      i. The ball must reach a height of at least six (6) feet from the ground.
      ii. The ball cannot exceed a height of 12 feet from the ground.

III. Illegal Pitch
   A. Should a pitch be delivered outside of the arc boundaries mentioned above, the Umpire shall call the pitch “illegal” and the following may occur:
      i. The batter can take the pitch, without swinging, for an automatic ball regardless of whether it lands on the strike mat or home plate.
      ii. The batter can swing at the pitch.
         a. If the batter puts the ball in play, the play is live and the at-bat is finished.
         b. If the batter misses or hits a foul ball, a strike is added to the batter’s count.
   B. Should a pitcher’s delivery be deemed as illegal (such as delivering without contact with the pitcher’s mound), the pitch shall also be considered “illegal”.

IV. Intentional Walks
   A. A pitcher can request that the Umpire intentionally walk the batter and the batter will be awarded first base.

V. Batter Hit by Pitch
   A. If a batter in a legal batting position inside the batters box is hit by a pitch, a ball is called.
   B. A batter hit by a pitch is NOT awarded a base unless it is the fourth ball of the at-bat.

VI. (Co-Rec Modification): Walking a Male Batter
   A. Should a male batter be walked without taking at least one (1) strike, the next female batter has the choice of walking or hitting until she steps into the batter’s box.
   B. This rule does apply whether the walk is intentional or unintentional.
   C. This rule does NOT apply during extra innings.

SECTION 10. FIELDING

I. Field Positions
   A. Players may switch positions from inning to inning or on any given play.
   B. In Co-Rec play, there are no restrictions on where males or females must field. Teams may position their fielders as they see fit.

II. Infield Fly
   A. An infield fly is a fly ball that:
i. Is not a line drive.
ii. Could be caught or easily fielded by an infielder in the opinion of the Umpire.
iii. Eliminates any advantage gained by the defensive team reacting to offensive base-runners.

B. If an infield fly is called by the Umpire, the batter is automatically out.
C. The rule shall only be called if base-runners are on first and second or first, second, and third with less than two (2) outs.

SECTION 11. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct.

II. Umpires
   A. The game’s Umpires will determine sportsmanship ratings for each of the game’s teams.

SECTION 12. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section I. Eligibility for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.
   C. Rulings involving judgment MAY NOT be protested.