Due to our tight schedule, games will be played in slight drizzle. In case of questionable weather/field conditions, players and officials should call the intramural hotline (x7020) no earlier than 1/2 hour prior to the scheduled games for last minute information on cancellations.

All intramural Eligibility & Player Handbook Rules apply, please check the Intramural Sports Web Site.

LENGTH OF GAMES

Games to be 7 innings in length or up to one hour of playing time (no new inning to begin after 60 minutes [1 hour] of the start of the game). Games are to begin promptly as scheduled.

Each team is allowed a max of 10 batters per inning, the final batter cannot be walked.

At all times (regular season and playoffs) if after the fourth (4th) inning one team is ahead by 10 runs or more, the game is called. In the half of that final inning in which the losing team is batting, they get as many batters as needed until 3 outs are made.

All called games prior to the 3 1/2 - 4 inning point will be continued at a later time from the point of suspension with any eligible roster members.

During the regular season, it is a regulation game if it is called by the umpire on account of weather, darkness, etc. provided four or more innings have been played by each side. The official score then reverts back to the last fully completed inning. (If home team is ahead, 3 and a half innings must have been completed). During playoffs, every effort will be made to not count a game as completed until 7 full innings can be played or until games have gone at least one full hour of playing time.

In case of ties at the conclusion of 7 innings or 1 hour of play, the international tie break procedure will be instituted. The last batter in the previous inning will start as a base-runner on 2nd base and the team will play out a regular inning - get 3 outs to score. Each team gets “up” in turn for an equal number of innings to break the tie.

HOME TEAM

The choice of home and visiting teams shall be decided by a toss of a coin before each game.

UMPIRES

If a game is protested and the protest is upheld, the game shall be replayed from the point of protest.

The Intramural Department provides two umpires for each game, one to call balls and strikes behind the plate and one to umpire the bases. The home plate umpire is the umpire in chief.

NUMBER OF PLAYERS

A team shall consist of ten players. [A team may play with less than ten if it so wishes]. Ten players May bat and play in the field, so you will have a rover in the outfield.

SUBSTITUTION

Substitution will be allowed. A player may go back in one time. If he/she leaves the game a second time, he/she may not re-enter. A team may only have ten people (maximum) in their line-up. If a person is not playing a field position, he/she can not bat until he/she re-enters in a field position. If a batter requires a pinch runner due to injury, one of comparable speed may substitute. The batter cannot come out in any other situation without being subject to the previous substitution rules.

FIGHTING

All forms of aggressive violent behavior directed at players, spectators, or officials will result in automatic expulsion from the contest. Further sanctions include a one game suspension for the second offense. All other rules are in keeping with official Softball Regulations.

FOOTWEAR/EQUIPMENT

All shoes containing steel or removable cleats will not be permitted. Rubber nub cleats are the only form of cleated shoe which will be allowed. Referees will check all players’ footwear before the start of the contest. All bags issued to each field contain two softballs, two bats and two masks [one for the catcher and one for the umpire]. There are no bat restrictions as long as bat is available to both teams.

PITCHING/BATTING/BASERUNNING & OTHER RULES

A pitched ball that hits the plate is NOT necessarily a strike.

The strike zone is from the arm pits to the knees.

No bunting is allowed - batter is automatically out in attempted bunt or intentional crop.

A legal delivery is a ball pitched to the batter underhand at a moderate speed, with a perceptible arch of not less than 3 feet and that reaches a height of not more than 10 feet before the ball reaches the plate. NOTE - Speed and height are left entirely up to the judgment of the umpire.

Pitcher must have one foot in contact with the pitcher’s plate until the ball is released and must deliver the ball the first time his arm passes his body.

After each pitch [not hit], the ball must be returned to the pitcher by the catcher.
In the event of an illegal pitch, the ball is dead and a ball shall be called on the batter. Base runners do not advance. **EXCEPTION:** If a batter strikes at any illegal pitch it shall be a strike and there shall be no penalty for such an illegal pitch. The ball shall remain in play if hit by the batter. **NOTE:** An illegal pitch shall be called immediately when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. The plate umpire will also give the delayed dead ball signal. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. The base umpire shall also give the delayed dead ball signal. Failure of players to hear the call shall not void the call.

Any low foul tip caught is a strike. The batter is out on a foul hit ball which rises higher than the batter's head and is caught by a fielder.

On any third strike - called or swung at - the batter is out no matter what the catcher does [holds or drops the ball] - except on a dropped foul tip]. Ball is dead - not in play.

On a fourth ball, the batter is entitled to first base only.

A base runner is out if he leaves or fails to keep in contact with the base which he is entitled to occupy while the pitcher has the ball in pitching position and until the ball is delivered by the pitcher, has reached or passed home plate. Under no condition is a runner permitted to steal a base. He may only leave his base when a pitched ball has reached or passed home plate. When on any play which starts with a batted ball, the ball is over-thrown into foul territory at first, third or home, runners are entitled to the base they are going to, plus one. [Naturally, on any over-throw in fair territory runners may advance as far as they can at their own risk.] It is not necessary for the runner to follow the direct line between the bases unless a fielder, in the direct line, actually has the ball in his possession, in which case the base runner may not run more than 3 feet outside the base line.

A ball is called when the batter is hit with a pitched ball that is outside of the strike zone. The batter is not awarded first base. The infield fly rule is in effect and the batter is out - if, before two are out, while first and second or first, second and third bases are occupied, Batter hits a fair ball, other than a line drive, that is handled, or in the opinion of the umpire would have landed within or near the base lines.

If the ball hits an umpire or base runner after passing a fielder other than the pitcher, or touched by infielders, including the pitcher, the ball is in play.

If the ball hits the umpire or base runner before passing a fielder, the ball is dead and the batter is entitled to first base without liability to be put out.

If a base runner interferes with a batted ball, the runner is out and the ball is dead unless ball has passed through a fielder and no other fielder has a chance to field the ball.

When a base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball, the base runner is out. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the immediately succeeding runner shall also be called out.

The batter may assume any stance he/she wishes while in the batter's box. Balls and strikes are called as per his/her "normal" strike zone.

If a defensive player not included in fielding the play obstructs the progress of a runner, the runner advances without jeopardy to the next base.

Any time a fly ball [fair or foul] hits a tree or other protruding object, it is automatically dead.

If a fielder is interfered with by players or spectators on the sideline while he is going after a foul fly, the batter is automatically out.

For an appeal play, the ball is to be thrown to the pitcher who in turn must step on the rubber and verbally issue appeal to umpire.

**Contact between base runner and fielder is prohibited. Fielders should not position themselves in base path.** It shall be the base runner's responsibility to avoid contact at all times - especially on close plays. If in the opinion of the umpire, such contact is anything other than "incidental," the base runner shall automatically be out. If such contact is considered intentional or flagrant, the runner shall be ejected from the game.

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