UToldeo INTRAMURAL SOFTBALL RULES
Revised August 27, 2007

General
- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Toledo.
- All participants must present a current, valid UT Rocket Card upon checking in with the IM Staff. Participants who do not have their UT Rocket Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
- Individuals may only play for one same sex team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that season.
- A player may not participate unless she/he is recorded on the scoresheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook).
- Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time.

Forfeit/Default
- Forfeits:
  Any team or individual that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. Game time is forfeit time. There is no grace period. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited games will be recorded as a loss. This policy will be unilaterally enforced. If a team forfeits a game they must pay a forfeit fee $15 before being allowed to resume participation in the sport. All forfeit fees must be paid in 2 business days or before next scheduled game, whichever is sooner. If the forfeit fee is not paid the team will be eliminated from competition.

- Defaults:
  If a team knows in advance that it will not be able to make a scheduled contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:
  - Games scheduled Monday-Friday→ notification must be received by 12pm on the day before the scheduled game
  - Games scheduled Saturday/Sunday→ notification must be received by 3pm on the Friday before the scheduled game
  Captains may contact the Intramural Department by notifying the Coordinator of Intramurals at 530-3704 or by email at joe.bendix@utoledo.edu. This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit fee.

- Dropped from Play:
  Any combination of two forfeits/defaults in the same season will result in a team being dropped from play for the remainder of that particular season. Any team owing a forfeit fee will be eliminated from playoff eligibility.
- Forfeited and defaulted contests will not be rescheduled.

Equipment
• Baseball spikes or any other full-metal spikes are not permitted. Metal tip screw-in cleats are allowed.
• Players must wear athletic clothing/footwear appropriate for participation (i.e. shorts, t-shirts). All players must use the softball bats provided by the Intramural Staff. There are no exceptions to this rule.
• If caught using an illegal bat: Player will be ejected - the minimum length of suspension is that game plus one more.
• SUNGLASSES ARE PERMITTED TO BE WORN BY ALL PLAYERS.
• Gloves and mitts - Gloves may be worn by any player on the field; mitts may only be worn by the catcher and first baseman.
• Caps are permitted and must be worn forward.
• The Intramural Sports Program will be using fluorescent yellow balls with a core density of .44 and 375 pounds maximum compression for play.
• Jewelry - Earrings, necklaces, rings, etc. must be removed before participation. Tape is not allowed to cover any jewelry. This includes Lance Armstrong “livestrong” and similar bracelets.
• Equipment on playing field:
  • If there is equipment on the field causing a blocked ball.
  • By the offensive team, the runner is out.
  • By the defensive team, the ball becomes dead and runners advance one base.
  • By an umpire, no penalty.

Playing Field
1. Base Distance - 65 feet.
2. Pitching distance - 50 feet.
3. Catcher's box - Catcher cannot interfere with batter.
4. On deck circle/batter - Keep next batter away from field of play.
5. Batters box - Is 7 feet long and 3 feet wide. The lines are considered part of the batters box. The feet may touch the lines, but the feet shall not be outside of the lines. RULING: If contact is made in fair territory while the whole foot is outside the batter's box, the batter is called out. It is a dead ball, no runners may advance. The batter's box will not be laid out in chalk on the field.
6. Strike mat - 17" wide x 3’ 1" long.
7. Fair territory - Includes the lines, the bases, and the plate.

The Game
• Games will be seven innings, or 50 minutes in duration. No full inning may be started 10 minutes before the start of the next scheduled game. Example: No inning may start after 6:50 p.m. when the next game is at 7:00 p.m.
• In the playoffs or tournament format, extra innings will be allowed to determine winners. There will be no time limit for championship games.
• RUN LIMIT: 10 runs per team per inning
• A game will be termed “official” after 4 1/2 or 5 innings, in either of the following situations:
  o A game is cancelled due to inclement whether or hazardous conditions.
  o Mercy Rule: If a team is ahead by 15 or more runs after completion of 5 innings or is ahead by 11 or more runs after completions of 6 innings, the game is over.
• Rainout games may not be rescheduled due to time constraints. Players should contact the RECLINK hotline, 530.3708, one hour before a scheduled game for rainout information or visit www.utreccenter.com.
• No more than 10 players and not fewer than 7 players may be positioned on the field. A minimum of nine players is required to start a game.
• COED: There must be an equal number of men and women (or within 1 in odd numbered situations) on the field for each team at all times (also see Coed section for additional coed rules). See below for the only possible field combinations based on the number of players available.
9 players  4 men/5 women or 5 men/4 women
10 players  5 men/5 women

Coach - Teams may have 2 designated coaches or managers in the dugout. All other fans shall remain in the stands.

Batting Order and Substitution Guidelines

A. Substitutions:
- Each inning, when a team is in the field, any 10 players on the scoresheet may play in the field. There may not be substitutions made in the middle of an inning (i.e., before the other team makes three (3) outs) except in the case of an injury.
- If a player is ejected, he/she must be replaced by a substitute. If no substitute is available, the game is forfeited. Teams must finish the game with the same number of players at the start of the game, except when there is an injury.
- A player may be substituted for and re-enter the game one time. When re-entering the game, the player must be inserted in the same spot in the batting order as originally assigned.
- If a player must leave the game for any reason that name will be deleted from the batting order and their at bat will be counted as an out (once a turn at bat is missed, that player may not re-enter). If a player leaves a game due to injury, that player may not re-enter the game once they miss a turn at bat. This will not result in an out.

B. Batting Order:
- If a batter puts the ball into play and the batter is in the incorrect batting order and the other team protests, the batter is declared out and runners may not advance. NOTE: If the offensive team notices the incorrect batter before the ball is put into play, the correct batter may step to the plate and assume the existing count without penalty.
- In coed games, the batting order must alternate gender. The only time that 2 males or 2 females may bat in succession is when there are an odd number of players in the line up. The succession must occur at the end of the order.
- Sign-up all players who will play, in order on the scoresheet. All players bat in order. Teams may bat as many as 12 players in the lineup.

Playing Rules

1. Count - each player will begin with a 2-2 count and will receive one (1) foul ball.
2. Pitching Arc: The ball must be delivered with a minimum arc of six (6) feet and a maximum arc of twelve (12) feet. Penalty: An illegal pitch. The batter may attempt to hit the pitch, thus resulting in a live ball situation. If the batter does not swing, it is a called ball. The pitching distance is 50 feet. On fields that have two pitching rubbers, the rubber nearest the plate will be used.
3. Pitching: The pitcher must do the following:
   - Come to a complete stop, facing the batter before every pitch.
   - The ball must be released on the first forward movement of the hand past the pitcher's hip (e.g., no double pumps or trick pitches). Penalty: Illegal pitch.
   - One foot must remain on the pitching rubber at all times.
   - If a pitcher stops forward progress and does not pitch the ball, play will be considered dead. There are no balks in softball and this will not result in a penalty.
4. Strike: May occur in any of the following situations:
   - Batter swings at the pitched ball and misses.
   - A pitched ball is called a strike when it is delivered over home plate between the top of the shoulder and the knee, hits the pitching mat and is a legal pitch.
   - A foul ball.
   - Home plate is a strike.
   - If a batter leans out over the plate and is struck by a pitch that would have been a strike.
5. **Ball:** May occur in the following conditions:
   - A ball which does not hit the pitching mat or home plate.
   - An illegal pitch that is taken by the batter. If a batter swings at an illegal pitch, the ball is live and play shall continue as normal.

6. **Bunting** or failure to complete a full swing at the ball will not be permitted.
   - Penalty: Dead ball, the batter is out and runners may not advance.

7. **A batter is out when:**
   - A ball is swung at and missed.
   - A third strike is called.
   - A batter fouls off a 2nd pitch.
   - The batter is hit by his or her own batted ball in fair territory before it has been played by a fielder.
   - The ball reaches first base and is caught before the runner reaches the base.
   - The batter is tagged with the ball before reaching the base.
   - A batter steps on the plate or out of the box when a pitch is delivered.

8. **Scoring:**
   - No team will score if the 3rd out of the inning is a result of:
     - A force play.
     - An appeal on batter.
     - Runner missing a base.

9. **Plays at home plate:**
   - If base runner is between third and the cone, a defensive player must tag the runner.
   - If base runner is between the cone and home, a defensive player can tag the plate for the out or tag the runner.
   - If a base runner passes the cone s/he may not return to third base.
   - **Runners must go to the mat. Catchers must go to the plate.**

10. **Infield Fly:**
    A fair ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases or first, second and third bases are occupied with less then two (2) outs. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: “infield fly.” The ball is live and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If declared infield fly becomes a foul ball, it is treated the same as any foul.

11. Since home plate is considered fair territory, any ball hit by the batter that strikes home plate and enters fair territory, between the first and third baselines, shall be considered a fair ball and must be played as such.

12. If an injury to a batter prevents him/her from proceeding to an awarded base, and the ball is dead, a pinch runner may assume the batters running position. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch all awarded or missed base(s) not previously touched. **NOTE:** This is not a courtesy runner, but a legal substitute.

13. **Pinch Runners:**
    For the purposes of UT intramurals, pinch runners are for injured runners only. Pinch runners will be permitted. Once a substitute has replaced a player, the replaced player may enter the game only for the player who replaced them once. Female players must be replaced with female and vice versa for males. See substitution rules.

14. **Leading/Stealing:**
    Base stealing is not allowed. Each runner may leave a base when a pitched ball crossed the front edge of home plate, but must return to that base immediately after each pitch not hit by the batter. **No leading off or stealing.**
15. **Interference/Obstruction:**
Offensive player may not intentionally hinder, impede or confuse a defensive player attempting to execute a play. Defensive player must be given the opportunity to field the ball anywhere.

- A fake tag occurs when a fielder without the ball deceives the runner by impeding his progress (i.e., causing him/her to slide, slow down or stop running).
- Obstruction is called when a fake tag is made as mentioned above.
- Each runner is awarded a base or bases only if in the judgment of the umpire, he/she would have made the base or bases had there not been any obstruction.
- The umpire will rule obstruction on a fake tag. Continued fake tags will result in ejections. In flagrant cases when the slider gets hurt, the offending player will be ejected without warning.
- With batter - Interference by catcher or fielder, the batter is awarded first base. Ball is dead.
- With runner - Interference by fielder, award attempted base plus one. Ball is dead.
- With double plays, lead runner must give themselves up to enable fielder to make the throw. Penalty: Both runners are out and if there is another runner, they must return to the base they occupied at the time the ball was hit. If the act was determined to be flagrant the offender may receive a warning.
- An obstructed runner may not be called out between two bases, unless properly appealed for missing a base, leave base early, or an act of interference.

16. **Base runners:**
If a thrown ball strikes a base runner or official, the ball shall be considered a live ball and in play. If a thrown ball strikes a base runner or official and goes out of play, the base runner shall be awarded the base. If a batted ball contacts a base runner, the runner is out. A runner is not out when s/he is touched while off a base with a hand or glove of a defensive player and the ball is in the other hand.

17. **Overthrows:**
- Out of play area - The runner is awarded the base they are advancing towards plus one base at the time the ball left the thrower’s hand.

18. **SLIDING, DIVING, CRASHING**
Sliding will be allowed when playing at Scott Park, except at home plate. This is for the safety of the participants.

Diving - The defense can dive to catch a ball and may dive to tag a runner.

Crashing - Crashing into the catcher at home plate is still not allowed. When going home, RUNNERS to the mat and CATCHERS to the plate for outs.

19. **Warnings/Ejections:**
- No attempts shall be made to dislodge the ball or interfere with the players in the field. Running or sliding into the catcher, penalty - runner is out. If by judgment of the umpire, the attempt to dislodge the ball was flagrant, the umpire may choose to eject the player.
- Any type of disrespect towards umpires or any other player, including profanity, gestures, or coming in contact with the umpire, shall be grounds for ejection from further play in the game. Players ejected are immediately suspended from further play and must leave Scott Park. Refusal to leave will result in forfeit.

20. **Appeal Procedure:**
- Live ball - May be made by touching the base missed or left too soon, or tagging runner if still on playing field.
- Dead ball - Any infielder with or without the ball may make a verbal appeal on the base runner.
- Appeals must be made before the next legal or illegal pitch. If a time out is requested for an appeal the umpire should grant the appeal hearing.

**Coed Rules**
1. **Batting Order:**
• Men and women must be listed alternately in the batting order.
• If a team has an odd number of players, for example 5 men and 4 women, then the odd numbered gender must have their extra person at the end of the order (a male batting at the 1st and 9th spot).

2. **Fielding Placement:**
   • A maximum of 3 males can play on the infield with the requirement that one of these males is either the pitcher or catcher.

3. **Walks:**
   • Female batters will receive 1 base on a walk.
   • Male batters will receive 2 bases on a walk.
   • If there are less than 2 outs, the next female batter must bat. If there are 2 outs, the next female batter has the option of walking or batting.

4. **Substitutions:**
   • Female players must be replaced with female and vice versa for males.