

UNIVERSITY OF COLORADO, AT COLORADO SPRINGS

INTRAMURAL SOFTBALL RULES

Note: Intramural softball will be played according to the Federation of High School Softball Rules. Any exceptions are listed below.

I. GAME:

1. Intramural softball will consist of 6 innings or a 50-minute time limit. A new inning may not be started with 10 minutes remaining in the game. Games will be stopped at 50 minutes after game time.
2. A team is made up of 10 players and substitutes. There are no **designated hitters!** Everyone that hits must play defense.
3. Baselines of 65' will be used for all divisions.
4. The Intramural Department will provide each field with a game ball, a bat, and bases. **You must provide your own glove.**
5. *Personal bats may be used. However, they must be official softball bats. Baseball bats are illegal. If an illegal bat is used, that player will be declared out and all runners must return to their previous base. IM Sports are not responsible for personal bats.*
6. Each team must provide their own pitcher to pitch to their own team. Each batter is given 3 pitches. The batter must hit one of the three pitches fair. If not, the batter is out. The pitcher must stand on or behind the designated pitcher's mound (40 ft).
7. A player cannot bat unless he/she plays defense the same inning.
8. A runner may advance only one base on an overthrow. (Remember, this is a judgment call.)
9. If you want to intentionally walk a batter, the defensive team must tell the official "we want to walk the batter." Each player can be walked intentionally **only once** during a single game.
10. A player must play at least one full inning before being substituted out. The player substituting in must play one complete inning. A player who has been substituted out may return to the game for another player. The substituting player does **not** have to play the same position as the player substituting out.
11. Any team with a 15 run or greater lead after 3 complete innings, or a 10 run or greater lead after 5 complete innings will be declared the winner. (**Mercy Rule**)
12. During the regular season, games ending in a tie shall remain a tie. The exception to this rule is post-season playoff competition.
13. **Men will hit the 14" softball and women will hit the 12" softball.**
14. The infield fly rule will be used. The infield fly rule goes into effect when the batter hits a pop fly with less than two outs, and there are runners on first and second or the bases are loaded. Once an infield fly is called by the umpire, the batter is automatically out. Once the ball is caught or hits the ground, runners may tag up and attempt to advance to the next base.

II. Four Diamonds RULES: These rules apply only for games played on the Four Diamonds Field.

1. **Each team will be allowed 4 homeruns hit into the stands a game. After the fourth homerun, any other homerun hit will result in an out for that team.**
2. A homerun consists of any ball batted into any part of the stands that is in fair territory.
3. A hit ball that bounces on the turf and into the bleachers is an automatic ground rule double.
4. A ball that bounces off the walls or railing back into play is a "live" ball and may be played. A ball that does not

come back in to dead ball will be an automatic ground rule double. (Judgment call)

5. Officials will determine out of play areas and declare dead balls. If a ball rolls out of play, runners advance as an overthrow. (Judgment call)
6. No sunflower seeds or chewing tobacco allowed. If caught with either one, you will not be asked to leave facility and loss of sportsmanship points.
7. No climbing into the bleachers – you must use the stairs. Disregard of this rule may result in player ejection.

III. PITCHER:

1. Teams must provide their own pitcher. **No designated pitchers!** Each pitcher must bat and play defense.
2. **The min. distance for pitchers is 40'.**
3. All pitches must be in the air. No bounce pitches!
4. Only three pitches per person.
5. Pitcher must attempt to avoid interference with a live ball. Failure to make an attempt to avoid interference will result in an out. If the pitcher makes an attempt to avoid the ball and the ball hits the pitcher, the official will call dead ball and the runner is awarded first base. Runners must remain on their base unless there is a force situation. (Judgment call)

IV. INFRACTIONS:

Penalty--At the discretion of the official: He/she may issue a warning, ejection, or forfeit a game if one or more of the following rules are disregarded.

1. No metal cleats may be used. Soft rubber molded cleats can be used for games on the outside fields.
2. Chop swings and bunting are illegal. RESULT: Dead ball-batter is out. This is a judgment call.
3. **SLIDING AND STEALING** is illegal. Players may dive BACK no more than ½ their body length to a base hand first. This is a judgment call.
4. Any foul language used toward the official, opposing team, your own team, or any spectator is grounds for loss of sportsmanship points and possible ejection.
5. Blocking the plate or base by a defensive player is dangerous and illegal. RESULT: base runner is safe.
6. Running into the thrower of a possible double play or interfering with the throw will result in the base runner being out along with the batter. It is the fielder's responsibility to avoid throwing the ball at the base runner. Failure to do this can result in loss of sportsmanship points or possible ejection. (Officials discretion)
7. Protest (appeal) must be made before the next pitch. Example--a runner leaving the base early on a sacrifice fly.
8. The team may bat in any order. However, once the order is established during the first inning, the order must remain consistent. Substitutes will bat in the place of the person substituted for. Batting out of order will result in an out. Officials will keep the batting orders if this becomes a problem.
9. If the ball is caught in foul territory, runners may tag-up and advance to the next base.
10. When a player cannot be replaced due to an ejection, that player's turn to bat will result in an out.

V. FORFEITS AND EJECTIONS:

1. Forfeit time is 5 minutes after the scheduled game time.
2. **Men's and Women's Games Only--** Each team must have a minimum of 7 players to start and finish. Each team must supply their own catcher. Failure to have the minimum amount of players will result in a forfeit.

3. The official can forfeit a game at their discretion due to continued un-sportsmanlike conduct or flagrant disregard for the rules.
4. Continued flagrant physical or verbal abuse or intimidation of the officials will, at the decision of the Intramural GA or Director, be just cause for expulsion for the remainder of the softball season.
5. Any players that get involved in a fight will result in an automatic ejection and the players must meet with the Intramural GA or Director before playing in any Intramural sports.

VI. PROTESTS:

1. All protests must be brought to the attention of the sport supervisor or the game official at the time of the game, or at the time of the action that is being protested. Judgment calls by the officials cannot be protested. All protest forms must be turned in to the Intramurals office along with \$10.00 **within 24 business hours of your scheduled match!** Protest forms will not be accepted after 24 hours of the scheduled game time. Friday games must be protested by that following Monday.

VII. POINTS OF EMPHASIS:

1. **The Intramural Department takes no responsibility for injuries that are related to Intramural play. This includes players, coaches, and spectators. It is suggested that all participants acquire student health insurance.**
2. **Alcohol is prohibited at all Intramural activities. Violation of this rule will result in a forfeit and/or ejection from the game or facility and loss of sportsmanship points.**
3. **Refer to the Intramural Policies and Procedures Handbook for team and player eligibility rules.**

VIII. SAFETY:

1. It is highly recommended that all players, coaches, and spectators stand far away from home plate area.

IX. CO-REC SOFTBALL RULES

1. Each team will consist of ten (10) players-five men and five women. You can have more than 10, but those additional players are substitute players.
2. Each team must have at least 7 players to start a game: 3 women, 3 men, and the 7th player can be either gender. Each team may have a maximum of 5 men playing at any time, without outnumbering the women by more than one. Legal: 3 women - 4 men, 4 women - 5 men.
3. Games will consist of 6 innings or a 50 minute time limit.
4. Each team must furnish their own pitcher. **A 14" ball will be used for both men and women.**
5. Each batter will receive 3 pitches. The batter must hit one of the pitches fair. If not, the batter is out.
6. **Teams must bat in a rotating order of guy-girl or girl-guy. Batting out of order will result in an out. Officials will keep batting orders if this becomes a problem.**
7. No infielder is allowed to take position in front of the baseline before a female batter swings. Failure to do this will result in that batter receiving 1st base. Runners may advance if there is a force situation.
8. When a male is intentionally walked, the next batting female has the choice to also walk or hit.
9. Each player may only be walked **once** per game.