University of Minnesota Intramurals

The following set of rules addresses gameplay for softball. Any additional situations that arise will be governed by the ASA Rules Book. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team. The Intramural Handbook can be found online.

I.D. Check-in-Policy and Procedure

1. All students, staff and faculty MUST present a valid U of M identification card to participate in any Intramural activity.
2. There will be no exceptions to this policy. If participants do not present a valid U of M identification card they will NOT be allowed to participate in the Intramural activity.
3. Penalty for attempting or using a false identification card will be suspension from the league. Suspended individuals MUST meet with the Intramural Director for possible reinstatement into the Program.

Adding Players to Your Roster

All players must be on your roster (this includes accepting their invitation) by 2 PM the day of the scheduled match for the player(s) to be eligible. For matches scheduled on Sundays, players must have been accepted to the roster by 2 PM on the Friday.

Visit http://www.recwell.umn.edu/intramurals/

Adding Players as a Captain

- Click on "My Teams" in the upper right hand corner of your IMLeagues screen.
- Click "Invite Members to Your Team".
- Enter the invitees' email addresses separated by a comma.
- Once the invitee receives an invite and accepts your invitation, they will be added to your team.
- IMPORTANT: If you do not see a player on your roster, they have not accepted your invitation and are ineligible to participate.

Adding Yourself to a Friend's Team

- First, create your IMLeagues account.
- Click "Player Signup" on the upper right hand side of your screen.
- Find the team that you would like to join.
- Click "Join Team".
- Fill out the waiver.
- Once the captain has accepted your request, you will be added to the team.
- IMPORTANT: You will not be added to the roster until the captain accepts your request.
Softball Rules

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Pre-Game: All players must check with an umpire or supervisor with their U-cards. **There are no exceptions to this rule.** Using another student’s U-card is grounds for suspension from intramural sports.

Player Eligibility: A Participant may only play on one team in any league. There are three leagues of softball: Co-Rec, Open, Greek, Chem. Players playing for more than one team will lose their eligibility and cause forfeiture for their team’s games.

A player is eligible if s/he plays on:
- 1 co-rec, 1 open, and 1 Greek team
- 1 co-rec, 1 open, and 1 Chem team

A player is not eligible if s/he plays on:
- 1 open A and 1 open B team
- 1 co-rec A and 1 co-rec B team

Players who do not play in a regular season game with their team will not be eligible for playoffs.

Uniforms: Participants should wear athletic clothing for intramural softball. Teams may wear matching uniforms but they are not required.

The following items are prohibited while playing intramural softball
- Metal-tipped cleats
- Sandals or Flip flops
- Any profane or inappropriate clothing

Equipment: Game balls will be provided by the Recreation Sports Department. Gloves and bats must be provided by the participants.

All players must wear a glove while playing in the field.

All bats must be approved by the ASA. Some bats with ASA approved marks have since been banned. Please see the updated banned bat list at the [ASA website](https://www.asa.org).
**Forfeits:**

*Game time is forfeit time.* If a team has no players checked in with legal equipment at game time, the game will be declared a forfeit, and the team will be disqualified from playoffs. Additionally, if a game must be ended due to major sportsmanship issues, the result will be a forfeit.

A team that has 2 forfeits, 2 defaults, or 1 of each will be removed from the league without a refund.

**Defaults:**

Teams must have **at least 8 players** checked in with legal uniforms at game time in order to avoid a default. A default will result in a 2.5 sportsmanship rating.

If at game time, a team has at least one player checked in but is short the minimum number of players, that team will have five minutes to get the minimum number of players checked in and ready to play.

If the game begins late because of one team’s lack of players, that team can get no higher than a 2.5 sportsmanship rating for that game. After five minutes, the game will be called as a default.

Team captains may call the intramural office by 4pm on the day of the game or 4pm on Friday for weekend games to default the game ahead of time. In this case, the team will receive the loss, but will not need anyone to show up at game time.

**1st Default:** Recorded as a loss for the team and a 2.5 sportsmanship rating, however the team is still eligible for the playoffs.

If a team has one player arrive at the game or calls the Intramural Office to inform them of the inability to play by the default time, the game is a DEFAULT. If no one shows up for a team and there is no contact with the Office prior to the game the game is a FORFEIT.

**Timing:**

A seven-inning game is scheduled; however no new inning will begin after 50 minutes of play.

**Mercy Rule:**

A Game will end if:

- Either Team is ahead by **10 runs** after **5 Innings**
- Either Team is ahead by **15 runs** after **4 Innings**
- Either Team is ahead by **20 runs** after **3 Innings**

Complete Innings will be played unless the home team has or scores the differential during their time at bat.

**Extra Innings:**

During league play there are no extra innings. The game will end in a tie.
In playoffs, extra innings will be played. Complete Innings will be played unless the home team has the lead during their time at bat.

**Playing Area:**
Due to variations in the fields and field conditions there are rules specific to a certain field. All questions regarding the field of play may be directed to the umpire or the site supervisor.

**Players:**
Teams consist of 10 players. A **minimum of 8 players** must be present to begin and continue a game.

**Substitutions:**
The batting order must contain all players checked in to play in that game. Players cannot be added or subtracted to the batting order. Absent players will be assessed an automatic out in the batting order.

A player may be removed from the batting order if an injury forces that player from the game.

**Pitching:**
The pitcher must come to a stop with the ball in front of his/her body for at least one second before beginning the pitching motion.

The pitcher does not need to step as s/he throws the pitch. However, if s/he does, it may be in any direction so long as the release is simultaneous with the rubber and that contact with the rubber is maintained until the ball is released.

The pitcher shall not attempt a pitch before the batter has taken a position in the batter’s box or is off balance from the previous pitch.

The pitcher may not continue to wind up after releasing the ball nor may s/he stop or reverse his/her arm motion.

**The Pitch:**
The pitch must be released on the first forward swing past the pitcher’s hip and it may not be behind the back or between the legs.

The pitch must have a maximum height of between 6 and 12 feet from the ground. An illegal pitch will be called immediately by the umpire, which results in a ball. If the batter swings, the illegal pitch is ignored and the result of the play stands.

**Batting:**
Batters begin with a 1 ball and 1 strike count. After reaching 2 strikes, one courtesy foul will be allowed. A second foul after reaching 2 strikes will result in the batter being called out.
Bunting is not allowed. The batter shall be called out if in the opinion of the umpire the batter did not take a full swing.

The batter must remain in the batter’s box to hit the ball. Should the batter’s foot step entirely out of the box or on the plate at the time of contact, the ball is dead and the batter is out. In the event, there is no marked box, the box will be defined as 3 feet in front of, to the side of, and behind home plate.

If a catcher obstructs the batter by tipping the batter during the batter’s swing, the batter is awarded first base.

**Base Order:**
Base runners must touch the bases in the following legal order: first base, second base, third base, and home plate. The fielding team may appeal a missed based to the umpire on all plays except for an out of the park homerun.

**Sliding:**
Base runners must slide feet first (no head first slides) on all close plays except for a force out at first base. A runner who does not slide on a close play or who slides head first will be called out. A close play is defined as any play in which the ball arrives at or passes adjacent to the base immediately before or after the runner. An overthrow can still be a close play.

**Interference:**
Any act by an offensive player or team member which impedes a defensive player attempting to execute a play on the ball is considered interference. This will result in the assessment of any outs that may have resulted as judged by the umpire.

If before a fielder has the opportunity to field a fair batted ball, the runner contacts the ball, it is interference. The ball is dead and the runner is out. However, if the ball contacts the runner after contacting or near contacting a fielder, the play is live and the runner is not out.

**Obstruction:**
If while the ball is in play, a fielder without the ball obstructs a runner’s base path, obstruction may be called. The umpires will let the play end, and then award the runner the base s/he would have achieved were it not for the penalty.

When the fielder has the ball or is about to receive the ball and the runner crashes into the defensive player, the runner is out. If the act is judged as intentional, then the player will be ejected.

**Infield Fly:**
With fewer than two outs and a force play at third the infield fly rule is in effect. That is, if a fly ball is hit that, in the umpire’s judgment, can be
caught by an infielder with ordinary effort, the batter is called out and
play continues. The umpire should make this call while the ball is in the
air.

The play is live and runners may advance at their own risk. If the ball is
cought, they still need to tag up.

**Player Conduct:**
The following situations may result in a warning or an ejection based on
the severity of the infraction:

- Excessively digging into the batter’s box.
- Verbal abuse to other players or an umpire.
- A Fake Tag.
- Thrown bat or other equipment.
- Intentionally delaying the game.
- Taunting
- Physical contact with other players or the umpire.
- Violation of the alcohol policy.

**Co-Rec Softball Variations**

**Players:**
Equal numbers of men and women must be listed on the line-up at all
times. Eight players (4 men and 4 women) must be present to start a
game without default.

**Batting Order:**
Teams shall use a rolling lineup. That is, they need to alternate males and
females in the batting order.

**Intentional Walk:**
A male batter is awarded two bases if walked with three consecutive
balls. If a strike is issued during the at bat they are only awarded one
base.

**Dome Softball Variations**

**Dead Ball:**
A batted ball that hits the roof of the dome over fair territory becomes
dead and the play is replayed without the addition of a ball or strike. A
batted ball that hits the dome over foul territory becomes a dead ball but
will be considered a foul ball.

Any ball which hits the wall (beyond/below the string of lights) in fair
territory will be played as a live ball but cannot be caught for an out. If
the ball is unplayable or dangerous to play, the outfielder must raise both
hands above their head and the umpires will declare a dead ball and
award the bases which would have been reached by the runners had the
ball been fielded cleanly.