Intramural Rules published by the Recreation and Athletics Department are not meant to be all inclusive. Some rules that govern play may not be outlined in this document. The department uses NIRSA or NFHS rules for the majority of our major sports. For a ruling on a specific situation not outlined here, please request one from the IM Supervisor or Manager.

Eligibility:

- All participants must present a S&T ID or Government Issued ID to participate
- All participants must be shown on the IM Leagues online team roster in order to compete
- All participants must fall into one of the following categories: Student, Faculty, Staff
- A participant must not have any current sanctions/suspending outstanding against them
- A participant may not participate on more than one single gender team, and one co-rec team
- A participant must abide by all rules within the Intramural Participant Handbook and facility usage guidelines
- Participants must wear proper attire in order to compete in all Intramural events. This does not include; jewelry, billed hats (unless playing softball), metal spiked cleats, flip flops, slides, bare feet, etc.
- A member of the recreation staff has final ruling on all eligibility and permitted attire decisions.

Field, Players, and Equipment

- The Field - The baselines will be 65 feet. The distance from pitcher’s mound to home plate will be 50 feet.
- The Players - A team must have 9 players to start or to continue a game with the maximum of 10 players (not including an EP - SEE LAST RULE UNDER BATTING).
- Substitutes - A player is officially in the game when his/her name has been entered on the official score sheet. Once a player leaves the line-up, he/she may re-enter the game.
  - FREE SUBSTITUTION/All teams must turn in batting order. No pinch runners...only in case of injury and that player cannot return to the game.
- The captain is the only player who may address the officials during the game, but only on matters of rules interpretation or substitution.
- Equipment - No metal screws or screw-in cleats are allowed. Jewelry should be removed. Bats must be official softball bats with the ASA Logo, and not on the "No Bat List" provided at the field.
Starting the Game

- The pre-game conference will consist of each captain meeting with the umpire before the game to review sportsmanship, rulings, and answer questions.
- Score sheets must be filled out before the game.
- Teams must submit their lineup at this time.
- GAME TIME IS START TIME.

Pitching Regulations

- The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher’s plate.
- The pitch starts when the pitcher makes any motion that is part of his/her wind up. His/Her arm must come to a rest holding the ball in front of his/her body, with a pivot foot in contact with the pitcher's plate. This position shall be held for at least 1 second and not more than 10 seconds. He/She must deliver the ball on the first forward swing to the pitching arm past the hip. There must be no reserve stopping of the forward motion.
- The pitcher shall not deliberately stop, roll, or bounce the ball while in the pitching position in order to prevent the batter from striking it.
- The pitcher shall not at any time during the game be allowed to use tape or other substances upon the ball, the pitching hand, or fingers. Under supervision of the umpire, powder resin may be used to dry the hands.
- The pitch must be delivered with an arc between six and ten feet.
- "NO PITCH" shall be declared when: 1) The pitcher pitches during a suspension of play, 2) The runner is called out for leaving the base too soon, 3) The pitcher makes a quick return pitch, 4) The ball slips from the pitcher's hand during the windup or backswing, or 5) The pitching arc is lower than 6 feet or higher than 10 feet.
- At the beginning of the game or when a pitcher relieves another, no more than 5 pitches may be used as a warm up. Only 3 pitches will be allowed between innings. Play shall be suspended at this time.
- Intentional walks may be made by informing the plate umpire, no pitches are necessary.

Batting/Baserunning

- Each player of the side at bat shall become a batter in order in which his/her name appears on the submitted lineup.
- The batter shall not hinder the catcher from fielding or throwing the ball by stepping out of the batter’s box, or intentionally hindering the catcher while standing within the batter’s box.
- Members of a team at bat shall not interfere with a player attempting to field a foul fly ball.
- A strike is called by the umpire for each legally pitched ball hitting the strike zone mat and the batter does not swing, and for each pitched ball swung at and missed by the batter. This includes pitches the umpire has already declared "NO PITCH".
- A ball is called by the umpire for each pitched ball which does not hit the strike zone mat or touches the ground before reaching home plate and is not swung at by the batter, and for each illegally pitched ball.
- A foul tip is a batted ball which goes directly from the bat to the catcher's mitt or hand and is legally caught by the catcher. The batter is not out unless the ball goes above the batter's head before being caught or it is the third strike.
- The batter gives up all rights if he swings at an illegal pitch.
• If an Extra Player (EP) is used, all 11 on the starting line-up must bat and any 10 of those 11 may play defense.
• Only ASA approved slow pitch softball bats are allowed in league and tournament play. Baseball bats are illegal, and if a team is found using one the player(s) found using the bat will be ejected.
• When an over the fence homerun is hit, the batter and all base runners may go directly to dugout. Appeals for runners missing a base are not allowed. This speeds up the game as batters and runners do not have to run the bases. [ASA 2009 Participant Manual - Rules Supplement # 25 - page 119]
• Each runner is allowed one base if a fielder catches a fly ball in fair or foul territory but carries it out of bounds.
• When a ball is ruled out of play, all base runners will be awarded two bases, the base he/she is running to at the time of the throw and the following base.
• Base Runners must stay within a 3 ft line on either side of their baseline when trying to avoid a tag

Protest

• Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.
• The umpire must be notified by the team captain declaring a protest. At this time, the game situation and protest description is to be documented, then deliberated by the umpires.
• The game may continue “Under Protest” if a conclusion cannot be determined after deliberation. The decision will be postponed until the next day and ruled on by the IM managers/supervisor on duty.
• See Intramural Recreational Sports Handbook for more details on protests.

Balls and Strikes

• 4 balls constitute a walk.
• 3 strikes constitutes an out (strike out).
• If the batter hits a foul after receiving the second strike, the batter is out.
• Each batter will start with a 1 ball/1 strike count.

Player Conduct

• The objective of the Intramural Department is to promote good sports behavior. No game is important enough to warrant verbal or physical abuse of officials or participants.
• Refer to the Intramural Participant Handbook for outlined expectations, consequences, and procedures.

Definitions

• Appeal Play - A play upon which an umpire cannot make a decision until requested by a player. The appeal must be made before the next ball is delivered to the batter.
• Base Path - An imaginary line three feet to either side or direct line between the bases.
• Batter's Box - An area to which the batter is restricted while in position with the intention of helping his/her team to obtain runs.
• Batter/Base runner - A player who has finished his/her turn at bat, but has not yet been put out or touched first base.
• Bunt - An ILLEGALLY tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield.
• Catcher's Box - An area which the catcher must stand while and until the pitcher delivers a pitched ball.
• Dead Ball - Ball is not in play and is not considered in play again until the pitcher is within 8 feet of the pitcher's mound and the umpires have called "Play Ball".
• Fair Ball - Any batted ball which settles on fair territory between home and first base or home and third base; or that is on or over fair territory including any part of first and third base when traveling to the outfield; or that touches any of the bases; or if it touches any person (player or umpire); or that passes out of the playing field beyond the outfield fence.
• Foul Tip - A foul ball which goes directly from the bat, not higher than the batter's head, to the catcher's hand and is legally caught.
• Illegally Caught Ball - Occurs when a fielder catches a batted or thrown ball with his/her cap, glove, or any part of his/her uniform while it is detached from his/her proper place.
• In Jeopardy - A term indicating that a ball is in play and an offensive player may be put out.
• Infield Fly Rule - A fair, hit ball, other than a line drive, that is caught or in the opinion of the umpire could be easily handled by an infielder. Players must be on first and second base (or bases loaded) with less than 2 outs.
• Interference - The act of a defensive player which hinders or prevents a batter from striking or hitting a pitched ball, or the act of an offensive player, which impedes, hinders, or confuses a defensive player while attempting to execute a play.
• Obstruction - The act of a fielder, while not in possession of the ball or in the act of fielding a batted ball, which impedes the progress of a base runner who is legally running bases.
• Out of Play - A ball that has gone past the out of play boundary lines.
• Pivot Foot - The foot which the pitcher must keep in contact with the pitcher's plate until the ball is delivered.
• Play Ball - The term used by the umpire to indicate that play shall begin or resume.
• Sacrifice Fly - A fair fly ball which enables any runner to advance or enables a runner to score, but which results in the batter/runner to be out.
• Turn at Bat - Begins when a player first enters the batter's box and continues until he is out or becomes a base runner.
• Time - Term used by the umpire to order the suspension of play.

Miscellaneous

• Games consist of 7 innings. After a 45 minute time limit has been reached, a new inning will not begin.
• The game will be called at the completion of the 3rd inning if one team is ahead by 20 runs, in the 4th inning if a team is ahead by 15 runs, and in the 5th inning if a team is ahead by 10 runs. If the home team is ahead at the middle of the inning, or during the home half of the inning, and the above scenarios exist then the game is over.
• Bunting and stealing are not permitted.
• The umpire will make the final decision on any discrepancies of the score.
• The catcher is recommended to wear a mask.
• No infield practice will be allowed after the first inning.
- Runners may not leave the base until the ball has been struck by the batter.
- For cancellations decisions will be made by 4:00 p.m. the day of the game.
  - If games are cancelled, the information will be posted on the IM Facebook Page, AND messaged to you on your IM Leagues account.
- Bring your own gloves and bats, balls will be provided.
- No artificial noise-makers are allowed.

CO-REC SLOW PITCH SOFTBALL MODIFICATIONS

Current Men's and Women's Intramural Slow Pitch Softball Rules will be in effect for all games with the following emphases and modifications:

1. A female may only substitute for a female, a male for a male.

2. Teams must alternate positions in the batting order by sex.

3. A team consists of 10 defensive players. In addition, a team may play legally with 8 players, provided they have at least four male players and four female players. A team may play with as many as 12 players (6 men, 6 women; 10 on defense and 2 Extra Hitters). If a team plays with 8, 10, or 12 players, they will not be assessed automatic out. Teams playing with 9, or 11 players will be assessed an automatic out because two batters of the same sex are not permitted to bat consecutively without penalty. Players arriving late may have their name added to the bottom of the order; but an Extra Hitter(s) may not be added after the game has started. All substitutes must report to the plate umpire before batting.

4. If a team is playing with more than 50 percent of one sex, a player of the majority sex must bat first. Example: If a team has 5 females and 4 males and wishes to play all 9 players, females must be listed in the 1st, 3rd, 5th, 7th, and 9th batting order slots. The males must be listed in the 2nd, 4th, 6th, and 8th slots. An out will be recorded in the 10th slot. If a male shows up after the start of the game he may be added to the 10th slot. Extra Hitters, the 11th and 12 slots, cannot be added after the game starts.

5. On a walk to a male batter (intentional or not) the male batter will advance to second base and the following female will bat for herself. All base runners will advance to the next base forced to, on a walk to a male batter. If a male batter is walked and there are two outs, the female may be given the option of hitting or receiving an automatic walk.

6. Males and females do not have to alternate defensively on the bases or in the outfield. The catcher and pitcher do not have to be of opposite sexes and are considered infielders. Teams are not regulated as far as the number of infielders or outfielders or gender of each.

Sportsmanship:

The Intramural Program encourages fair and honorable play between its participants and spectators. Below are the criteria of how teams are graded. If there is an issue of fairness or sportsmanship during your match, contact a member of the Intramural staff and explain the situation.

4 – Excellent Conduct and Sportsmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams
that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.

3 – Good Conduct and Sportsmanship- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.

2 – Average Conduct and Sportsmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating.

1 – Below Average Conduct and Sportsmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.

0 – Poor Conduct and Sportsmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.

Forfeit Policy:

IF a team does not have the minimum number required to play at game time it is considered a forfeit (Exception: the opposing team grants a 10 minute grace period). A forfeit of this nature will count as a loss and result in an automatic 3 for Sportsmanship. Teams will be allowed 2 forfeits per season (after ONE (1) forfeit a team is no longer eligible for playoffs). A team will be removed from the league once the second forfeit is received.

Teams must be signed in and ready to play at the time of the scheduled contest to avoid penalties. Therefore, it is suggested that teams arrive at least 15 minutes before game time to allow for parking, signing in, and warming up.

If neither team is present and ready to play, a double forfeit will be issued. If one team has at least the minimum number to play, they will have the option of taking the win or allowing up to a 10 minute grace period for the other team to arrive. The play clock will begin at game time. After 10 minutes, a forfeit will be declared if both teams are not ready to play. The following penalties will be assessed for failure to start the game on time. The final score listed below will be awarded if the game results in a forfeit at the end of 10 minutes. The other 2 columns are awarded to the “ready” team if second team arrives within the designated time frame and play commences.
<table>
<thead>
<tr>
<th>Sport</th>
<th>Within 5 minutes of game time</th>
<th>5-10 minutes after game time</th>
<th>Final Forfeit Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Softball</td>
<td>3 run; declared home team</td>
<td>Another 3 runs</td>
<td>6-0</td>
</tr>
</tbody>
</table>