

Intramural Softball Rules

I. TEAM

a. **Captain:**

- i. Team captains are responsible for the actions of their team and their team's fans. It is the team captain's responsibility to ensure that all team members are listed on the roster.
- ii. Only the team's designated captain is allowed to consult with the officials.
- iii. Captains should verify the score at the end of every game, and must sign the score sheet to verify the game winner.

b. **Eligibility:**

- i. All players must present a valid Kutztown University ID to the scorekeeper prior to every game. The scorekeepers will hold all ID's until the end of the game. **NO ID, NO PLAY!**
- ii. All current Kutztown University students, faculty, and staff are eligible to participate in intramural activities.
- iii. All players must have paid the Intramural Participation Fee and appear on the IM Leagues roster (Please reference the IM Handbook for payment process).
- iv. Please see Intramural Handbook for policy on Varsity athletes.

c. **Roster:**

- i. A team will consist of nine (9) players on the field. The roster may contain a maximum of sixteen (16) players.
 1. **CO-REC:** A minimum of three (3) females must be on the field at all times.
- ii. A game may start with seven (7) players.
- iii. All players **MUST** be placed in the batting order.
- iv. Unlimited substitutions are allowed, however the batting order must be maintained.
 1. Defensive switches must occur between innings
 - a. An exception would be made for injuries.
- v. Players may only play for **ONE TEAM** within a division.
 1. Players cannot switch teams within a division once they have played in a game.

II. FORFEITS & STARTING GAMES

- a. Game time is start time!!! If a team does not have the minimum number of players (7) at the scheduled game time, a running clock will be started. The team that does not meet the minimum number of players will have 10 minutes to field a team. The game clock will start and the following penalties will be enforced during the period:
 - i. Start of clock – Team ready to play will be awarded 3 runs.
 - ii. 3 minutes – Team ready to play will be awarded additional 3 runs.
 - iii. 6 minutes – Team ready to play will be awarded additional 3 runs.

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- iv. 10 minutes – Team ready to play will be awarded one run and a win by forfeit by a score of 10-0 in game one. Game two will also be ruled a forfeit with a score of 10-0.
 1. **TEAMS MUST BE READY TO PLAY AT THAT TIME!**
 2. If no members of a team are present at the scheduled game time, the game will automatically be ruled a forfeit and no clock will be started.
- b. Teams should try to notify the Coordinator of Structured Sports of any forfeit by 12pm the day of the game. This allows the Coordinator of Structured Sports time to possibly find a replacement team. If no team is found, the team will forfeit the game and will receive a “B” sportsmanship rating. Forfeits without notice, or after 12pm will result in a “C” sportsmanship rating.

III. ATTIRE & EQUIPMENT

- a. All players must wear sneakers or plastic cleats. **NO METAL CLEATS ALLOWED.** If a player is caught wearing metal cleats, they will be ejected immediately.
- b. Participants are **REQUIRED** to remove all jewelry prior to competing. Recreational Services is not responsible for lost or damaged jewelry.
- c. Items of clothing with profanity or deemed inappropriate by Recreational Services will not be tolerated. Players will not be allowed to wear such clothing when participating.
- d. Recreational Services will provide bats and balls for games. Participants are required to provide their own glove or share with members of the other team.
 - i. Bats provided are the only legal bats. Personal bats are not legal for play.
- e. Catcher’s equipment is not provided. For this reason, participants who are catching are required to stay off to the side until the ball is put into play.

IV. GAME LENGTH & TIME REGULATIONS

- a. All games will consist of a double header of five (5) inning games.
 - i. Three innings is needed to make a game official in the instances of weather or darkness.
- b. At twenty (20) minutes past the start time for the first game, and fifty (50) minutes past the start time for the second game, the umpire will decide the likelihood of completing a full inning.
 - i. If the umpire decides that there is ample time, a top and bottom half will be played.
 - ii. If the umpire decides that the full inning cannot be played in that time then they will end that game.
- c. **Mercy Rule:**
 - i. At the end of three (3) innings, if the run differential is greater than ten (10) runs, the game will be ended.

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- ii. The offensive team is allowed to score a maximum of ten (10) runs in innings 1-4. There is no cap in the 5th inning.
- d. **Tie Games:**
 - i. During the regular season, if game one is tied at the end of five innings, the game will end in a tie.
 - ii. If game two is tied and the umpire decides that a full inning is able to be played, then extra inning(s) can be played. Otherwise the game will end in a tie.
 - iii. During the playoffs, extra innings will be played until a winner is determined.

V. RULES OF PLAY

- a. **Pitchers:**
 - i. Teams will use a player from their team to pitch to their own team.
 - ii. Each batter will receive **TWO (2) PITCHES.**
 - 1. If on the first pitch there is a swing and miss, foul ball, hit batsmen, or a ball, the batter will receive their second pitch.
 - 2. If on the second pitch that batter does not put the ball in play, they are OUT.
 - iii. Pitchers must pitch from the designated pitchers' mound.
 - iv. A pitcher **MUST PITCH TO TWO (2) CONSECUTIVE BATTERS!**
 - 1. A new pitcher will not be given warm-up pitches.
 - 2. If a pitcher switches after one batter, an out would be issued but the batter is allowed their appearance.
 - v. Intentional walks ARE NOT allowed.
 - vi. **PITCHER'S FIELDING RESPONSIBILITIES:**
 - 1. Pitchers are also a defensive player and are required to field their position within reasonable distance of the "pitching circle"
 - 2. If, in the umpires' judgment, the pitcher does not make an attempt to field the ball or purposely makes an error, the batter will be ruled out.
 - 3. If the umpire decides that the pitcher had no chance to make the play, the ball will be ruled live and the play will continue.
 - a. EX: Line drive that hits glove, hard ground ball up the middle, ball hits the pitcher.
 - 4. Once the ball is put in play, the pitcher is encouraged to vacate the pitching circle and head to their team's sideline.
 - 5. The pitcher SHOULD NOT cut off a throw or back up an overthrow.
- b. **Fielding:**
 - i. Each team may have a maximum of nine (9) players in the field while on defense.

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- ii. If a team has nine (9) players, a catcher **MUST** always be placed behind home plate. The catcher should be **AT LEAST** five (5) feet behind home plate.
 - 1. Any time a catcher catches a foul tip, the batter is out.
 - iii. The offensive team supplies the pitcher, thus the defense has an extra fielder.
 - iv. **FOUL BALLS:**
 - 1. A defensive player may catch any foul ball that is in the field of play.
 - 2. A foul ball on the second pitch is dead and the batter is out.
 - v. **FIELD OF PLAY:**
 - 1. Field 1 – Anything between the sidewalk and the road
 - 2. Field 2 – Any area between the sidewalk and the mulch bed/parking lot.
 - vi. **ERRANT THROWS:**
 - 1. Base runners are allowed to advance at their own discretion for overthrows that remain in the field of play.
 - 2. Once the ball leaves the field of play, the umpire will immediately rule the ball dead and the player is awarded the base to which they were advancing.
 - 3. If the ball is touched by players on the sideline/spectators, the ball will be ruled dead at touch and the runners will be awarded the base to which they were advancing.
 - a. If a runner starting at 1st base is on their way to 2nd base when the ball goes out of play, they will be awarded 2nd base.
 - b. If a runner starting at 1st base has rounded 2nd and is on their way to 3rd base when the ball goes out of play, they will be awarded 3rd base.
 - vii. Players on defense are not permitted to throw their glove at a batted ball. If a defender throws and hits a batted ball with his/her glove, the batter will be awarded a triple.
- c. **Batting:**
- i. Each player will receive a maximum of two (2) pitches from the pitcher.
 - ii. The batter must put the second pitch in play or they are out.
 - iii. The batter will be ruled out if:
 - 1. He/she throws the bat
 - 2. He/she leaves the batter's box to swing at the ball
 - a. If a batter's box is not drawn, the umpire will use their discretion to decide where that area is.
 - iv. If a batter is ruled out in any of these occurrences, the ball will be dead immediately and the players returned to their bases.
 - v. **Bunts are not permitted.**

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1. A bunt is defined as any **intentional** half swing, or bunting motion.
 2. A bunt attempt shall be considered a foul ball.
 3. A chop swing is defined as a full swing. This is not a considered a bunt and is a legal hit.
- d. **Ground Rules:**
- i. The two intramural softball fields have unique boundaries due to their surroundings.
 - ii. **SIDEWALKS:**
 1. Any ball that crosses a sidewalk is dead.
 2. A defensive player may catch a ball on the grass and cross the sidewalk.
 3. A defensive player may not catch the ball while standing on the sidewalk with one or both feet.
 4. Any fair ball that rolls onto the sidewalk will be ruled dead when it hits the sidewalk and the base runner will be awarded the base to which they were advancing.
 - iii. **MULCH BED:**
 1. Any ball that rolls into the mulch bed is automatically dead, whether it be a fair, foul, or thrown ball.
 - iv. **PARKING LOT/STREET:**
 1. Any ball that rolls into the parking lot or street will be ruled dead immediately and the player is awarded the base to which they were advancing.
- e. **Base Runners:**
- i. A base runner is not permitted to slide into 1st base or home plate.
 1. If this occurs the runner will be ruled out.
 - ii. If a base runner makes contact with a defensive player while sliding into 2nd or 3rd base, they are automatically out and if the umpire determines interference, the batter may be ruled out too.
 - iii. Leading is not permitted
 1. Base runners may not leave the base until the ball and bat make contact.
 - iv. Any runner leaving early can be ruled out by the umpire. The opposing team can also appeal to the umpire that a runner left too early.
 - v. **PLAYS AT HOME PLATE:**
 1. All plays at home plate are force plays.
 - a. No tag is required.
 2. Once a runner goes half way down the 3rd base line (a cone will mark this), he/she is committed to home and cannot return to third base.
 - a. A runner may not cross the cone with any parts of their body.
 3. The catcher may not block home plate. Interference may be called.

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VI. MISCELANEOUS

- a. All participants of Kutztown University Intramurals are expected to treat their opponent, teammates, officials, and Recreational Services employees with the highest level of respect. Unsportsmanlike behavior will not be tolerated and can result in ejection from a game, suspension from a league, or expulsion from Intramurals.
 - i. Unsportsmanlike acts include (but are not limited to):
 1. Taunting
 2. Profanity or obscene gestures
 3. Abusive or obscene language or actions
- b. Any form of violent behavior or contact will result in an immediate ejection of the player from the game, a suspension, and possible expulsion from Intramurals.
- c. Any player ejected from a game will receive a minimum one (1) game suspension.

VII. PROTESTS & APPEALS

- a. The proper process for filing an appeal or protest can be found in the Intramural Participant Handbook.
- b. A copy of the Intramural Handbook can be obtained from the Intramural Office or found online.