



Softball

Men's and Women's Rules

1. All rules in the Intramural Policies and Procedures Handbook shall supersede the following rules should a conflict between the two arise. The Intramural Program Advisor will make the final determination on all rule interpretations. Campus Recreation reserves the right to add, delete, and revise rules periodically to insure fair play for all involved.
2. **Eligibility:** All participants are required to bring a valid WVU identification card to all contests. If a player does not have a WVU identification card, play will be allowed if they have a valid picture ID and a copy of their course schedule. Failure to produce these identifications will result in that player being unable to participate in that contest. Participants must meet all other eligibility requirements stated in the Policies and Procedures Handbook.
3. **Rosters:** Any player addition must be done 24 hours prior to the game the added player would like to participate. Captains need to fill out player addition forms in order to add players. Players will not be allowed to add the day of the game.
4. The officials' and supervisors' authority and jurisdiction will be in effect in and around the field of play.
5. **Captain's Ejection Policy:** Any captain, player or spectator ejected from a game for conduct reasons will be suspended for at least one game and must follow the ejection procedures listed in the Policies and Procedures Handbook. The captain's ejection policy shall be in effect for all contests. Any player or spectator ejected from a contest after their captain has received a warning to control his teams and/or spectator's actions should result in the captain also being ejected for the remainder of the contest. According to the captain's ejection policy, for each player ejected, the team must play a player shorthanded. The captain may be replaced on the court, unless he/she has been ejected for his/her own conduct, rather than those of his/her players and/or spectators. Any player ejected in the last league game or during play-offs, must meet with the program manager and program Associate Director in order to determine result of the incident.
6. **Sportsmanship:** Sportsmanship is rated on a score of 1 to 5, 5 being the best and 1 being the worst. Teams are required to average a sportsmanship rating of 3 in the regular season in addition to having a sufficient won-loss record in order to qualify for the playoffs. Once in the playoffs, teams must finish each game with at least 3 in sportsmanship rating to advance to the next round. Teams must earn a 3 sportsmanship rating in the championship game to win the championship. See the Policy and Procedures Handbook for more information.
7. **Jersey Color:** No teams are permitted to wear black jerseys. Team members are asked to wear jerseys of the same color. If it is judged that too many different jersey colors are creating confusion, one team may be required to wear pennies provided by Campus Recreation.

8. **Attire:** All players must wear gym shoes, tennis shoes, or molded rubber cleats. Bare feet and metal spikes are not allowed.
9. **Game-Day Roster:** All players who are expected to compete throughout the course of the game must have their name on the score sheet before the start of the game. Once the first play of the game has started, no players may be added to the score sheet. All players must be on the original pre-season roster in order to compete in regular season and play-offs. Once the batting order has run its course once, no late arriving player may play, even if their name was on the lineup before the game. Their spot will be vacated.
10. **Forfeit Time:** Game time is forfeit time. No extra time will be given for players or teams to arrive. Forfeit fee of will be assessed to forfeiting team.
11. **Jewelry:** No player may wear jewelry including but not limited to watches, bracelets, necklaces, earrings, and various body rings (including tongue rings). If a player is not willing to remove the jewelry he/she will not be permitted to play. In addition, no rubber bands will be allowed to be worn on wrists during play.
12. **Profanity:** No profanity is allowed.
13. **Spectator Behavior:** All spectator behavior needs to be controlled by the team they are watching. Spectator behavior will affect the sportsmanship score of the team that they are watching, in addition all conduct rules are in affect for spectators.
14. **After-game Conduct:** All behavior that occurs after the game, will affect the sportsmanship of the team. In addition, all conduct rules are still in affect.
15. **Conduct:** Any excessive inappropriate conduct by a team directed towards an official or intramural staff, shall result in a team being dismissed from the league.
16. **Bench Clearing:** Any player that leaves the bench during a game to rush the field will be ejected from the game.
17. **Weather:** In the case of bad weather or other circumstances, a legal game shall be five completed innings (3 ½ if the home team leads).
18. **Injuries:** If a player is bleeding, the game must be stopped and the wound must be covered. All clothing covered in blood must be cleaned and removed. The player must sit out at least one full play after he/she leaves the game before being allowed back in. If a player has to leave the game due to injury, their spot in the batting order will be vacated.
19. **Equipment:** Batter must use softball bats. No baseball bats are allowed. The Campus Recreation office will determine other bat legality issues.

The Game

1. **Scorekeeper:** Each team is responsible for furnishing a scorekeeper, whether it is a player or spectator. The team captains shall decide on the scorekeeping process in whatever they see fit. If a team fails to keep score for a particular inning, they will forfeit all runs scored in that inning. Team captains are ultimately responsible for proper scoring.
2. **Coin-Toss:** A pre-game coin flip will determine home and visitors designations. The winner of the coin flip will choose to be home or away. The visiting team bats first.

3. **Game Length:** A game consists of seven innings (6 ½ if the home team leads) or 45 minutes, whichever comes first. At the end of the 45-minute limit, the inning in play will be completed. In case of a tie, extra innings will be played until a winner is determined.
4. **Mercy Rule:** The game will be called if one team leads by ten runs or more after four complete innings (3 ½ innings if the home team leads).
5. **Batting:** A team may bat an unlimited number of players. Batters will be allowed a maximum of **three pitches** to put the ball in play; failure will result in the batter being out.
6. **Walks:** There are no walks.
7. **Pitcher:** The offensive team will provide a pitcher. The pitcher will be given a maximum of two warm-up pitches at the beginning of each inning. A pitcher that comes in the game in the middle of an inning will be allowed a maximum of one warm-up pitch. The pitcher must pitch from the pitching rubber. The offensive pitcher must bat. The offensive pitcher must make an effort to avoid being hit by the batted ball. Failure will result in the batter being called out and all runners returning to their bases. If the offensive pitcher is hit by a batted ball while making an effort to avoid being hit, the ball will be called dead. The batter will be given the base. All other runners advance one base if forced to do so.
8. **Defensive Pitcher:** The defensive pitcher must have at least one foot completely inside one of the two pitcher's boxes until the offensive pitcher releases the ball. Failure will result in the offense being given the choice to replay the pitch.
9. **Pitches:** All pitches must reach an arc of 6-12 feet at some point from the time the pitch leaves the pitchers hands until the time it reaches the batter. If the pitch remains under six feet or travels
10. **Bunts:** No bunts are allowed. Failure will result in an out.
11. **On-Deck Players:** All on-deck players must remain behind the protective fence.
12. Players have a maximum of one minute to take the field after they have made their last out. Failure will result in the offensive pitcher being allowed to pitch the ball immediately.
13. **Number of Players:** A maximum of ten players may play in the field at one time. A defensive pitcher and catcher are mandatory.
14. **Catcher:** A catcher must wear a protective mask.
15. **Base Runner:** A base runner may not leave the base unless and until the batter makes contact. Failure will result in the runner being called out. If the ball is fouled in any way, the runner will not be called out. If a base runner leaves a base before contact is made, then the ball is put into play by the batter, the play will be allowed to progress. Once the ball becomes dead, the runner will be called out. If that becomes the third out of the inning, all runners who scored ahead of the disqualified runner will have their runs disallowed.
16. **Warm-ups:** No infield or outfield warm-ups will be allowed after the first inning is completed.
17. **Courtesy Runner:** A courtesy base runner may be requested at any point in the game. The new base runner must be the last person who made an out for his/her team. **Exception:** if a courtesy base runner is requested in the first inning with no outs, the player in the last batting spot in order will be the courtesy runner.

18. **Sliding:** Sliding is allowed.
19. **Plays at Home:** Regardless of field conditions, whenever the catcher has possession of the ball, all players attempting to score must slide. Failure will result in the runner being called out. If the umpire covering home plate instructs incoming runners to slide because of the potential play at the plate, the runners must do so regardless of whether they believe a play will occur or whether a play actually does occur. Failure will result in the runner being called out. The catcher may not block the plate; the catcher may not get in the path of the runner. Both the runner and the catcher must avoid contact at all costs.
20. **Overthrows:** All overthrows which go out of play will carry the following penalties: 1. If the throw originated from the infield, all runners will be given one base 2. If the throw originated from the outfield, all runners will be given two bases.
21. **Time-Outs:** Time-outs may be called by the offense when no base runners are attempting to advance. Time-outs may be called by the defense before the offensive pitcher releases the ball, and when the defense has possession of the ball in the infield and no runners are trying to advance. The offensive pitcher is not responsible for catching any relay throws.
22. Other ground rules will be determined by the umpire.

Co-Rec Rules

All rules for men's and women's contests will apply to co-rec contests except the following:

1. A co-rec team consists of five men and five women. Four men and four women are required to start the game.
2. The batting order must alternate male- female or female- male. At no time may two consecutive females bat or two consecutive males.
3. There must be an equal number of men and women in the infield and outfield.
4. Two men and two women must play in the outfield. **Exception:** If a team is playing short-handed, they may choose to play less than four players in the infield, as long as they still comply with co-rec rule #4.
5. Three men and three women must play in the infield. For the purposes of this rule, the defensive pitcher and catcher are considered infielders. **Exception:** If a team is playing short-handed, they may choose to play less than six players in the infield, as long as they comply with co-rec rule #4. **Note:** There must be a defensive pitcher and a catcher at all times.
6. If a courtesy base runner is requested, the new base runner must be of the same sex as the base runner coming out.