



University of Illinois at Urbana-Champaign
Campus Recreation
Intramural Sports
Softball Rules

Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

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General Intramural Sports Policies and Procedures

Signing-In and Rosters

1. All players must present a valid I-Card in addition to their Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn't have their I-Card and their Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
 - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
 - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.

- c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

Sportsmanship

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contests by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
 4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
 3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
 2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
 1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
 0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
 - Fighting or abusive, violent behavior.
 - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
 - Spectator or player clearly gestures or shouts obscenities.
 - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

Playoffs

1. To advance to playoffs during a season, a team must be one of the top 2 in their division.
2. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.

3. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.
4. Teams must have NO regular season forfeits to advance to playoffs.
5. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

Protests

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

Inclement Weather

1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor.
 - a. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email or phone, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:
 - a. A game shall be considered "official" and the result final if after the conclusion of the first half of the game, the contest is cancelled due to inclement weather.
 - b. If the first half of the game is complete, but the contest was tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season. .
 - c. If the first half of the game is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

Equipment

1. All players are required to bring a valid I-Card and show their Illinois App at all Intramural contests.
2. Jewelry is not allowed during any Intramural contest. Jewelry must be removed and not taped over.
 - a. If a participant would like to wear medical alert bracelets or religious jewelry or headgear, they can have the pieces approved by the Assistant Director of

Competitive Sports and Community Programs. If approved, these pieces will still need to be covered during play. To learn more about this process, please reference our Intramural Activities Handbook.

3. All players must wear athletic apparel (shorts, sweat pants, t-shirts, etc.) with no exposed metal. Baseball style hats, bandannas, or any other headwear with knots or dangerous materials is not allowed.
 - a. Casts or splints are not permitted. Any knee brace with exposed metal or metal hinges is required to be covered.
 - b. Players are allowed to wear gloves if they desire.
 - c. Sunglasses are not permitted.
 - d. If a player is bleeding, or if any of their clothing is stained with blood, they must be removed from the contest until an Intramural Supervisor clears them to play.
4. Participants will receive two intramural jerseys as part of the membership fee upon registering for Intramurals.
 - a. Each participant will receive a navy blue and orange numbered jersey at no additional cost each semester they register for an intramural sport.
 - i. A team can choose to wear their own uniform jerseys with printed numbers (not taped or drawn).
 - b. The home team will wear orange while the away team will wear navy blue, but participants are encouraged to bring both jerseys to their scheduled games.
 - c. Failure to abide by the jersey policy may result in a forfeit, or technical foul/unsportsmanlike conduct penalty being assessed against your team at the beginning of the contest.
 - d. Intramural Staff on duty will have the final say whether a team has acceptable jerseys to begin a contest.
5. Closed-toed, athletic type shoes are required. All players must wear non-marking shoes.
 - a. No boots, sandals, or cleats will be allowed
6. All equipment is subject to the approval of the intramural staff on duty.

Inclement Weather (As related to softball)

1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor. Additionally, information will be provided by Rainout Line.
 - a. Rainout Line can be found through our Campus Recreation website or the Rainout Line app.
 - i. Rainout Line will be updated by 4:30pm daily. In some cases, the Rainout Line may not explicitly specify whether intramural activities is cancelled.
 - b. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email, phone, or Rainout Line, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:

- a. A game shall be considered “official” and the result final if after the conclusion of the fifth (5th) inning, or 4 ½ inning if the home team is ahead, the contest is cancelled due to inclement weather.
- b. If the fifth inning is complete, but the contest was tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season. .
- c. If the fifth inning, or 4 ½ inning if the home team is ahead, is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

Contest Timing

1. Contests will start at the time they are scheduled on Active Illini. Teams should check in with the Intramural Supervisor 15 minutes prior to the scheduled game time.
2. Teams will have 45 minutes to complete their scheduled game

Softball Rules and Regulations

Equipment

Game balls: Game softballs will be provided by Campus Recreation. Teams must use the ball provided and may check-out softballs to warm up with.

Bats: In order for a bat to be deemed legal it must be an official ASA approved softball bat and may not be on the ASA Hot Bat List. It must have a safety grip (no smooth tape) and must be free of rough or sharp edges. Baseball bats and fungo bats are not legal.

Gloves: Only fielding gloves that are clearly designed for baseball and/or softball are permitted.

Shoes: Closed-toed shoes are required. Gym or running shoes are recommended. Rubber training shoes and single molded plastic/rubber soccer-type cleats are permitted. Metal cleats or spikes of any type are not allowed. Shoes with screw in cleats of any kind are illegal.

Game Regulations

Umpire: Campus Recreation will furnish one umpire per game. They will call balls/strikes, safe/out, and

arc/height of pitches.

Rosters: Ten (10) players constitute a softball team. A team may play with eight (8) players without being considered a forfeit. A team must start play with eight (8) players present. A batting order must be turned in before game time. Players arriving late may be added to the bottom of the batting order at any time. If a team drops below eight (8) players for any reason, they may continue playing if the umpire feels they still have a legitimate chance to win the game.

- a) Team rosters are limited to a maximum of 20 players

Timing / Innings: A half inning will consist of 3 outs. The game will consist of 7 innings. In the event of rain or darkness, 5 innings or 4 ½ if the home team is ahead, will constitute a game. A 15-run rule will be in effect after 3 innings and a 10-run rule after 5 innings.

- a) No new inning may be started, unless the score is tied, after 50 minutes have elapsed from when the game began. The umpire and/or Intramural Supervisor will keep the official game time.

Batting Order: A batting order must be turned in before game time.

Substitution: Unlimited substitution is permitted at each position in the batting order. Player A & B may "share" a spot in the batting order - either may bat or either may play the field, but may not play in the field at the same time. Once a player enters the game, either as a starter or substitute, he or she may only re-enter the game in the same batting position.

- a) Unless a player is injured and cannot continue no pinch runners will be allowed under any circumstance. If players are sharing a spot in the order, the player that begins an at-bat must finish the at-bat. The player sharing the position may not pinch run unless the other player is too injured to continue. See Injured Runner Rule.
- b) If a team begins with less than 10 players there is no penalty for the empty spots in the batting order. Players arriving late may be added to the bottom of the line-up at any time. If a team begins with a full batting order (10 players) and a player is injured or cannot otherwise continue and the team does not have an eligible substitute, then the team must take an out for that spot in the order. An eligible substitute is one who has yet to have played in the game, either as a batter or fielder.

The Playing Field: Bases will be 65 feet apart. Umpires will establish ground rules prior to the game regarding out of play areas, permanent obstacles in the field of play, etc.

Starting the game: The choice of first or last bat (home/visitors) in the inning shall be determined on the scorecard prior to the game.

- a) Players start with a one strike and one ball count when at bat.
- b) Infield practice is not allowed after the first inning.

End of the game: Captains are required to check and verify all information by signing the

scorecard. **Mercy Rule:** A 15-run mercy rule will be in effect after 3 innings and a 10-run rule after

5 innings. **Extra Innings:** Ties will be resolved in extra innings.

Inclement Weather: A game shall be considered "official" and the result final if after the conclusion of 5th inning or 4 ½ if the home team is ahead, the game is stopped for inclement weather. In the event that the first half was complete, but the contest was tied, an overtime period will be scheduled to determine a

winner. If the first half of the game was not completed when the contest was stopped, the game will be rescheduled and started over from the beginning on the reschedule date.

- a) Information regarding cancellations will be relayed to captains either in an email from the intramural office staff or in a message recorded to the intramural activities and club sports rain line (217-244-0329). If the weather is inclement, intramural participants should call the rain line to see whether intramural activities have been cancelled. The rain line will be updated by 4:30 PM daily. In some cases, the rain line may not explicitly specify whether intramural activities are cancelled. Unless teams have received an explicit cancellation message in regard to their sport via email or through the rain line, teams should assume that all intramural contests will play as scheduled.

CO-REC (Only) SLOW PITCH SOFTBALL RULES

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

- a) A female may only substitute for a female, a male for a male.
 - i) Exception: If a team has more females than males in the line-up, a male may substitute for a female in order to bring the team to a 5/5 ratio, as long as the batting order alternates.
- b) Teams must alternate positions in the batting order by gender. At any point if two players of the same sex bat back to back, an automatic out must be assessed for the vacant spot between them. c) A team consists of 10 defensive players. In addition, a team may play legally with 8 players, provided they have 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). Teams may also play with 9 or 11 players. If a team plays with 8, 10, or 12 players, they will not be assessed automatic out.

Legal Lineups

Men	Women
6 (Extra Hitter)	6 (Extra Hitter)
6	5
5	6
5	5
4	4
5	4
4	5

- d) Check with the Intramural Supervisor if you need clarification regarding a lineup. e) 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.

Walks: 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.

Rule Enforcement

FAIR AND DEAD BALLS:

- a) The ball is dead and not in play:
 - When no pitch is declared.
 - When a foul ball is not caught.
 - When a runner is called out for leaving a base too soon.
 - When offensive interference occurs.
 - When a defensive player carries the ball out of play (intentionally or unintentionally).
- b) The ball is in play:
 - When the infield fly rule is enforced.
 - When a thrown ball remains in playable territory.
 - When a base is dislodged while base runners are progressing around the bases.
 - When a thrown ball strikes an offensive player.
 - When a thrown ball or fair-batted ball strikes an umpire.
 - When a thrown ball strikes a coach.
- c) The ball remains alive until the umpire declares time, which will be done when the ball is held by a player on the infield area and in the opinion of the umpire all play has ceased.
- d) A foul ball must reach a height of six feet or more to be legally caught for an out.

PITCHING RULES, BALLS AND STRIKES :

Count: Each batter will start with a 1 ball and 1 strike count. The regulation 4 balls will result in a walk and 3 strikes is an out. With a two-strike count, the batter will be allowed one foul ball called a “courtesy foul.” The batter will be declared out on the second foul ball of a two-strike count. The ball is dead and runners may not advance.

- a) Exception: If a player catches a foul ball, the ball is live and runners may tag and advance at the risk of being put out.

Strike Zone: is the zone over home plate from the bottom of the batter's front knee to the top of the back shoulder.

Legal Pitch: A legal pitch is delivered with a continuous, underhand motion at a moderate speed with an arc of at least 6 feet from the ground. The pitched ball must not reach a height of more than 12 feet at its highest point above the ground.

- a) The pitcher must pause with at least one foot contacting the rubber prior to pitching the ball. The pitcher's foot must remain in contact with the rubber throughout the delivery.
- b) If a step is taken it may be forward, backward, or to the side provided the foot stays in contact with the rubber and the step is taken simultaneously with the pitch.

Illegal Pitch: Will be called if the pitched ball does not meet this requirement. All “illegal” pitches are considered “balls” unless the batter chooses to swing, in which the result of the play will count.

Walking: If the pitcher desires to walk a batter intentionally, the pitcher notifies the plate umpire who awards the batter first base.

- a) A pitched ball striking a batter does not entitle them to first base. The pitch shall be a strike or a ball as determined by the Umpire.

Warm Ups: Each pitcher is permitted five warm-up pitches at the beginning of the game only. No warm ups or infield throws will be allowed between innings.

- i) Exception: Substitute pitchers will be allowed three pitches (or one minute), before they begin pitching.

BATTING RULES

- a) A batted ball in the out-of-play area is a dead ball and may not be played.
- b) A batter shall be out if the batter bunts or intentionally chops the ball downward. c) If a batter throws their bat, a team warning will be issued. After the warning, any team member throwing the bat will be called out, the ball will become dead, and all runners will return to their original base.
- d) A batter who steps on the plate or clearly and completely in front of the plate while contacting the ball will be called out.

BASE RUNNING RULES

Advancement: A base runner can advance or return only by touching the bases in legal order, from first base, to second base, to third base, to home plate. A base runner advances to the next base by touching it before being put out. The player may hold a base until he or she legally touches the next base or until the batter becomes a base runner and forces the player to leave the base.

- a) Base runners are entitled to advance but accept the liability to be put out under the following circumstances:
 - When the ball is overthrown into fair or foul territory and remains in play.
 - When the ball is batted into fair territory.
 - When a legally caught fly ball is first touched.
- a) Base runners are entitled to advance without liability to be put out:
 - When a fielder obstructs the base runner from making a base unless the fielder is trying to field the batted ball or has the ball ready to touch the base runner.
 - When the ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.

Running Out of the Baseline: Runners cannot run outside of the baseline, 3ft Base Runner is Out a) May only run outside the base line to avoid making contact with a defensive player attempting to field a ball.= Not Out

Sliding: Base runners must slide or run around a fielder making a defensive play on the ball when trying to reach a base. The runner is responsible for avoiding contact in these situations. When sliding, runners must always slide for the base and will be ejected for purposely sliding into a fielder, or physically running into a fielder.

- a) Head first sliding is allowed
- b) No Cleats up sliding

Obstruction: A defensive player or team member, which hinders or prevents a batter from striking or hitting a pitched ball. OR A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a base runner who is legally

running the bases. Base Runner is Safe at the base they were attempting to go to.

Interference: Is the act of an offensive player or team member, which impedes or confuses a defensive player attempting to execute a play. Base Runner is Out

- a) Ex: obvious attempt to prevent a double play (including shouting or waving the arms to distract the defense) the immediate succeeding runner shall also be called out.

Base Stealing: Base stealing is not allowed. Each base runner may leave their base when a pitched ball is batted or reaches home plate, but must return to that base immediately after each pitch not hit by the batter. Leaving the base early or stealing will be called an out.

Base Runner Struck by Ball:

- a) Out: When a base runner is struck with a fair-batted ball while off base and before it passes an infielder that could have otherwise made a play.
- b) Not Out: When a base runner is hit with a fair-batted ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment no other infielder had a chance to play the ball. The ball remains "alive" under this condition.
- c) Not Out: When a base runner is hit by a fair-batted ball after it is touched or touches any fielder.
- d) Not Out : When a base runner is hit by a fair-batted ball while in contact with a base.

OVERTHROW RULE

- a) When the ball is overthrown into foul territory, every base runner may advance at their own risk. The ball remains in play and such runners are liable to be put out while advancing. There is no limit on the number of bases a runner may take.
- b) Should the overthrown ball go into out-of-play territory, the ball is dead and the awarding of bases automatic. Balls that rebound from the light poles are in play until they pass beyond the pole line.
- c) In determining the award of bases: Runners are awarded two bases on overthrows. The two bases are from the last base touched at the time the ball left the thrower's hand. The award of bases is determined by the position of the front runner if there are two runners between the same base at the time of award.

INJURED RUNNER

If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner will be permitted. If no substitutes are available, the runner will be declared out.

Contact Information

If you have any questions or concerns please contact the Intramural Office via email at intramurals@illinois.edu or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.