

Open Softball

The NIRSA rules will govern play with the following exceptions and highlights.

ELIGIBILITY

All participants must have an active REC membership, Intramural Sports Play Pass, and show their UNI ID prior to each contest. Eligibility status is the responsibility of each individual participant and the Team Captain.

IM Sport Supervisor

There will be Intramural Sport Supervisors who will supervise fields, officials, and games.

Umpires

The IM department will provide 2-3 game umpires who will have the equipment and score sheets on the field and act as the umpires during the game.

Team Captain

Will be responsible for sharing the participant risk, injury and insurance information with team members.

Inclement Weather

1. The intramural program will make the decision to cancel games due to weather at 3:00pm of that day. An email and text will be sent out to all players via IMleagues if games are canceled.
2. Postponements will be rescheduled for Friday of the same week - weather permitting. Games interrupted, due to inclement weather, which cannot be continued, will be considered complete if at least four (4) innings have been played or the 50 minute time limit is reached. If a game is interrupted, in the middle of an inning, the last completed inning will dictate game status.
3. Games not completed will be restarted, on a rescheduled date, from the beginning.

Equipment

1. Shoes must be worn. Screw-in, steel, and rubber molded cleats are all acceptable.
2. Only official softball bats may be used for softball. No baseball bats allowed. .
3. Helmets are NOT REQUIRED but highly encouraged.

Rules

Intramural Rule Adaptations

1. A valid UNI ID card is required to participate in each intramural contest. This should be presented to game officials prior to starting time.
2. Sliding is allowed. "Running over or taking out" a defensive player will constitute an automatic out and ejection if flagrant, at the umpire's discretion.
3. Seven inning games will be played. A 50 minute time limit is allowed per game, no new innings may start after 50 minutes. (NO TIME LIMIT on league play-off OR one day tournament championship games).
4. 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
5. A team will consist of 8-10 players in the field. Teams must have a minimum of 8 players to start. If a team drops below eight (8) players, during a contest, it is a forfeit. Late players may be inserted, upon arrival, during a dead ball situation. If their team is batting, they should be inserted at the end of the batting order.
6. All players on a roster must bat, regardless if they are playing in the field or not.
7. Forfeit time: is game time! A 5 minute grace period can be given by the team present but the game will start at the designated time. Teams should make every effort to be on time.
8. Substitution
 - The captain of the team making the substitution must immediately notify the opposing team captain and plate umpire.
 - Starter may re-enter once as long as he/she returns to the same position in the batting order. Substitutes may not

re-enter.

- Substitutes must bat in the same order as the player he/she replaced. (Injured players may be replaced but may not re-enter the game).
- Pitchers may be replaced between changing sides/innings (exception: injury).
- An injured runner may be granted a pinch runner.

9. Pitching

- Teams will pitch to their opponents. The pitcher is included as one of the nine required players in the batting lineup and while fielding.
- Each at bat will start with a 1-1 count (one ball and one strike). If the batter has two strikes and hits a foul ball, he is declared out. The batter is also out if he/she steps across the plate into the opposite batter's box to hit a ball.
- The ball must be delivered at a moderate speed, underhand, with a perceptible arch, after leaving the pitcher's hand. The ball shall be delivered over the plate. The perceptible arch (6 to 12 feet) must rise above the batter's head, if not, it's an illegal pitch. If an illegal pitch occurs, the ball becomes dead, it is recorded as a ball, and play continues.
- Pitchers must have one foot on the pitching rubber at the time of their release.
- Foul balls that fly over the batter's head can be caught as an out.
- Balls or strikes will be called. If the count reaches four balls, a walk will be assessed. Intentional walks will not be allowed.
- No bunting allowed, a full swing/cut must be taken at each pitch, no chopping at the ball with the intent to bunt. (This will be ruled an automatic out, at the umpires discretion).
- If a batter is hit by a pitched ball, the pitch will be ruled a ball

10. Base Runners

- Base runners may not steal or lead-off. Runners may leave a base only after the ball has been swung at, if the runner leaves before the swing, the runner is declared out.
- A base runner is out if he/she in any way interferes or obstructs the fielder who is attempting to field or throw the ball.
- No sliding head first.

11. Overthrow Rules

- One base is allowed on any overthrow when the ball goes outside the lines of play. A base runner may take all the bases he/she can get when the ball remains live and inside the lines of play. Determining advancement depends on the runner's position, to the bases, when the ball goes outside the lines of play.

12. Time limit and tie breaker procedures

- Fifty (50) minutes will be allowed for each game. No new innings may start after the time limit. Any regularly scheduled league games tied at the end of fifty minutes will be resolved as a tie (half a win and half a loss). Any tie games during one (1) day tourney play or post season play-offs will be resolved as follows:
 - One (1) Day Tournament Play
 - Extra inning play begins by placing the last batter of the previous inning on 2nd base; this is done for each side each extra inning until the completion of the game. Play continues, three outs per side. All other rules are the same.
 - Post Season Play-Offs
 - Regular extra innings, all other rules the same.

13. Protests

- If a team feels that an official has misinterpreted a rule, it then must lodge a protest at the time of the incident.

14. The team captain will then obtain a ruling on the protest from the Sports Supervisor. Should the team still feel the ruling is incorrect, it must lodge a written protest to the Wellness and Recreation Office within 24 hours of the incident. The protest will be considered by the Intramural Sports Coordinator. No protests on judgment calls allowed. To be valid the team captains must notify the official immediately following the incident and before further play resumes. Further play disallows protest opportunities.

15. No alcoholic beverages or tobacco products will be allowed at any intramural events. Those failing to comply with this rule will be asked to leave and their team will forfeit.