

Slowpitch Softball

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

ELIGIBILITY

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

TEAMS

1.1 Teams will consist of 8-14 players. Teams must have a minimum of eight (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.

1.2 All players on the roster will bat, regardless if they are playing in the field or not.

1.3 Teams may field up to 10 players (4 outfielders)

1.4 As stated in 14.1 in the *University of Northern Iowa Intramural Sports Handbook*, a team may have no more than 4 UNI Baseball/Softball Club Members. Teams are responsible for checking the eligibility of their players

1.5 Substitutions:

- Pitchers may be replaced between changing sides/innings (exception: injury).
- An injured runner may be granted a courtesy runner (last batted out)
- The captain of the team must immediately notify the opposing team captain and plate umpire that a late player has arrived and that they will be inserted at the end of the batting order.

EQUIPMENT & FACILITIES

2.1 Shoes must be worn. Screw-in, steel, and rubber molded cleats are all acceptable.

2.2 Only official softball bats may be used for softball. No baseball bats are allowed.

2.3 Helmets are NOT REQUIRED but encouraged for participants' safety

2.4 The intramural department will provide a selection of gloves and bats available for participants to use.

2.5 All games will be played at Roger Birdsall Memorial Park (**Address:** Roger Birdsall Memorial Park, Birdsall Dr., Cedar Falls, IA 50613)

2.6 In the event of inclement weather, Intramural Sports events may be postponed or canceled. Information concerning the postponement or cancellation of Intramural Sports events is available through announcements through email or the Rec Services Instagram. In the event of inclement weather, please stay off the Intramural Sports Complex Fields. Failure to comply with this request may result in suspension from Intramural Sports.

THE GAME

3.1 Game length: Six (6) innings or 50-minute time limit. No new inning will begin after 50 minutes. (**NOTE:** Time limit will not be enforced in postseason play)

3.2 Mercy Rule will be enforced, and the game will end if

- Either team is ahead by 20 runs after 3 innings
- Either team is ahead by 15 runs after 4 innings
- Either team is ahead by 10 runs after 5 innings

3.3 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.

3.4 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/she will be granted ONE courtesy foul ball and remain up to bat. The batter is also out if he/she steps outside the batter's box to hit a ball.

3.5 No bunting or chopping at the ball will be allowed (Umpire's Discretion)

3.5 In the event of a tie at the end of regulation play, the last batted out will start the inning at second base, and the team's batting lineup will continue as usual. This process will continue to take place until a winner is determined.

PITCHING

- 4.1 Teams will pitch to their opponents. The pitcher is included as one of the teams' players in the batting lineup and while fielding.
- 4.2 At the beginning of each half-inning or when a pitcher relieves another, the pitcher is allowed one minute to warm up.
- 4.3 Pitchers must have one foot on the pitching rubber at the time of their release.
- 4.3 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.
- 4.4 A pitch that hits the batter shall be called a ball. The ball shall immediately become dead and no base shall be awarded. If the ball had been called a strike otherwise, but the batter's stance/movement prevented the strike, the umpire would rule the pitch a strike.
- 4.5 An intentional walk may be executed by informing the umpire of the intentional walk. No pitch-out is required

BASERUNNING

- 6.1 There are no lead-offs, a player may leave the base when a pitched ball has passed/reached home plate or has been contacted by the batter. No stealing is allowed.
- 6.2 The ball becomes dead when play has ceased. No attempts to advance to a base may be made when the ball is dead.
- 6.3 A batter-runner may overrun first base without liability to be tagged out.
- 6.4 The runner may be tagged out when there is an attempt or movement to advance to second base. Simply turning left/right is not an attempt to go to second, though it will be the umpire's discretion as to what an attempt is.
- 6.5 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.
- 6.6 A runner may either slide into a base or simply avoid contact. Collisions may result in immediate ejections. If deemed flagrant, the offending player may be ejected.
- 6.7 When the ball is in play and is overthrown (beyond the boundary lines), the ball is dead. When this happens, all runners will be awarded two bases (base moving towards plus one) from where they were at the time the throw was made.

CoRec MODIFICATIONS

- 7.1 Teams must consist of a minimum of four (4) males and four (4) females. The ratio of male:female participants cannot exceed more than 1 (ex. A ratio of 3 males to 2 females is fine but a ratio of 3 males to 1 female will not be allowed).
- 7.2 The batting order must be alternated by gender (ex: male - female - male).
- 7.3 If a team is playing with more than 50% of one gender, a player of the majority gender bats first (Ex: A team has 6 females and 5 males. The females must be listed in the 1st, 3rd, 5th, 7th, 9th, and 11th batting order slots. The males must be listed in 2nd, 4th, 6th, 8th, and 10th slots).
- 7.4 Males and females do not need to alternate defensively in the infield or outfield. However, the difference between the number of males and females positioned defensively at any given time should not exceed one.

Questions or concerns regarding the rules and regulations should be directed to imsports@uni.edu

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