THE GAME

- The game is 7 innings or one hour regardless of the number of innings actually played. If time runs out during the last half of the inning, then the inning will be completed unless the home team is ahead.
- If the score is tied after 7 innings, regular season games will be declared a tie. Playoff games will use extra innings to determine a winner.
- If a 12-run difference occurs during a contest after five innings (4 ½ if home team is ahead) have been completed, the game will be considered complete.
- Five full innings (4 ½ if the home team is ahead) will constitute a game whenever rain or darkness falls after the game is underway. The decision to call a game is a judgment call and may not be protested.
- In cases of inclement weather, the Intramural Coordinator will decide on the field condition at least 30 minutes before the scheduled start of play. Once play begins for the day, the Intramural Coordinator will decide when games are to be postponed. Teams should not leave the area immediately in most cases, but should remain close by in case the games can be continued.
- The umpire will toss a coin to determine the home team.
- If the case occurs that fields overlap each other in the outfield and a fielder from the other fields interferes with any hit ball, the person hitting will be given a ground rule double.

PLAYERS

- A team consists of 10 players, but must have at least 8 players to begin the game.
- In Co-Rec. leagues, teams can consist of 6 males and 4 females. There can be no more than a 60% to 40% male-to-female ratio on the field at any given time.
- In Co-Rec., males and females must alternate in the batting order. All players in the lineup must hit before a player can hit again. In a 6 male - 4 female line-up, no more than three males can hit in a row.
- Each team is allowed to use one extra hitter. The extra hitter may bat, but he/she cannot play the field.
  - EXCEPTION: The extra hitter may substitute for a fielder. However, another player on the bench or that fielder must become the extra hitter. If a team starts a game with an extra hitter, they must finish the game with an extra hitter.

EQUIPMENT

- **Metal spikes are prohibited in all Intramural games.** Only plastic or rubber style cleats are legal. PENALTY: Player may not participate while wearing the illegal shoes. Umpires will check shoes prior to the start of the game. If a player is injured due to another player’s illegal shoes, the offender and the team captain will be ejected from the game.
- People can bring their personal bats to the game, but if the bat is used by one team then the bat must be available for the other team to use. If a team refuses to do this than the bat cannot be used by either team. If the refusal occurs after one team has already used the bat it can result in forfeiture of the game.
- **All bats must be compliant with ASA softball rules.**

SCORE KEEPING

- Intramural staff will be responsible for keeping the official score. Any discrepancies should be solved before the start of a new inning.
  - It is encouraged that all teams keep track of the score so they can refer back if they think there is a discrepancy.

PITCHING

- The ball must be delivered underhand at a moderate speed. The ball can be thrown in any way - palm up or down.
• The ball must be developed with a perceptible arc of at least 6 feet from the ground. The pitched ball shall not reach a height of more than 12 feet at its highest point from the ground. Speed and height are left solely to the judgment of the umpire.

BATTING
• Players will bat under a 3-ball -2 strike count.
• Batters are allowed one courtesy foul after the first strike. Any additional foul balls will be considered a strikeout.
• A mat will determine the strike zone. If the ball makes contact with the mat or any part of the plate, a strike will be called (depending on arc.)
• The batter will be declared out if he/she half-swings or bunts downward at the ball. The ball becomes dead and no runners may advance.
• The batter will be declared out if he/she steps on the plate during a swing in which the ball is put into fair territory.
• Infield Fly: Batter will be called out immediately when he/she hits an infield fly (a ball which in the umpire’s judgment, can be easily caught by a fielder on or near the infield area in fair territory) with runners on first and second, or at first, second and third with less than two outs.

BASE RUNNING
• **Under NO condition is a runner permitted to steal a base, lead off from a base, or slide head-first.** The runner may leave his/her base only after a pitched ball has reached home plate.
  o PENALTY: The runner is out and a no-pitch is declared; all other runners must return to the base previously occupied.
• Only be feet-first slides are allowed. Any head-first slide will result in the runner being declared out regardless of the circumstances of the head-first slide.
• When a defensive player has the ball and is waiting for the runner, or does not have the ball and is inadvertently in the base path, and the runner remains on his/her feet and deliberately with great force crashes into the defensive player, the runner will be declared out.
  PENALTY:
  o First offense by a team in a game:
    ▪ The runner is out.
    ▪ The ball is dead.
    ▪ All other runners return to the last base touched at the time of the collision.
    ▪ Runner can be ejected immediately if the umpire determines there was a deliberate intent to injure another player.
  o Any subsequent offense:
    ▪ The runner is out and ejected from the game.
    ▪ The team captain will be ejected from the game.
    ▪ The ball is dead.
    ▪ All other runners return to the last base touched at the time of the collision.
• When attempting to score a run, the base runner must step on home plate. The pitching mat behind home plate **does not** count as touching home plate and the player is still subject to being put out if tagged prior to touching the official plate. Any runner who fails to touch home plate will not be called out until they he/she is tagged out or leaves the field of play.

FIELD OF PLAY
• The field of play will be what is used to determine overthrow and balls out of play. On Field 1 closest to the John Glas Field house: Down the right field foul line the base of the hill going up to the upper field will be out of play. Down the left field line there is an imaginary line extending from the edge of the backstop, running parallel to the foul line. On Field 2 the line will be the imaginary lines extending
from the edges of the backstop running parallel to the related foul lines. Any ball or player going past these lines will be considered out of play.

APPEALS
- If the ball remains alive, an appeal play can be made directly. If the ball becomes dead, the appeal is made once the plate umpire recognizes any infielder who has possession of the ball. The ball does not have to be thrown or carried to a base for the appeal and base runners may not advance. The umpire will then make the call on the appeal.

BATTING ORDERS
- Men’s - Any number of players may be included in a team’s batting order provided it is at least the number of players in the field. When a player bats, his/her position in the batting order is established for the entire game. If for any reason a player must leave the batting order and a substitute is not available, an out will be declared each time the vacated batting order position comes up. The umpire will declare this out automatically as he/she is aware of the missing player in the order. A player may leave and then return to the batting order, provided that the player returns to the same spot in the batting order he/she left.
- Co-Rec teams may bat two extra players (EP) for a total of 12 positions in the batting order (6 males and 6 females). A team must bat with an even number of male and female positions. Teams must use an alternating batting order (male-female or female-male). On any walk to a male batter, the next female batter has the option of walking or batting.

The team captain is responsible for thoroughly informing all team members of all intramural rules and policies and game rules as documented here.

Questions? Contact –

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