Recreational Athletics
Intramural Sports

INTRAMURAL SOFTBALL RULES

All other rules are NIRSA/City 6 as necessary

A. **PLAYERS**

1. Each team shall field & bat 10 players
2. There are 10 defensive players. Teams must provide a defensive pitcher & catcher
3. Minimum of 8 players necessary to start game
4. CO-Rec must maintain 50/50 ratio
  a. If game starting with 9; there must be 5 females to start
5. Substitutions
  a. Unlimited subs permitted but no pinch hitters
  b. Substituted player must play one full inning in the field prior to batting
  c. Players must notify scorekeepers during substitutions

7 innings.
4 innings make game official.
Extra innings as needed

B. **EQUIPMENT**

1. IM Sports will provide bases, gloves, bats, balls, catcher masks and chest protector.
2. Catcher masks & chest protectors required
3. "Safety" first base to be provided for safe play
4. Teams may use own equipment if appropriate. Bats/balls must be approved by IM Sports

C. **GAME PLAY**

1. Innings
   a. 7 innings will be played or as many as 1 hour permits
   b. 4 innings will make game official
   c. Game will end in tie in regular season. Extra innings as needed in the playoffs
2. Batting
   a. Each batter gets three pitches to hit ball fair.
   b. Batter is out if he/she throws bat
   c. Batter is out if they do not hit the ball into play after 3rd pitch
   d. No bunts; must be full swing
3. Pitching
   a. Pitchers tosses from pitching rubber
   b. Must be a slow, arching pitch that at least reaches the batter's shoulder (foot must stay on rubber)
   c. The pitcher cannot **intentionally** interfere with defensive play. Teammate is automatically out if pitcher deliberately interferes in a defensive play. If the pitcher interferes with play out of self-defense, it will count as a strike to the batter, not an out. If it is the 3rd pitch, the batter will be out
   d. Pitcher cannot be changed during an at-bat. Pitcher must pitch at least one full at bat
   e. No warm-up pitches for new pitchers in an inning
4. Batting Order
   a. Teams complete lineup on score sheet
   b. Lineup is "Honor code". An automatic out will be assessed if a team is found to be batting out of the batting order.
   c. No designated hitters.
   d. CO-REC- must alternate male/female in batting order
5. Baserunning

a. NO LEADING OR STEALING.
b. Runner may not leave base until ball is batted.
c. NO SLIDING OR DIVING IS PERMITTED.
    i. If base runner slides, he/she will be called out
    ii. If fielder dives at base or player, base runner will be called safe
d. Field player must stay out of baseline to avoid collision.
e. Individual will be called out for any of above violations.
f. **Base-runner can only run through first base.**
g. **Overthrow:**
    i. If ball is thrown out of play (over the out of bounds fence or in the dugout) base runner gets the base they had committed to + one from point of release of throw

6. Plays at Home
    a. Once runner is half way down 3rd base line, he/she is committed to home & cannot return to third. Cones will be used to designate the half distance.
    b. All plays at home plate are force plays, no tag required.
    c. Catcher cannot block plate and catcher interference may be called
7. Ground Rules/ Out of Play
    a. Ground rules will be explained by umpire on-site & will be consistent season-long.
    b. Foul balls may be caught in foul territory, but not out of play.
    c. Any ball hitting an obstacle in foul territory is out of play

D. **SPORTSMANSHIP**

1. All individuals participating in intramural sports are subject to the Drexel University Office of Student Conduct and Community Standards handbook. Issue of harassment, violence, disorderly conduct or detrimental behavior will be reported and handled according to university protocol
2. Ejections:
    a. Player ejected after 2nd violation.
    b. Player ejected from league after 3rd violation.
    c. Team is ejected from league upon 4th violation.

Remember the Sportsmanship Policy!
Consult IM Sports Office.