

Intramural Slo-Pitch Softball Rules

GAME LOGISTICS

1. Bats and balls will be supplied by the intramural staff. The game ball will be a Soft Touch Flexiball. Teams may not supply their own bats and balls.
2. Games will consist of 7 innings or 55 minutes, whichever comes first. Ties will be settled through extended innings/time.
3. Teams may field up to 10 players with at least 2 of each gender. A game can start with 7 players (2 of each gender).
4. Every player for the game will be placed in the batting lineup. Everyone bats in the same order throughout the game (i.e. if you have 13 players to start the game, then all 13 will bat). If a player bats out of order an out will be called
5. Team captains are responsible for providing a batting order of players from their roster for each game. Once the batting order is exchanged between captains and submitted to the game official no changes can be made. If a player on the roster arrives after batting orders have been exchanged, the player is not permitted to play in the current game. The player must wait for the next game.
6. Only 2 varsity baseball and/or softball players may be in the field. An unlimited number may be in the batting order.
7. Unlimited substitutions are allowed.
8. Each team must be present at least 10 minutes prior to game time. Forfeits will be called 5 minutes after the scheduled start time.
9. A rain shortened game is official after 3 innings (two and a half if the home team is ahead). In the event of a terminated game, the score shall revert to the end of the last completed inning.
10. Metal spikes are not permitted.
11. A ten run limit will be enforced through the game. A score differential of 10 or more runs after 5 complete innings will be terminated.
12. A coin toss will determine home and visitor designations.

PITCHING

1. The ball must be pitched at a moderate speed, underhand, and with a perceived arc of 6-12 feet. The arc of a pitched ball will be judged by the head official of the game. Pitches that do not meet these criteria will be considered illegal pitches.
2. When the game official sees an illegal pitch, he/she will immediately yell "illegal pitch." An illegal pitch is a ball unless a batter strikes at it.
3. The strike zone consists of a mat behind home plate. A legal pitch that hits the mat is a strike.
4. A legal pitch that hits home plate is a ball.

BATTING

1. Players will begin with a 1-1 count.

2. Bunting is not allowed. A bunt will be called a strike.
3. A batted ball that hits home plate is a fair ball.
4. A foul on the 3rd strike is an out.
5. If a player in the batting order is unable to finish a game for any reason an out will be given each time that player is supposed to bat.
6. There will be a maximum of 5 over the fence home runs per team. Any home runs after the fifth home run will be declared an out.
7. The batting team is responsible for retrieving foul balls when they go out of play.
8. A thrown bat is an automatic out.

BASE RUNNING

1. No stealing of bases is allowed. A runner may leave the base when a pitched ball has reached home plate or is hit by the batter. If the ball is not hit, the runner must return to the base. If a runner leaves too early, the runner will be called out.
2. Sliding is allowed. Intentional colliding with a fielder in an attempt to jar the ball loose will result in an automatic out.
3. A runner hit by a batted ball is out.
4. Infield fly rule is in effect – runner on first and second with less than 2 outs and batter hits an infield fly ball, the batter is out regardless of the ball being caught.
5. Overthrown balls will result in the base runner receiving one base.
6. No phantom tags – runner will get one base.

GOLDEN RULE

1. Protests regarding the game official's judgment will NOT be allowed.