I. ELIGIBILITY
All participants are subject to Campus Recreation Eligibility Rules, which are listed in the Campus Recreation Intramural Handbook.

Make Note:
Players may not participate in two or more teams in any division and in the same sport during the Intramural season. Players may however play in a co-re league or in a men's/ women's league at the same time. IFC is considered a men's competitive division and therefore will follow the same guidelines as described earlier. Participants who are in violation of this policy shall be banned from the sport and will forfeit that game no matter what the final score is. That team in violation of illegal players will also receive a zero in their sportsmanship rating in addition to their loss. Managers are responsible for their player's eligibility. Ignorance is no excuse. You have been warned.

II. CO-REC MODIFICATIONS
1. A coed team consists of nine players (5 males/4 females) with a minimum of three females and four males to start the game. When playing defense, a team may only have one more male than female on the field. Thus, if only 3 females are present along with six males, then the defense is allowed to have 3 females and 4 males. On offense with only 3 females and 6 males, once the last female bats the next female batter shall be the first female batter. The male batter shall be the 5th new male batter. Teams must always have a catcher.
2. Players must bat in alternating order by gender.
3. An arc, 160 feet from home plate, will be drawn in the outfield extending from foul line to foul line. All outfielders, including the rover, must remain behind this line until the ball is hit when anyone is at bat.
4. All infielders must remain behind the base paths until the ball is hit.

III. THE GAME, PLAYERS, and EQUIPMENT
1. Nine players shall constitute a team. However, a team may start or continue play with a total of seven players. Teams must always have a catcher.
2. Teams have the option of batting up to a maximum of 16 players. The batting order will be established before the game starts.
3. Each team shall designate a captain. The captain shall address the officials on matters of interpretation or to obtain essential information.
4. There is free substitution. A player who has been replaced may return to the defensive lineup. If the entire roster is not batting, a substituting player must play in the field before batting and must bat in the position of the player they are replacing.
5. The team at bat will have the ball pitched (underhand) by a member of their team. Each batter shall be allowed three pitches. There are no strikeouts or walks. The pitch must be delivered from a minimum of 30 feet from home plate (a cone will mark this spot).
6. ALL pitchers must wear a protective helmet and glove at all times.
7. The batter is out if the pitcher is hit by the batted ball.
8. The choice of home or visiting team (first or last at bat) shall be written on the schedule and score sheet.
9. A game shall consist of five innings. There are not mercy rules.
10. If a game is tied one full inning will be given until the tie is broken.
11. Only bats that bear either the ASA approved 2000 certification mark or the ASA certification mark maybe used during the softball season. The end of the handle must be taped or rubber covered. No wooden bats.
12. No metal or screw-in cleats are allowed. Players may not play in sandals. Also, no barefeet.
13. The diamond shall have 60 foot base lines.
14. Team members and spectators must remain behind the out-of-play lines.
15. All plays at home plate are considered force plays.
16. A base extension will be used at first base and home plate.
17. Players must touch the orange bases (first and home orange bases). There are no warnings this year. You will be called out if you miss the base. If you hit a double, triple or homer you still have to touch the orange bases.
18. If a player gets hit by the softball accidentally the play continues. Player is not out.
19. Halfway between 3rd base and home plate, a “no return” line (about 4 feet long) is drawn perpendicular to the 3rd baseline. Once an offensive player passes this line, s/he must go towards home plate.

IV. DEFINITIONS
1. An APPEAL PLAY is a play upon which an umpire cannot make a decision until requested by a player. The appeal must be made before the next pitch.

2. A BASE PATH is an imaginary line 3 feet to either side of a direct line between the bases.

3. A BATTER-BASERUNNER is a player who has finished his/her turn at bat but has not yet been put out or touched first base.

4. A CATCH is a legally caught ball which occurs when the fielder catches a batted or thrown ball with his/her hands or glove. (If the ball is merely held in the fielder’s arms or prevented from dropping to the ground by some part of the fielder’s body or clothing, the catch is not completed until the ball is in the grasp of the fielder’s hands or glove). It is not a catch if a fielder, immediately after he/she contacts the ball, collides with another player or falls on the ground, and drops the ball as a result of the collision. In establishing a valid catch, the fielder shall hold the ball long enough to prove he/she has complete control of the ball and that his/her release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing, it is a valid catch.

5. A FAIR BALL is a batted ball that settles on fair territory between home and first base or home and third base; or that is on or over fair territory including any part of first and third base when bounding to the outfield, or that touches first or third base; or that, while on or over fair territory touches the person of any umpire or player; or first falls on fair ground beyond first and third.

NOTE: A fair fly shall be judged according to the relative position of the ball and the foul line, and not as to whether the fielder is on fair or foul territory at the time he/she touches the ball.

6. A FORCE-OUT is an out which can be made only when a baserunner loses the right to the base which he/she is occupying because the batter becomes a baserunner, and before the batter or succeeding baserunner has been put out.

7. An INFIELD FLY is a fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort, when first and second, or when bases loaded are occupied with one or no outs. The catcher and any outfielder who positions himself/herself in the infield on the play shall be considered infielders for the purpose of this rule.

NOTE: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare “INFIELD FLY” for the benefit of the runners. If the ball is near the foul lines, the umpire shall declare “infield fly, if fair”.

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared infield fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the baseline, and bounces foul before passing first or third base, it is an infield fly.

8. INTERFERENCE is the act of a defensive player which hinders or prevents a batter from striking or hitting a pitched ball, or the act of an offensive player, which impedes, hinders or confuses a defensive player while attempting to execute a play.

9. OBSTRUCTION is the act of a fielder, while not in possession of the ball or in the act of fielding a batted ball, which impedes the progress of the baserunner who is legally running bases.

V. BATTING
1. The batter shall not have his/her entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit.

2. **The batter is allowed only one step forward. More than one step forward will be treated as a foul ball.**

3. The batter shall not step the other side of the plate while the pitcher is in position to pitch.

4. The batter shall not hit the ball with an illegal bat.

**EFFECT:** The ball is dead, the batter is out, baserunners may not advance.

5. The batting order must be on the score sheet and must be submitted to the umpire before the game.
6. The batting order must be followed throughout the game unless a player is substituted for another. 

**EFFECT:** Batting out of order is an appeal play, which may be made by the defensive team only and while the ball, is dead.

A. If the error is discovered while the incorrect batter is at bat, the correct batter must take his/her place and the incorrect batter receives an out for their team.

B. If the error is discovered after the incorrect batter has completed his/her turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any runs scored are canceled and baserunners must return to the bases occupied when the incorrect batter took his/her position in the batter's box. The next batter is the player whose name follows that of the player called out for failing to bat.

C. If the error is discovered after the first pitch to the next batter, the time at bat of the incorrect batter is legal, all runs scored and bases run are legal. The next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted lose their turn at bat until reached again in the order.

7. The batter shall not hinder the catcher from fielding or throwing the ball.

**EFFECT:** The batter is out. The ball is dead and baserunners must return to the last base that was touched at the time of the interference. (With less than two outs and a runner on third base and the batter interferes with a play being made at home plate, the batter is not out because the runner is out.).

8. Members of the team at bat shall not interfere with a player attempting to field a foul fly ball.

**EFFECT:** The ball is dead and the batter is out and baserunners must return to the base legally held at the time of the pitch.

9. The batter shall not hit a fair ball with the bat a second time in fair territory.

**EFFECT:** The ball is dead, the batter is out, and baserunners may not advance. 

(Note: If the batter drops the bat and the ball accidentally rolls against it in fair territory, the ball is not out and the ball is in play).

10. In addition to the other situations outlined in Section IV, the batter is OUT under the following circumstances:

A. When the batter bunts or chops the ball downward. The batter must take a full swing.

B. If the batter has had three pitches, and has failed to hit one in play.

C. When the batter's fly ball is legally caught.

D. When an infield fly is declared.

E. If a batter swings and tips the ball backwards above the batter's waist, the catcher may catch the ball for an out.

F. If the batter's fair ball touches him/her before touching a fielder while he/she is in fair territory.

G. When a fielder intentionally drops a fair fly ball or line drive with first or first and any other base occupied with less than two out. (Baserunners return to the base held at the time of pitch).

**NOTE:** In this situation, the batter is not out if the fielder permits the ball to drop untouched to the ground, except if the infield fly rule is in effect.

VI. **BASERUNNING**

1. A run shall not score if the third out of the inning is the result of:

A. The batter being put out before legally touching first base.

B. A baserunner being forced out due to the batter becoming a baserunner.

2. The baserunner must touch each base in order. **Touch the orange base on first and home plate.**

3. When a base runner must return to a base while the ball is in play, he/she must touch the bases in reverse order.

4. **SLIDING:** Sliding feet first are only allowed (There will be no head first slides at all. Headfirst slides will result in an automatic out). Sliding may not be done with the intent of interfering with a fielder or breaking up a play. In such cases the runner is out. If clearly done in a double play opportunity, both runners are out.

4. When the baserunner acquires the right to a base by touching it before being put out he/she is entitled to hold the base until he/she has legally touched the next base or is forced to vacate it for a succeeding baserunner.

5. When a baserunner dislodges a base from its proper position, the runner or succeeding runners on the same play are not compelled to follow a base unreasonably out of position. (The runner should be near the spot of the base).

6. Two baserunners may not occupy the same base simultaneously.
**EFFECT:** The runner who first legally occupied the base shall be entitled to it; the other baserunner may be put out by being touched with the ball.

7. Failure of preceding runner to touch a base, or to leave a base legally on a caught fly ball and who is declared out does not affect the status of a succeeding baserunner who touches in proper order. However, if the failure to touch a base in regular order or to leave a base legally on a caught fly ball is the third out of the inning no succeeding run may score.

8. No runner may return to touch a missed base if the base was left illegally, after a following runner has scored. After the ball becomes dead, no runner may return to touch a missed base or one that was left after he/she has advanced to and touched a base or base left illegally.

9. No runner may return to touch a missed base or one left illegally once he/she entered the team area.

10. Bases left to soon on a caught fly ball must be retouched while in route to awarded bases.

11. The base runners are entitled to advance with liability to be put out under the following circumstances:
   A. When the ball is hit fair.
   B. When a legally caught fly ball is first touched.
   C. When the ball is overthrown into fair territory.

12. If after overrunning first base, the baserunner attempts to continue to second base he/she is liable to be put out.

13. Baserunners are entitled to advance without liability to be put out:
   A. When a fielder obstructs the baserunner from taking a base unless the fielder is trying to field a batted ball or has the ball ready to tag the baserunner.

**EFFECT:** When obstruction occurs, the umpire shall call and signal "obstruction".

1. If a play is being made on the obstructed runner, or if the batter-runner is obstructed before he/she touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he/she had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.

2. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "time" and impose such penalties, if any, that in his/her judgment will nullify the act of obstruction.

3. When a defensive player fakes a tag when he/she does not have the ball obstruction shall be called.

B. When a fielder contacts or catches a fair batted or thrown ball with his/her cap, glove, or any part of his/her clothing while it is detached from its proper place or his/her person.

**EFFECT:** The baserunners shall be entitled to three bases if a batted ball, or two bases if a thrown ball, and in either case the baserunners may advance further at their own risk.

C. When the ball is in play and is overthrown into foul territory.

**EFFECT:** The ball is dead when overthrown out-of-play. If it occurs on the first throw from an infielder, baserunners are awarded two bases beyond the base they legally occupied at the time of the pitch. If the overthrow is during subsequent action, or by an outfielder, baserunners are awarded two bases beyond the base they legally occupied at the time the throw was made.

14. Baserunners must return to their bases when a batter or baserunner is called out for interference. Other baserunners shall return to the last base which was, in the judgment of the umpire, legally touched at the time of the interference.

15. Base stealing. Under no conditions is a runner permitted to steal a base. (Baserunners may leave their base when the ball is hit).

16. The base runner is out:
   A. When in running to any base, he/she runs more than three feet from a direct line between bases in an effort to avoid a tag.
   B. When, while the ball is in play, he/she is legally touched with the ball in the hand or glove of a fielder while not in contact with a base.
   C. When on a force-out, a fielder holds the ball on the base to which the baserunner is forced to advance before the runner reaches the base.
   D. When a baserunner physically passes a preceding baserunner before that runner has been put out.
   E. When the baserunner leaves his/her base to advance to another base before a caught fly ball has touched a fielder, provided the play is appealed.
   F. When the baserunner fails to touch each base and the play is appealed.
NOTE: On appeal plays, the appeal must be made before the next pitch or before the defensive team has left the field.

G. When the baserunner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.

H. When a baserunner is struck with a fair batted ball while off base and before it passes an infielder.

I. When a runner intentionally kicks the ball which an infielder has missed.

J. When the base coach touches or holds the runner physically to assist this runner in returning or leaving the base. The runner is not out if a play is not being made on him/her.

K. When the third base coach runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. The baserunner nearest to third base shall be declared out.

L. When one or more members of the offensive team stand or collect at or around a base to which a baserunner is advancing, thereby confusing the fielders and adding difficulty of making the play.

M. When the baserunner runs the bases in reverse order, to confuse the defensive team or to make a farce out of the game. This includes the batter-runner moving back toward home plate to avoid or delay a tag.

N. When the baserunner leaves the base before the pitched ball is hit.

17. Baserunners are not out under the following circumstances:

A. When a baserunner runs behind the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.

B. When a baserunner does not run in a direct line to the base providing the fielder in the direct line does not have the ball in his/her possession.

C. When a baserunner is hit with a fair-batted ball that has passed an infielder and in the umpire's judgment no other infielder has a chance to play the ball.

D. When a baserunner is touched with a ball not securely held by a fielder.

E. When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.

F. When a baserunner holds his/her base until a fly ball touches a fielder and then attempts to advance.

G. When hit by a batted ball when touching their base, unless they intentionally interfere with the ball or fielder making a play.

H. When a baserunner dislodges a base from its proper position. (A baserunner who has made such a base safely shall not be out for being off the base. He/she may return to that base without liability to be put out when the base has been replaced).

I. When a fair-batted ball hits the baserunner, after it is touched or touches any fielder.

J. When a baserunner is hit by a defender throwing the ball (for example, in a pickle), the play continues. The runner is only out if s/he ran outside the baseline.

VII. BALL IN PLAY
The ball remains alive until the umpire calls "time" which should be done when the ball is held by a player in the infield area and in the opinion of the umpire, all play has ceased.