I. Eligibility
A. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
B. All players must present a valid UCI Student ID OR Driver’s license in order to check in for a game.
C. Players may not participate on two or more teams in any division and in the same sport during the Intramural season. Players may however play in one CoRec league and in one Men’s/Women’s league concurrently. CoRec = Housing, Men’s = IFC, Women’s = Panhellenic for eligibility purposes.
D. A player must have played in a regular season game to be eligible for playoffs. There will be no on-site additions to a team’s roster once playoffs have begun. Please contact the Director of Intramural Sports with any roster questions.

II. Game, Players, and Equipment
A. Ten players shall constitute a team. However, a team may start or continue play with a total of nine players. Teams must always have a catcher and a pitcher.
B. Team Sportsmanship is rated from a scale of 4 (excellent) to 1 (poor). Each team steps onto the court with a rating of 2.5, and receives a whole number rating score upon completion of the game. Sportsmanship is determined by behavior on the court, demeanor towards opposing players and Intramural Sports Staff, physicality of play, etc.
C. Games will start on time. A team with less than the minimum number of players to start the game will be given a forfeit loss. **Teams are given a 5-minute grace period to field the minimum number of players required to start a game.** The game will begin once the minimum amount of players has arrived for each team. If a team does not have the minimum amount to start the game at game time, that team will automatically move down to a “2” for sportsmanship rating, and cannot achieve higher than a “3” rating for that game.
D. Each team shall designate to the officials a captain. The captain will be the only player to address the officials on matters of interpretation or to obtain essential information.
E. Each team shall designate a captain. The captain shall address the officials on matters of interpretation or to obtain essential information.
F. **Lineup:** Teams can choose to bat up to a maximum of 12 players or bat the 10 players in the field and use any remaining players as substitutes. The batting order will be established before the game starts.
G. There is free substitution. Any substitute must play one full inning (offense and defense) before being replaced.
H. **Game Length:** A game shall consist of seven innings, or 50 minutes, whichever comes first. No new inning will start after the 50-minute time limit, but a half inning can be completed.
I. **Mercy Rule:** If a team is leading by 20 or more runs (after 3 full innings), 15 or more runs (after 4 full innings), or 10 or more runs (after 5 full innings), the game will end.
J. **Tiebreaker:** If a game is tied at the end of 7 innings or 50 minutes, ASA tiebreaker rules will come into effect. For the first extra inning, the final recorded out from the previous inning will be placed on second base. For the second extra inning (if needed), the final recorded out from the previous inning will be placed on third base. The game will continue until the tie has been broken, and both teams have had the opportunity to bat.
K. **160-Foot Outfield Arc** (CoRec and Housing leagues only): All outfield players must start the play behind the Outfield Arc, located 160-feet from home plate, until the ball has been contacted by the batter.
L. 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.
M. No metal or screw-in cleats are allowed. Players may not play in sandals or without shoes on.
N. The diamond shall have 60-foot base lines.
   1. All base lines will be painted. Infielders must remain behind the field lines prior to the ball being hit. If a player starts in front of the line and fields a batted ball, the batter will automatically receive first base.
O. Team members and spectators must remain behind the out-of-play lines.
P. A base extension will be used at first base and home plate.
   1. Players must touch the safety base at first base when there is a close play at first. This base is not required to be touched when rounding the base towards second.
   2. Runners MUST ALWAYS touch the second safety base at home plate when scoring.
Q. A courtesy runner is allowed in the case of an injured player. The courtesy runner must be announced prior to
the next batter entering the batter’s box, and the substituting runner must be the last recorded out (of the same
gender), or a player who has not yet entered the game.
1. In order to be granted the courtesy runner, the batter must achieve first base.
R. No bunting is allowed. All swings must be taken with full effort. Any bunted ball will result in the batter being
declared “out,” and all base runners will return back to their previously occupied base.
S. No leading off or stealing bases is allowed. Any base runner attempting to do so will be immediately called
“out.”

III. Definitions

A. 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.
(Examples: A runner leaving early on a tag-up, a runner missing a base, batting out of order, etc... These must
be appealed to the umpire by the defensive team before the next pitch.)
B. An INFIELD FLY is a batted fair fly ball (not including a line drive) which can be caught by an infielder with
ordinary effort, with runners occupying first and second base, or first, second and third base, with one out or
less.

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".
  a. 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.
  b. 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 fair before passing first or third base, it is an infield fly.
C. 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.
D. 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 base runner who is legally running bases.
E. The ROVER is an outfield player who is allowed to move to any position outside of the infield but in front of the
Outfield Arc in order to gain an advantage. Teams are allowed to utilize one rover in single-gender leagues.

Note: A Rover may not be used in CoRec or Housing Softball leagues.

IV. Ball in Play/Calling "Time"

A. 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 further play has ceased.

V. Pitching

A. In all leagues, a team will pitch to their opponent (except Panhellenic). All pitches must be released from an
underhand throwing motion.
B. The pitching mound is located 40’ from home plate. A pitcher must have at least one foot in contact with the
pitching rubber until the pitch has been released.
  1. A pitch thrown with the pitcher not in contact with the pitching mound will be an illegal pitch, and, if not
     swung at, counted as a “ball” towards the batter’s count.
C. Pitch Height Arc: A pitched ball must be thrown between the legal Pitch Height Arc This height is a minimum
   of 6’, and a maximum height of 12.’ Any pitch not thrown between this arc will be called an illegal pitch.
D. Strike Zone: Any part of a pitched ball that strikes any part of home plate or the black extension will be called a
   "strike.” Any pitched ball that does not hit home plate or the black extension will be called a “ball.”
E. "Halo" Rule (*NEW*): At the discretion of the Umpire, a player may be called out from hitting the ball with
   excessive force up the middle at the pitcher. This rule has been put in place to protect the pitcher. Under the
   Halo Rule a “Dead Ball Out” is when a batted line-drive hit directly through the "Halo Zone".
   1. The “Halo Zone” is a box measuring 1 foot on each side of the pitching plate/rubber and from the ground to
      one (1) foot above the pitcher’s head.
   2. If the ball hits the ground prior to the pitching plate/rubber, it is a ground ball regardless if the pitcher is in
      the “Halo Zone”.
   3. If a line-drive is hit through the "Halo Zone“ (caught or not), causing the pitcher to have to duck or avoid
      the ball, it is a “Dead Ball Out”. All baserunners will return to their previously held base.
   4. The pitcher is not protected if the ball is hit outside of the "Halo Zone".
   5. The judgment of threat to the pitcher is the sole discretion of the umpire (ie. A soft grounder up the middle
      will not fall under the "Halo Rule").

Revised 5/17
VI. Batting

A. **Lineup:** Teams can choose to bat up to a maximum of 12 players or bat the 10 players in the field and use any remaining players as substitutes. The batting order will be established before the game starts.
   1. In CoRec Softball, the order must alternate male-female or female-male throughout the order.
   2. In CoRec, a team may bat male-male or female-female if they have an odd number of batters in their lineup, but only as the last-to-first hitter combination (bottom of the lineup to top of the lineup). A team cannot withhold eligible batters to exploit this provision.
B. 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.
C. Each batter will begin with a 1-1 count.
   1. 3 strikes against a batter results in a “strikeout.”
   2. 4 balls against a batter results in a “walk.”
D. Once a batter reaches two strikes, any foul ball after reaching two strikes will result in the batter being called out.
E. The batter shall not step the other side of the plate while the pitcher is in position to pitch.
F. The batter will be called out if, at the time of contact, his/her foot is touching any part of home plate.
G. The batter shall not hit the ball with an illegal bat.
   **EFFECT:** The ball is dead, the batter is out, and any base runners may not advance.
H. The batting order must be on the score sheet and must be submitted to the umpire before the game.
I. 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. Once the batter has entered the batter’s box, he/she is subject to batting out of order.
J. The batter shall not hinder the catcher from fielding or throwing the ball.
   **EFFECT:** The batter is out. The ball is dead and base runners 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.).
K. 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 base runners must return to the base legally held at the time of the pitch.

VIII. Base Running

A. A run shall not score if the third out of the inning is the result of:
   1. The batter being put out before legally touching first base.
   2. A base runner being forced out due to the batter becoming a base runner.
B. The base runner must touch each base in order and must **touch the safety base on first base and at home plate.**
   1. **COMMIT LINE:** Is located 30-feet from third base. Once a runner crosses the “Commit Line” heading towards home plate, he/she can be forced out at home. There should be no “tag” plays at home plate for safety reasons.
C. When a base runner must return to a base while the ball is in play, he/she must touch the bases in reverse order.
D. **SLIDING:** Sliding in all forms is allowed. However, **NO SLIDING is allowed INTO first base ONLY (from home to first).** 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.
E. **Ball Thrown Out of Play:** When a ball is thrown into an area deemed “out of play,” the base runner will receive the attempted base plus one additional base from the time the throw was made.
F. When a base runner 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 original base).
G. Two base runners may not occupy the same base simultaneously.
   **EFFECT:** The runner who first legally occupied the base shall be entitled to it; the other base runner may be put out by being touched with the ball.
H. 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.
I. No runner may return to touch a missed base or one left illegally once he/she entered the team area.
J. Bases left too early on a caught fly ball must be retouched prior to advancing.
K. The base runners are entitled to advance with liability to be put out under the following circumstances:
   1. When the ball is hit fair.
   2. When a legally caught fly ball is first touched.
   3. When the ball is overthrown into fair territory.
L. If after overrunning first base the base runner makes, in the opinion of the umpire, a legitimate move towards second base, he/she is liable to be put out.

M. Base runners are entitled to advance without liability to be put out:
1. When a fielder obstructs the base runner from taking a base unless the fielder is trying to field a batted ball or has the ball ready to tag the base runner.

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

a. 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.

b. 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.

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

2. 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 base runners shall be entitled to three bases if a batted ball, or two bases if a thrown ball, and in either case the base runners may advance further at their own risk.

N. Base runners must return to their bases when a batter or base runner is called out for interference. Other base runners shall return to the last base which was, in the judgment of the umpire, legally touched at the time of the interference.

O. Under no circumstance is a runner permitted to lead-off or steal a base. (Base runners may leave their base only when the ball is hit.)

P. The base runner is out:
1. 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.

2. 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.

3. When on a force-out, a fielder holds the ball on the base to which the base runner is forced to advance before the runner reaches the base.

4. When a base runner physically passes a preceding base runner before that runner has been put out.

5. When the base runner leaves his/her base to advance to another base before a caught fly ball has touched a fielder, provided the play is appealed.

6. When the base runner fails to touch a 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.

7. When the base runner 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.

8. When a base runner is struck with a fair batted ball while off base.

9. 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.

10. When the base runner leaves the base before the pitched ball is hit.

**IX. Ejections**

A. A player will be ejected from a game for unsportsmanlike misconduct, serious foul play, using abusive language, or if he or she persists in misconduct, with or without receiving a caution.

B. The player receiving the ejection must leave the premises, and, along with his/her team captain, must meet with the Director of Intramural Sports prior to participating in the next game. Any unsportsmanlike ejection will be penalized by AT LEAST a one-game suspension, and potentially more depending on the nature of the offense.

C. A player ejected twice during the course of the season will be suspended for the remainder of the season.

D. If a team has a total of three or more players ejected during the season, the team will be removed from the league.

E. In the case of unruly spectators, warnings and ejections may be administered to the team captain.

**X. Playoff Requirements and Seeding**

A. In order to determine playoff qualification, the intramural sports staff will use the following guidelines:

1. Win/loss record will determine final regular season standings. Teams that finish in 1st and 2nd place in their division will participate in the "A" playoffs, and teams that finish in 3rd and 4th place in their division will participate in the "B" playoffs. Sportsmanship criteria must still be met. Please refer to the Intramural Sports Participant Handbook for full tiebreaker procedures.

Revised 5/17
a. Any game that is defaulted by a team will count worse than a loss for that defaulting team’s record for seeding purposes.
b. Any game that is forfeited by a team will count worse than a default for that forfeiting team’s record for seeding purposes.

2. An average sportsmanship rating of 2.5 or better by the end of the season. This average must be maintained throughout playoffs. If a team has worse than a 2.5 average, they cannot make playoffs.

B. A player must have played in a regular season game to be eligible for playoffs. There will be no on-site additions to a team’s roster once playoffs have begun.