



Vanderbilt University Intramural Sports Softball Rules

I. GENERAL RULES

- A. Registration is \$60 per team
- B. Each participant must present a valid Commodore card and be on the IMleagues.com roster in order to participate.
- C. Intramural sports with varsity or club sports counterparts are limited to either one former varsity athlete or two club sport members. Teams will forfeit all games in which they are found to be in violation of this rule.
- D. Teams should arrive 15 minutes before the scheduled start time of their game. Teams will be given a 10 minute grace period after their posted start time to have the minimum number of players required to begin. Once the grace period expires, the game will be declared a forfeit. Game clocks will be adjusted to account for late starts.
- E. Attire
 - 1. Uniforms – Teams are required to wear matching colored shirts. Teams will wear their respective color selected during registration.
 - 2. Shoes – all players must wear shoes (except those participating in sand volleyball). Tennis and running shoes are acceptable for all sports, and plastic cleats are acceptable for outdoor soccer, flag football, and softball. No player is allowed to wear metal cleats, play in sandals or play barefoot (exception: sand volleyball).
 - 3. Pads and Braces – No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges must be lined with appropriate slow-recovery padding.
 - 4. Jewelry - No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (e.g. body piercings) will not be permitted to play unless the exposed jewelry is completely covered.
- F. Forfeit Policy
 - 1. Teams have a 10 minute grace period before games are declared a forfeit
 - 1. First offense = warning
 - 2. Second offense = ejection from the league without refund
 - 2. Captains must notify the Competitive Sports staff (Wade) via email of a forfeit **no later** than 2pm on game day to avoid penalty. Emails should be sent to wade.e.evans@vanderbilt.edu
 - 3. An attempt to reschedule the game will made by pro staff if ample notice is given and the opposing team is available

II. TEAM COMPOSITION

- A. Eight players must be present to start a game. Players may be inserted into the lineup upon arrival after they have checked-in with the Intramural Supervising Staff.
- B. 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.
- C. Co-Rec modification: Teams may have a maximum of five males and five females in the field at one time. Teams may also participate with four males and four females in the field at one time. Teams with nine players may have five males and four females or four males and five females in the field.
- D. Co-Rec modification: The pitcher/catcher combination must consist of one male and one female.
- E. Co-Rec modification: The batter order must alternate between male and female batters.
- F. Co-Rec modification: If a team is playing with an uneven number of each gender, the players of the outnumbered gender will advance one spot in the batting order each time through the order.
- G. Example batting order for a team with 5 males and 4 females:
 - a. Male 1, Female 1, Male 2, Female 2, Male 3, Female 3, Male 4, Female 4, Male 5, Female 1, Male 1, Female 2,
- H. Co-Rec Modification: The alternating batting order will utilize the difference of one principle. The line-up requirements are as follows:
 - a. 12 Players in the batting order- 6 males and 6 females
 - b. 11 players in the batting order- 6 males and 5 females or 5 males and 6 females
 - c. 10 players in the batting order- 5 males and 5 females, 6 males and 4 females, or 4 males and 6 females.
 - d. 9 players in the batting order- 5 males and 4 females or 4 males and 5 females
 - e. 8 players in the batting order- 4 males and 4 females
- I. A player may leave the game and return after his/her substitute has batted and played at least three defensive outs in the field provided the player occupies the same batting position in the batting order.
- J. A team must finish a game with at least eight players, except in the event of an injury. If players have to leave with no available substitutes, play will continue as long as eight legal players are available to play. When a player leaves a game early for any reason (injury, ejection) and no substitutes are available, an out will be recorded when that player is scheduled to bat.

III. EQUIPMENT

- A. All players must wear closed-toe shoes. Tennis shoes, soft-soled shoes, and one piece softball shoes are legal. Metal spikes or cleats with metal exposed are not allowed.
- B. Any player found wearing metal spikes in the field of play during his/her team's defensive half of the inning will be removed from the game. If no substitute is available, his/her team must play down a player. The player will not be allowed to enter/re-enter the game until the metal spikes have been replaced with legal shoes.
- C. Any player found wearing metal cleats in the field of play during his/her team's offensive half of the inning will be declared out.
 - a. Any runners that have advanced as a result of a hit by the player wearing illegal spikes will return to the bases they previously occupied.

- D. If the player does not have other shoes/cleats, he/she will not be allowed to participate in that game.
- E. A player cannot be called out once the play is completed and the player in question has entered into his/her team's dugout.
- F. Softballs and bats will be furnished by the Intramural Sports Staff. However, teams are encouraged to bring extra balls and bats to warm-up with.
- G. Participants are encouraged to wear personal safety equipment.
- H. Only USA Softball approved bats and balls may be used

IV. GAME RULES & PROCEDURES

- A. A coin toss, paper-rock-scissors, or number chosen will determine the home and away teams
- B. Each batter will start with a 1- and -1 count. If the count is 1-2 and the batter fouls the batter is given one more foul. If after that the batter fouls again, the batter will be out. (Example: 1-2 count, foul-count stays at 1-2 ball must be fair next pitch, foul-batter is out)
- C. Co-Rec Modification: Males who receive three straight balls and no strikes will be awarded second base on a walk. Base runners on base at the time of this walk will only advance as far as they are forced.
 - a. Example 1: a runner is on second base and no other runners are on base. That runner will advance to third base.
 - b. A runner is on third base and no other runners are on base. That runner will not advance.
 - c. A runner on first and a runner on second. The runner on second scores, the runner on first advances to third base.
 - d. The female who follows the walked male in the batting order has the option to take her base or bat.
- D. A runner may not lead-off or steal. He or she must remain on the base until the ball *crosses home plate* or is contacted by the batter.
- E. Teams not competing in that game shall remain clear of the fields while games are in progress. Warming up can occur only in the designated areas. No infield practice before games or between innings is allowed.
- F. The infield fly rule will be applied.
- G. A legal pitch will have a minimum arc of six feet and a maximum arc of 12 feet.
- H. The batting team is responsible for keeping its own score and reporting it to the umpire after each half inning. The umpire is the final judge in case of a score discrepancy.
- I. Base path lengths will be 70 feet.

V. GAME TIME & LENGTH

- A. Games will last seven (7) innings (Six and one half the home team is ahead) or 50 minutes, whichever occurs first. No new inning may begin after the 50 minute mark has been reached.
- B. A game that is tied at the end of seven innings or 50 minutes will continue into the next inning, and each half inning thereafter, with the offensive team placing the player that was last scheduled to bat in the previous inning on second base. The inning will begin with zero outs. Each half inning will continue as such until a winner is declared

- C. In the case of rain, or other occurrences, a game will become official after the completion of five innings (four and one half if the home team is ahead). If less than a legal game has been completed, the game shall be suspended at this point
- D. There will be a 10-run mercy rule in effect after the fifth inning and a 15-run mercy rule in effect after the fourth inning.
 - a. All of the following criteria must be met for the game to be considered complete due to the mercy rule:
 - 1. One team is leading by ten or fifteen runs.
 - 2. Four (or more) full innings have been completed.
 - 3. Both teams have batted in the inning.
- E. If inclement weather occurs while games are in progress, the decision to continue or stop will be made by the Intramural Sports Supervisor.
 - 1. If play lasts less than 3 innings, the entire game will be rescheduled.
 - 2. If play last at least 5 innings before interruption, then the game will count as a full game played and all game detailed will be recorded as a full game.