

RIT Intramural Softball Rules (Revised 5/27/15)

Intramural softball rules may differ from a player's previous experience with the game. All standard rules of baseball and softball will be applied with the exceptions of those below.

- A team consists of **ten** players. Teams must have at least **six** players present at the scheduled game time to avoid a forfeit unless both captains agree before the start of the game.
 - Varsity athletes may not participate in an intramural league in the same sport, regardless of season, unless their NCAA eligibility is expired and they have met with the Assistant Director, Intramurals. Violation will result in the offending team forfeiting the game.
 - In order to have "Rover" position the team needs to field a catcher. (The standard positions must be filled first.)
 - If the team is unable to field a catcher the home plate umpire is allowed to return pitches to the pitcher.
- For Co-Ed League games, there must be an equal number of women on each team playing in a game. A team of all men cannot play in the Co-Ed league.
- All games will last **seven** innings or a **maximum of one hour**. No inning will start less than ten minutes before the next scheduled game.
- Playoff games cannot end in a tie (regular season games may end in a tie). If a playoff game is tied at the end of seven innings, the game will continue until a winner is determined. If the visiting team scores in the top of an inning the home team will bat in the bottom of the inning. If the home team fails to score, the game is over.
- All batters start with a count of one ball and one strike. **Foul balls count as strikes.**
 - Any combination of two (2) strikes counts as a strike out.
 - Any legal pitch (**thrown underhand with a 6 to 12 foot maximum**) that touches any part of the plate or mat is a strike. The mat is part of home plate and the base runner is allowed to touch the mat to score a run.
 - Any pitch that is not within the standards for a legal pitch will first be warned with no strike/ball call. The second time the pitch will be ruled a ball.
 - If the batter swings at, and misses, an illegal pitch the pitch counts as a strike.
- All plays at first and home are considered force plays.
 - Plays at the plate: the catcher is required to make the play on the courtesy bag at home, all plays that are not made on this bag will result in the runner being called safe.
- Any ball landing on the blacktop surrounding the field is out of play. When a ball goes on to the blacktop on an overthrow, the runner will be awarded the base they were headed to plus one.
 - A safety base will be in foul territory at first base. All runners must use this base when there is a play at first.
 - If a ball makes it to the blacktop via rolling, it is classified as an overthrow and the runner will be awarded the base they were headed to plus one more.
- There is a **seven run limit** for each inning.
- If a team is ahead by **ten or more runs** after four innings, the game will be called. If the home team is behind, they will bat in the bottom half of the inning.
- Only softball bats are permitted. No wooden bats.
- **Metal spikes are prohibited.**
- Sliding is permitted at any base, **at your own risk.**
- On a double play, the runner must slide or move out of the way to avoid interference. If interference occurs, the umpire has the discretion to call the play at the next base out or safe.
- Deliberately running into the catcher or any other baseman will result in a game ejection and suspension from intramurals.
- Lead offs are not allowed.
 - The offending player will be told to return to the base on the first occurrence, the second occurrence will result in the player being called out.
- Balls off of objects in the outfield will be called at the umpire's discretion.
 - Balls that become unplayable will result in the batter receiving the base they were headed to, plus an additional base. (IE, if they were rounding second they get third plus home.)

- The home plate umpire is in charge of calling balls and strikes, fouls, keeping the book/score, count, outs, inning, and making calls when applicable.
- The field umpires are in charge of calling plays in the field and ruling on balls that play off of obstruction/interference. They must also know how many outs there are.
- **All judgements calls are final** unless overturned by committee of umpires.
- **The following rules regarding conduct will be in effect, in addition to those outlined above. There will be zero tolerance for any of the following committed by any team member or spectator:**
 - At no time will a team member verbally or physically abuse or threaten an official. The offending player will be removed from the game and suspended until a meeting with the Assistant Director for Intramurals has occurred;
 - At no time will a team member verbally or physically abuse or threaten a member of the Recreation and Intramurals or Intercollegiate Athletics staff. The offending player will be removed from the game and suspended until a meeting with the Assistant Director for Intramurals has occurred, and disciplinary action through Student Conduct, Public Safety, and/or the Monroe County Sheriff's Office may be pursued;
 - Team captains are responsible for their fans. Spectators will not abuse players, officials or facilities. This includes but is not limited to: taunting, obscene language or gestures, throwing objects of any kind on the field, or defacing facilities in any way;
 - Any team member or spectator under the influence or in possession of alcoholic beverages will be held in violation of intramural and Institute policies, and will face consequences as such. Public Safety will be notified.