



Intramural Softball Rules

Games will consist of 6 innings or 50 minutes, whichever occurs first. There are 6 runs per inning. The 6th inning will be an open inning with unlimited scoring. It is the only open inning.

Each team will have 5 minutes past game time to wait for players to show up. After that time, the game will be forfeited and the team that doesn't have enough players will take the loss.

Run rule is as follows: 15 after 3, 10 after 4, and 8 after 5

All players must be on the roster prior to first game.

All teams must have 3 girls on the field and betting during the game. If a team is missing a girl, then can choose to still play and take an out where the girl should have batted. The placement of the out is up to the team but must remain the same throughout the game.

The batter must have both feet in the box before a pitch can be thrown.

All pitches must be at least 6' off the ground and peak no more than 13'. If the umpire determines the pitch is below 6' or above 13' it will be an automatic ball.

The count starts with 1 strike and 1 ball on the batter.

A mat is placed behind the plate. If the ball hits any part of the mat and meets the height requirement, it is considered a strike. If it doesn't hit the mat and meets the height requirement, it's a ball.

If a male is walked and female is behind him in the lineup, the male takes 2 bases and female takes 1.

If the umpire calls a ball out of play, the runner advances to the next base.

Players **CANNOT** lead off. Runners may not leave a base until the ball is hit.

Players may only wear rubber cleats.

There is **ABSOLUTELY NO** sliding. If a player slides at ANY base, it's an automatic out. A reasonable effort must be made to avoid contact with players on the field.

Infield Fly Rule: If there are runners on at least 1st and 2nd and an infield pop fly is hit, the batter is automatically out IF there are less than 2 outs.