

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

**INTRAMURAL SOFTBALL RULES**

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO PLAY.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Prior to each match, team captains must check the roster on the score sheet for accuracy and complete scorecard. Roster will be frozen at the conclusion of the regular season. **To be eligible, players must register through IMLeagues prior to playing. THE SCORE SHEET IS NOT THE ROSTER!!**
3. Game time is forfeit time. There will be no grace period. NIRSA slow pitch softball rules will govern play except where Washburn Intramural modifications are stipulated.
4. Each team will consist of a maximum of ten (10) players. Teams must begin and end the game with a minimum of six (6) players. Teams failing to be represented by at least six (6) eligible players at game time shall forfeit the game. The intramural supervisor onsite shall have the official time piece.
5. All teams must have a minimum of six (6) players registered to their team on IMleagues to take part in the league. Any team failing to have the minimum amount of registered players by the registration deadline will not be approved to join the league.
6. **Each team will be required to fill out a scorecard prior to start of contest. Batting order will be set at start of contest. Any batter batting out of order will be an out. Batting team keeps score. Make certain score is verified after each half inning.**
7. When a team has more than 10 players, they may choose
  - a. To bat the entire team: each player must than play the field for a minimum of 1 inning
  - b. To bat only 10: regular substitution rules apply
8. Teams that begin the game with less than 10 players may add players to their batting order when they arrive. Late arriving players will be placed at the end of the batting order.
9. All teams are required to supply a pitcher and catcher when in the field.
10. A game consists of seven (7) innings or 55 minutes past scheduled start time, whichever comes first. No new innings can begin after the 50 minute time limit has expired. Three (3) outs per inning. During playoffs extra innings will only be played if there is a tie.
11. A "Mercy Rule" will be in effect.
  - a. After the 4<sup>th</sup> inning, if a team has a 15 run lead and the team trailing has had its turn to bat, the game will be ended.
  - b. After the 5<sup>th</sup> inning, if a team has a 10 run lead and the team trailing has had its turn to bat, the game will be ended.
12. All batters will start with a 1 ball 1 strike count. A foul ball after the second strike will be considered a strikeout.
13. Pitchers must place arc on the ball. Ball arc must be between 8 and 12 feet off the ground. Pitches that have too little arc will be called "flat" and pitches that have too much arc will be called "high". Pitches that are called "flat" or "high" will count as a ball no matter where the ball crosses the plate unless the batter swings.
14. Bunting is illegal. Any swing not deemed a full swing by the officials will be treated as a bunt. RESULT: Dead ball, batter is out, and runners do not advance.

15. The infield fly rule will be in called when the requirements are met.
  - More than one (1) runner on base with less than two (2) outs and a fly ball is hit to the infield.
16. Base runners will not be able to leave the bag until the hitter makes contact with the ball.
17. There will be no headfirst sliding allowed.
18. Gloves are not provided by the intramural program but may be provided by the teams. All team provided bats must be examined and allowed by intramural supervisor on site.
19. Shoes with metal, ceramic, screw-in, or detachable cleats are illegal. EXCEPTION: Screw-in cleats are allowed if screw is part of the cleat and no metal is showing.
20. The Washburn University Sportsmanship Rating System will be in effect for all games.

## **CO-REC SOFTBALL MODIFICATIONS**

Intramural Softball rules apply with the following modifications:

1. Teams shall consist of five (5) men and (5) five women. Teams may play with fewer than five (5) of each sex, but may not have more than one (1) additional member of either sex. Each team will need at least six (6) players to start and/or finish a game (minimum three (3) men and three (3) women)
2. Teams may not have more than one (1) additional member of either sex in the outfield or infield (catcher counts as a member of the infield).
3. Teams shall bat in alternating order (male/female or female/male). EXCEPTION: if there is more of one sex, the team must alternate until it is not possible.
4. If a man is intentionally walked, the woman batting after him may take a base on balls if she chooses. No balls are pitched.
5. No infielder is allowed to take position in front of the imaginary line running from first base to third base line before a batter swings. Failure to do this will result in that batter receiving 1st base. Runners will advance if there is a force situation.