

“3 PITCH” SOFTBALL RULES

- Teams are responsible for all information given at the team manager’s meeting and in the Intramural Handbook.
- Intramural Softball is governed by USSSA and NIRSA rules except for adjustments as noted below.

RULES:

1. Two teams of 10 or 11 players each shall play the game. A team may play with 9 players but no less. 10 players in the field with an option to bat an 11th player (Extra Hitter).
2. Regardless of changes in fielding positions, the batting order must remain the same.
3. You may reenter a game once provided it is in the same batting position.
4. If a team drops below the numbers of players that start the game (without a substitute), an automatic out is declared when that person is supposed to be up to bat.
5. Each game will be 7 innings or until the end of the hour.
6. Games halted for any reason will be complete after 4 innings.
7. Mercy rule is 15 runs after 3 innings or 10 runs after 5 innings.
8. Safety base at home is for the base runner catcher uses the plate, Contact with catcher is an automatic ejection.
9. Tie games will end in a tie.
10. No designated hitters.
11. Each batter will have 3 pitches to hit the ball. If a ball is hit foul on the 3rd pitch, the batter will receive one (only) additional pitch to put it into play.
12. Batting team will furnish their own pitcher (pitcher cannot field any balls).
13. No bunting or chopping at ball because ball **MUST** go past pitchers line.
 - a. **If a ball that isn’t bunted or chopped at and is touched before it passed the line then it is a live ball**
14. Pitcher must have at least 1 foot on pitchers plate at release. Ball must be between a 6 to 12 foot arch.
15. Base runners must remain at their base until the batter hits the ball. No pitch will be declared and the base runner is out.
 - a) There will be a 6ft line between pitcher and 2nd base for the defensive pitcher must keep foot on line until ball is pitched.
 - b) There will be an optional (closer) spot to be used in the women’s leagues if desired
16. 2 warm up pitches between innings, 5 if it is a new pitcher.
17. Responsibility of base runner to avoid contact with any fielder.
18. When ball is overthrown into an out-of-play area, the ball is dead and each base runner is awarded 1 + 1 bases.
19. No sliding into homeplate, only feet first slides elsewhere. Automatic out on all improper slides.
20. Once a player crosses the hash mark line, he/she must go to homeplate. If they return to third it is an automatic out. Only force plays at home.
21. If the defensive yells “dead pitch” they will forfeit an out the next inning.
22. Home team will be determined by flipping a coin. In the playoffs, best record determines the home team.
23. **NO JEWELRY!** Medic alert bracelets and religious jewelry must also be taped to the skin.
24. “NO MOUTH” Rule, and Unsportsmanlike conduct will not be tolerated.

ELIGIBILITY:

Individuals may play on only one team in all leagues.

LOCATION:

All Intramural Softball games are played on the I-M fields unless noted otherwise.

EQUIPMENT:

Teams must supply their own gloves, bats, and 12” softballs. All are available for checkout at the Lantz equipment room. The bats must be marked “official softball” and teams caught using a baseball bat will forfeit the game (or lose all runs earned). Metal spikes/screw-in is not allowed.