

“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 8 players but no less. 10 players in the field with an option to bat an 11th player (Extra Hitter).
2. Forfeit time is **5 minutes** after scheduled game time.
3. Regardless of changes in fielding positions, the batting order must remain the same.
4. You may re-enter a game once, provided it is in the same batting position.
5. If a team drops below the numbers of players that start the game, an automatic out is declared when that person is supposed to be up to bat (if no subs are available).
6. Each game will be 7 innings or 1 hour from the first pitch.
7. Games halted for any reason will be complete after 4 innings.
8. Mercy rule is 15 runs after 3 innings or 10 runs after 5 innings.
9. The safety base at home is for the base runner. The catcher uses the plate. Any contact with the catcher is an automatic ejection.
10. Tie games will end in a tie.
11. No designated hitters.
12. 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.
13. Batting team will furnish their own pitcher (the pitcher cannot field any balls – but must have a glove for safety reasons).
14. No bunting or chopping at ball.
15. The ball **MUST** go past the pitchers line to be considered a hit. The ball may be fielded prior to reaching the pitchers line in an attempt to make an out.
16. A ball that is touched before it has passed the pitchers line (before it has stopped moving) is considered a LIVE ball.
17. A ball striking the pitcher will be declared a “foul” ball.
18. Pitcher must have at least 1 foot on pitchers plate at release. The ball must have between a 6 to 12 foot arch. Failure to reach this height will result in a “dead pitch”.
19. Base runners must remain at their base until the batter hits the ball. A no pitch will be declared and the base runner is out.
 - a.) There is a 6ft line between the pitcher and 2nd base for the defensive pitcher. A foot must be kept on that line until the ball is pitched.
20. 2 warm up pitches between inning, 5 if it is a new pitcher.
21. Responsibility of base runner to avoid contact with any fielder.
22. When ball is overthrown into an out-of-play area, the ball is dead and each base runner is awarded 1 + 1 bases.
23. No sliding into homeplate, only feet first slides elsewhere. Automatic out on all improper slides.
24. 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 out plays at home.
25. If the defensive yells “dead pitch” they will forfeit an out the next inning.
26. Home team will be determined by flipping a coin. In the playoffs, the best record determines home team.
27. Teams **MUST** have a cumulative Sportsmanship Rating of 3.0 or better after regular season to be eligible for playoffs.
28. **NO JEWELRY!** Medic alert bracelets and religious jewelry must also be taped to the skin.
29. “NO MOUTH” Rule
30. 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 IM field pavilion. The bats must be marked "official softball". No metal spikes are allowed.