



Intramural Sports | Softball Rules

Covid-19 Implications: Intramural Sports Leagues and Events have been intentionally selected based on current Covid-19 guidelines and participant safety. Please note, due to Covid-19 policies and procedures, all Intramural Sports Rules will adhere to all necessary Personal Protective Equipment (PPE), social distancing, and sanitation methods. These include: masks worn by participants and staff throughout the duration of each contest and showing Competitive Sports Staff successful completion of Daily Wellness Check sent via email from the University each day. Spouses and affiliates will be required to answer similar questions to gauge health status once on site. Participants must also adhere to social distancing guidelines of maintaining 10 feet of space between individuals, because of the nature of physical activity. Please note, in adhering to these guidelines, corresponding modifications in Sports Rules (not listed below) will be enforced by Intramural Sports Officials.

Facility

Games will be played on the Grass Softball Fields at Mylan Park.

Eligibility

Please reference the Intramural Sports Participant Handbook for player eligibility guidelines. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.

Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: www.wvugo.wvu.edu or at the SRC Front Desk.

Students

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

Spouses/Affiliates

Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

Varsity Student Athletes, Coaches, and Staff

Any person whose name appears on a collegiate varsity, junior varsity, or freshman roster as a player or a coach will be ineligible in that specific intramural sport after August 1st in the year

they have quit the team, or their eligibility has expired. This includes all players who are "red shirted" in any sport, anyone who practices with a team regularly but does not participate in intercollegiate competition, and coaches, staff, or other individuals listed on the team roster.

Former collegiate varsity athletes may participate in their related sport once eligible, however they must participate in the Competitive League (if offered, regardless how long they have been removed from a varsity roster) and a limit of one player is allowed per team roster in all sports.

Sport Club Members

Sport club members are defined as individuals who meet any one of the following criteria:

- Name appears on sport club team roster during the academic year
- Signed a consent form and is actively participating in club functions
- Actively participating with the club during their season

Current sport club members may participate in their related sport either in competitive or recreational leagues, but must adhere to the following restriction:

- 2-4 player teams = 2 club members
- 5-8 player teams = 3 club members
- 9+ player teams = 4 club members

Game Time & Timing Regulations

A game consists of seven innings and may be shortened by Intramural Sports Staff for weather-related conditions.

All games shall have a 50-minute time limit where no inning will begin after the 45-minute mark has passed.

The Intramural Sports Supervisor and/or Umpire will announce when the game is entering the final inning.

Games that are suspended due to inclement weather will be official if four innings (3.5 innings if home team is winning at the time of cancellation) have been completed.

Overtime Rules: Overtime will *only* be played in the playoffs. During the playoffs, if the game is tied at the end of the final inning, 7th or due to the 50-minute time limit, extra innings will be played, and all subsequent innings will implement the international tie breaker rule:

- Each inning will begin with a runner on second base. The player who was the last out in the previous inning will be the runner at second base.
- Each team will have an opportunity to bat. Play will continue until a winner is determined.

Mercy Rule

The game will be final if one team leads by twenty runs after 3 innings, fifteen runs or more after 4 innings, and ten runs after 5 innings. A team may score no more than 7 runs in a single inning except when needed in the last inning.

Player Equipment

Head decorations, head wear, and jewelry are illegal player equipment. Only headbands less than 2 inches wide, made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather, pliable plastic, or rubber will be permitted during the game.

All jewelry of any type must be removed.

You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e. medical). All equipment decisions made on site by the Intramural Sports Staff on duty shall be final.

The Intramural Sports Program will provide bats and balls to be used.

Teams may bring their own bats provided it has the most recent ASA or USSSA stamp.

- Competitive Sports reserves the right to ban any bat or change the bat requirement at any point in the season/playoffs for safety, equipment or any other concerns.
- A player who uses an illegal bat is subject to an immediate ejection and suspension from Intramural Sports.

Teams are required to bring their own gloves, all field players, including the pitcher and the catcher must wear a glove.

All players must wear appropriate, athletic shoes or cleats, metal cleats are not allowed.

The Team

A team may start with 8 players but have no more than 10 players in the field and 12 players in the batting lineup. A team may have an unlimited number of substitutions on the team bench.

Minutes Late	Penalty	Sportsmanship
0-4:59 minutes	Starting score 1-0	Max 3.0
5 minutes	Forfeit	Max 2.0

If at game time a team is not ready for play, a grace period of up to 5 minutes will be automatically enacted. The game clock will run through the grace period. (Ready for play means dressed, on the field, & signed in).

A team must submit a line up prior to the start of each game. The lineup is the series of players in the order that they will bat. A line up may be 8-12 players. If a team uses a lineup of fewer than 10 players, there will be one combined out for the missing players in the lineup.

Example: A team with an 8-person line up will take 1 out between the 8th and 1st batters.

Valid WVU ID cards are required for participation

Substitutions

Substitutions are used to replace one player by another in the batting line up. Any player on the roster may play any position in the field without using a substitution.

Substitutions are unlimited but can only occur at a dead ball with the permission of the umpire.

Start of Play

During the captain's meeting, captains will play rock, paper, scissors or use a coin toss to determine which team will start on offense and defense.

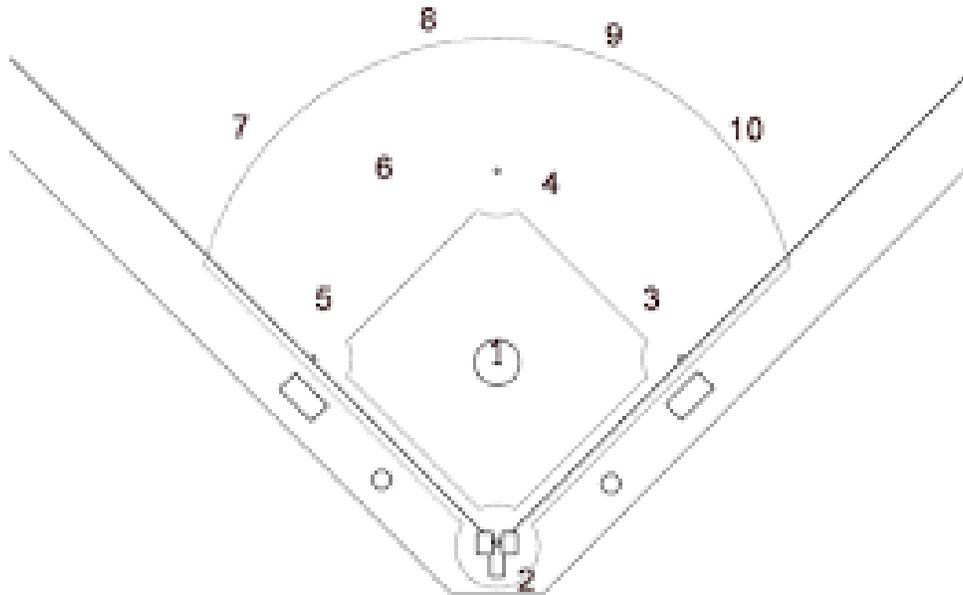
Scoring

Teams will score one run for each player that crosses the plate safely.

Field Dimensions

A ball is considered fair when it is hit and lands between or on the foul lines, crosses 1st or 3rd base inside of the foul line or goes over the home run fence between the foul poles.

A ball is considered foul when it is hit and lands outside the foul lines, crosses 1st or 3rd base outside of the foul line or goes over the home run fence outside of the foul poles.



Batting

A batter will begin with a 1-1 count. If a batter fouls the ball with 2 strikes, they will be called out.

Bunting or a 'Slap hit' is not permitted. A batter must make a legitimate attempt at the ball with a full swing.

If the official's rule that a bunt or slap hit was attempted, the batter will be Out.

Batters will be walked following ball four.

The batting team is responsible for retrieving any ball hit out of the playing area (over the fence, foul territory etc.)

The batter may not:

- Have a foot entirely outside the limits of the batter's box or be touching home plate when the ball is hit. Penalty: The ball is dead, the batter is out, and all runners must return to their original base.
- Step into the batter's box with an illegal or altered bat. Penalty: The ball is dead, the batter is out, and if it is a second offense, the player is ejected from the game. All runners must return to their original base

Home Run Rule: Each team is allowed 2 homeruns per inning. After the second home run, any ball hit over the fence will result in an out for the inning in question.

Base Running

Stealing and leading off the base is not allowed and will result in the runner being called out.

A courtesy runner may be used for any player injured or not able to run the bases safely

- Must be the player who made the last out.
- Only allowed during a dead ball and the umpire must be notified.

A base runner may not go out of the base path to avoid being tagged.

A player is not required to slide into a base; however, a player may not deliberately crash into a fielder who is attempting to make a tag.

Penalty: Runner will be subject to immediate ejection

The base path is considered 3-feet on either side of a straight line in-between the base and the runner when a play is being made on the runner. A path isn't established until the ball comes into play.

Penalty: Batter is out, and the ball is dead.

Double Plates may be used.

Pitching and Fielding

Defense will pitch to the offense and must pitch to all batters.

The pitcher:

- Must be touching the pitcher's rubber.
- Must come to a complete stop (~1 second) with the ball in front of the body while facing the batter prior to pitching.

A pitch will be considered legal when:

- Delivered underhand with an arc of 6-12 feet off the ground.
- Released at a moderate speed.
- It is not a "quick return" pitch.
- It does not cause unnecessary delay once the batter is ready

Penalty: Illegal pitch

An illegal pitch will:

- Be declared immediately.
- Result in a ball if the batter does not swing. If the batter swings, the ball is considered in play.

When a ball is thrown out of the field of play or gets stuck within the field of play all runners are awarded two bases from the last base gained. Determination of bases awarded is governed by the position of the runner(s) when the ball left the thrower's hand.

Definitions

Infield Fly: Any time there are less than two outs and runners on first and second or bases loaded, the infield fly rule will be in effect.

- For the rule to be called, the batter must contact the ball and the trajectory of the ball be of ordinary effort for the infield to make a play on the ball in the infield. The ball must be a fair ball and the apex of the ball will be at the discretion of the umpire, which cannot be protested.
- Once called by the umpire, with their index finger out and pointing vertically, runners advance at their own risk, force not in effect.

Obstruction: When a fielder does not have the ball and is not in the act of fielding a batted ball, an obstruction occurs if that fielder impedes the progress of a base runner. When a base runner is obstructed, they shall not be called out until they have reached the base in question. Once they have reached the base, they are no longer protected. The ball is live throughout this entire process.

Sportsmanship

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

- 5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players
- 4.0 = Good → Respectful, pleasant behavior, no warnings
- 3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls.
- 2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections
- 1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

If you have any further questions, please contact us via email: intramural.sports@mail.wvu.edu.