

## **Benedictine University Campus Recreation Official Intramural 16'' Softball Rules and Regulations**

### **I. Pre-Game/Teams**

1. Only current Benedictine University students, staff, and spouses are eligible to participate.
2. All players are required to sign a copy of the sportsmanship rules and policies.
3. Team captains must sign a copy of these intramural softball rules acknowledging the teams understanding and willingness to abide by them.
4. Games will be played with a team of eight players but no less. No more than nine players may play in the field at one time.
5. No steel-cleats allowed. Shoes must be soft pliable sole.
6. Individuals may play on only one team. ALL players must be on the score sheet (both first and last names) and on the rosters in the Intramural office. A team will consist of an unlimited number of participants, which must maintain the same batting order throughout the game.
7. Forfeit time has been established as five minutes past game time. Teams should report to the intramural supervisor a minimum of 10 minutes before the scheduled starting time of the game to fill out score sheet. If a team fails to appear at the appointed time the intramural supervisor will declare the contest a forfeit.
8. Rain out or cancellation due to fitness of the ground will be decided by the intramural supervisor by 3:00pm on T/TH game days and by 12:00pm on Sundays. This will be posted on the website and e-mailed to the team captain who will be responsible for getting the news to the team.
9. All protests involving rule interpretations must be made on the field of play before the next live ball. All protest concerning eligibility must be made before the game is over. Judgment calls cannot be protested.

### **II. Game**

1. Game softballs will be provided by the campus recreations department at the start of each game. Teams must use the ball provided.
2. Regardless of changes in fielding positions, the batting order must remain the same. "Bat-Around-Rule" - All members of the team may bat, regardless of whether they have played defense
3. You may reenter a game once provided it is in the same batting.
4. Each game will be seven innings or 1 hour from the first pitch. Nothing shall start after 50 minutes has elapsed from the start of the game.
5. Games halted for any reason will be complete after the 4<sup>th</sup> inning.
6. The slaughter rule is defined as the following: 5 innings- 10 runs, 4 innings- 15 runs, 3 innings- 20 runs. If at the end of the 5<sup>th</sup>, 6<sup>th</sup>, or 7<sup>th</sup> inning one team is ahead by 10 or more runs the game will be over.
7. Teams must provide their own pitcher and catcher.
8. No designated hitters.
9. No bunting or chopping, ball must go past pitchers line.
10. Pitchers must have at least one foot on pitchers plate at release.
11. Base stealing is not allowed.

12. No jewelry is allowed.
13. Only softball bats are allowed.
14. When a ball is overthrown into an out of play area, the ball is dead and each base runner is awarded +1 base.
15. A team has two (2) minutes to take the field and throw the first pitch. No infield ball is allowed after the first inning. Also, after an out the ball must be immediately returned to the pitcher. It cannot be thrown around the infield.
16. Arch of the Ball: ASA rule in effect. The ball must have a minimum arch of six feet (6') from the ground and a maximum arch of twelve feet (12') from the ground. Strike Zone: Pitch must meet arch requirements and upon landing, the ball must touch any part of home plate extension.

III. Structure/sportsmanship

1. Campus Recreation will furnish one umpire per game. The umpire will assist in calling the game but players are asked to be honest and make calls as they happen.
2. Protests upon the score will not be allowed. All questions should be directed to the intramural supervisor.
3. Injured player. A player who is bleeding has an open wound or blood on their uniform shall be considered an injured player and may not return to the game until the bleeding has stopped, the wound properly covered, and soiled clothing has been treated with a bleach disinfectant.
4. All game equipment, spectators, and players must remain behind the out of play area at all times.
5. The umpire reserves the right to eject any player from either team at any time in the game due to unsportsmanlike conduct and/or fighting.
6. If there is a tie at the end of the game and time/daylight permits the game will be played on. If time/daylight does not permit tie games will end with each team getting half win and half loss.
10. The responsibility of the base runner is to avoid contact with any fielder.
11. If a team drops below the number of players that start the game an out is declared when that person is supposed to be up to bat.
12. Official roster sheet must be filled out and signed by both team captains.

\_\_\_\_\_  
Signature of Team Captain

\_\_\_\_\_  
Date

\_\_\_\_\_  
Team Name

By signing this form I \_\_\_\_\_ attest that my team and I have  
Print Name

read and agree to abide by the Benedictine University Campus Recreation Intramural rules for this activity as they are stated above.