

BOSTON UNIVERSITY INTRAMURALS
Department of Physical Education, Recreation, and Dance
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INTRAMURAL SOFTBALL

*****PLAY AT OWN RISK--Players are reminded that they participate in Intramural Sports at their own risk. Boston University cannot accept liability for the injury of participants in the Intramural Sports Program. Team Captains need to make sure that their players are aware of this before being allowed to participate.*****

CAPTAIN'S MEETING - There will be a mandatory team captain's meeting that **MUST** be attended by a representative, captain or co-captain preferred, from each team. The Captain's Meeting Schedule can be found at: <http://www.bu.edu/fitrec/intramural/>. Each team **MUST** have a representative present. If a team is not represented they waive their right to veto any schedule change proposed at the meeting, and may forfeit their right to future schedule change requests. Bring along this sheet for a reference to discuss the different items. Schedules will also be handed out at this time.

CANCELED, POSTPONED, AND RESCHEDULED GAMES – We generally will play games in any weather except lightening. We will usually never make a decision on cancellation before 4:00 PM on day of the game and then will try to hold off as long as possible if there is a chance of playing. If games are cancelled before 5:00pm, teams will be notified via email to the listed captain. If games are cancelled at a time when we are unable to notify captains, a recorded message will be left on the IM Sports Hotline at 617-353-6792 (please do not leave voicemails on this line as it is rarely checked, questions should always be sent to IMSports@bu.edu) Games that are canceled will not always be rescheduled immediately. We may wait until later in the season to see how many games we have to reschedule and what times are available to reschedule them. Rescheduled games may be at any time and can't be guaranteed that they will be at times you prefer to play. **If games are postponed by the Intramural Supervisor, they will be continued at the point of interruption, unless the game is over half completed where it will be considered an official game.**

GENERAL RULES:

A. NUMBER OF PLAYERS - A team is comprised of ten players. A team must have a minimum of eight players to start a game within five minutes of the scheduled start time or the game will be forfeited. If at any time a team goes below eight players due to players being injured or ejected, the game will be forfeited.

B. SCORE SHEET - Team captains are to fill out their entire lineup on the score sheet (first and last name) prior to the start of the game. Players arriving after the first pitch is thrown may be added without penalty, must be placed at the bottom of the lineup, and cannot bat until their spot in the lineup comes around. Teams are expected to keep score of their own games.

C. PLAYER SUBSTITUTION - Players may substitute freely throughout the game. Substitutes assume the removed players position in the batting order.

D. GAME LENGTH - Games will consist of 7 innings. No new inning may start after 50 minutes of the scheduled start time, or at the official's discretion. Four full innings, or 3 1/2 innings if the home team is ahead, constitutes an official game. This rule only comes into consideration if the weather is questionable. Intramural Supervisors or Umpires will decide when the game is to be stopped.

E. EXTRA INNINGS - In the event of a tie, extra innings will be played to determine the winner. The bases may be loaded to start an inning at the supervisor's discretion.

F. MERCY RULE - Games will be halted any time after 4 1/2 innings if one team is ahead by twelve or more runs.

G. SCORING - A run cannot be counted if the third out of an inning is the result of:

1. The batter being put out before legally reaching first base.
2. A player being forced out.
3. A player being tagged out BEFORE another runner crosses home plate.
4. A baserunner leaving the base before the ball crosses home plate.

No succeeding runner shall score a run if a preceding runner has been declared the third out for failing to touch a base.

5. HOMERUNS:

a. On Field 1: The ball must clear the net (located in left and left-center field) to be a homerun. A ball that hits the net and remains in the field of play is a live ball. A fielder cannot catch the ball off of the net for an out.

b. On Field 2: The ball must clear the SECOND fence that is separated from the field by the black concrete. If the ball clears the first fence that encloses the turf, it will be a ground rule double.

H. PITCHING - The pitcher shall assume a pitching position with both feet on the pitching matt. During the delivery of a pitch the pitcher's feet must remain within the pitching matt. Whether a pitch is legal will be up to the discretion of the umpire. No side step deliveries.

1. After assuming the pitching position, the pitcher must present the ball in front of his/her body, for at least one second in either or both hands, before starting the delivery motion.
2. The pitcher may hold or grip the ball in any manner before delivery.
3. The pitcher may release the pitched ball in any manner when delivering the pitch. This includes any and all types of delivery such as palm forward, backhand, from the side of the hand, twirling the ball, throwing a knuckle ball, curve ball or any other type of SLOW pitch.
4. Only a definite underhand motion is permitted in the delivery of the pitch.
5. After the pitcher presents the ball, the pitcher must immediately deliver the pitch without any pause or stop in front of her/his hip, on the first forward swing of the pitching arm past the hip or side of the body. The pitcher may not stop or hesitate in the delivery of a pitch, when he/she originates or starts an underhand toss or pitch from the side of the hip. The pitcher may be warned by the umpire in the event of an illegal motion, and no pitch may be called.
6. The pitcher must use a full arm motion while pitching, and must be standing on both feet at all times. No pitching while sitting on a knee.
7. The pitched ball must be released within ten seconds from the time the pitcher receives the ball at the pitcher's position or the Umpire indicates, "Play ball". Effect- the umpire will begin to call balls.
8. No pitch will be declared when:
 - a. The pitcher throws to a base other than home with his/her foot on the pitcher's plate.

- b. The pitcher delivers any pitch not in accordance with the rules. Effect-unless the batter swings at the pitch, then it is considered a legal pitch and the ball is played normally. If the illegal pitch occurs during an appeal, the appeal is canceled.
- 9. The ball must be pitched underhand at a slow pace. It must have an arc of at least six feet from the ground and shall not rise higher than twelve feet above the ground. Whether or not a pitch is of legal height will be determined by the umpire.
- 10. The ball is dead after each pitch or completed play. It will become alive again when the pitcher is on the rubber. Thus, pick-off attempts by the catcher are not allowed.

I. BATTING

- 1. Three balls will constitute a walk and two strikes will constitute an out.
-This includes foul balls. If a batter fouls a ball with two strikes, he/she is out.
- 2. A team's batting order must be maintained throughout the game. This is the responsibility of the offensive team to ensure. Failure to maintain a proper batting order may lead to forfeiture of the game if it is caught after a player has been skipped more than once or after multiple infractions.
- 3. If a team wishes to sub freely throughout the game, ALL players must be included in the batting lineup and must bat at their turn in the order regardless of whether or not they played defense that specific inning. If a team with more than ten players wishes to field/bat only ten players, then in the event of a defensive substitution, the substitute must fill the batting slot of the substituted player and the substituted player may not re-enter the game on either offense or defense (similar to high school/major league rules).
- 4. The batter shall not:
 - a. Have any part of his/her foot touching home plate when he/she hits the ball.
 - b. Step from one batter's box to the other when the pitcher is in position to pitch.
 - c. Hit or step into the batter's box with an illegal bat. Effect-The batter is out and all runners must return to their original base or bases.
- 5. The batter must take his/her position within thirty seconds after the umpire calls "play ball" or be called out. The batter may not step out of the batter's box without first asking for, and receiving, "time" from the umpire. If he/she does step out without first receiving "time", a ball or strike will be called.
- 6. Batting out of order is an appeal play.
 - a. If the error is discovered while the incorrect batter is at bat, the correct batter may take their place and assume any balls or strikes-no outs are called.
 - b. If the error is discovered after the incorrect batter has completed their turn at bat, the player that should have batted is out, all runs are canceled, and the baserunners must return to their original positions. The next batter is the one who follows the player who should have batted.
 - c. If the error has been discovered after there have been one or more pitches since the incorrect batter in the order, anyone skipped loses their turn at bat.
- 7. The batter cannot interfere with the catcher while fielding the ball. Effect-The ball is dead and the runners must return to the last base previously touched before the interference. The batter is out.
- 8. A fair ball is one which:
 - a. Bounds past first or third base on or over fair ground.
 - b. Touches first or third base.
 - c. While on or over fair ground touches a player or umpire.
 - d. First touches on fair ground beyond first or third base. Its position and not the position of the player judge the ball.
 - e. Settles or is touched on fair ground between home and first base or between home and third base.
 - f. A ball can first hit foul between home and first base or home and third base and roll into fair territory before reaching first or third base and still be a fair ball. NOTE: Umpires should not indicate a fair or foul ball until all doubt is gone whether it is a fair or foul ball.
 - g. Home plate is entirely in fair territory.
- 9. A foul ball is one which:
 - a. Bounds past first or third base on or over foul ground.

- b. Settles on foul ground between home and first base or between home and third base.
- c. First touches on foul ground past first or third.
- d. While on or over foul ground touches a player or umpire.
- e. A foul fly must go higher than the batter's head to be caught for an out by the catcher, unless it is the second strike.

10. No bunting or chopping the ball downward is allowed. Effect - the batter is out.

11. An infield fly is a fair fly ball (not including a line drive) which can be caught by an infielder or an outfielder playing close to the infield with ordinary effort when first and second or first, second, and third base are occupied, and less than two out. If the ball is near the base line, the umpire shall declare "infield fly if fair". The ball is live and runners may advance at their own risk. If the ball is unintentionally dropped, the batter is still out and the runners do not have to attempt to advance unless they choose to do so at their own risk of being put out by a tag play. If a declared infield fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside first or third base, it is an infield fly. ****When a fielder intentionally drops a fair fly or a line drive under the same circumstances as the infield fly rule, runners may not advance. The ball is dead** (this applies to the normal infield fly rule). The fielder will be warned and disqualified at the umpire's discretion.

12. Any time a team takes more than three consecutive walks, on each subsequent walk, the runner on third base will go straight to the bench. **THE RUN WILL NOT SCORE.** The batter will walk to first base. This is all subject to the umpire's discretion. If the umpire feels the walks are not avoidable, meaning the pitcher is not getting the ball anywhere near the plate, then the run will be allowed to score. In these situations, the umpire will tell the fielding team to change pitchers. This is only in effect for situations when pitches are very close to the strike zone and hittable, but the players are not even making an attempt to swing.

J. STRIKE ZONE –To simplify judgments of balls and strikes, a strike zone mat will be used. The mat will be placed directly behind home plate. Any legally pitched ball hitting any part of the mat OR HOME PLATE will be called a strike.

K. INTERFERENCE -

- 1. If, in the umpire's judgment, a preceding runner intentionally interferes with a fielder throwing or catching the ball as part of a double play attempt, interference should be called and both runners may be called out.
- 2. The batter cannot be out if a player uses an illegal glove. The batter has her/his choice of batting over and assuming the same ball/strike count, which she/he had, or taking the result of the play.
- 3. A trapped ball is one where, in the judgment of the umpire, the ball touched the ground before the player attained control. If the glove is over the ball in such a manner as to prevent seeing whether or not it was trapped, it should be declared a trapped ball.

L. BASERUNNING -

- 1. When a baserunner dislodges a base from its proper position she/he is not in jeopardy of being put out unless she/he tries to advance.
- 2. A runner cannot go back to touch a base once a succeeding runner has scored.
- 3. Two baserunners may not occupy the same base simultaneously; the runner who first legally occupied the base is entitled to it. Being tagged with the ball may put out the other baserunner.
- 4. The baserunner is out when struck with a fair ball while off base and before it touches or passes a fielder other than the pitcher.
- 5. The baserunner is out when he/she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.
- 6. When interference is called, all runners must return to the last base legally touched.
- 7. The baserunner is out when she/he fails to keep in contact with the base, to which he/she is entitled, until a legally pitched ball has reached home plate. Effect-the ball is dead. No pitch is declared and the baserunner is out.
- 8. Overthrows: If a ball goes out of play, or would have gone out of play without an obstruction, other than a base coach, the baserunners are awarded two bases from the last base legally touched at the

time the ball was thrown. When a thrown ball goes out of the field of play, each and every baserunner shall be awarded one or two bases depending on the circumstances. When the first throw is made by an infielder, the award is determined by the position of the runners at the time the ball was pitched. When the throw is made by an outfielder or is the result of any succeeding play or attempted play, the award is the time the final throw was made.

9. If a player catches a fly ball in playable territory and goes out of play with the ball in his/her possession, the runners are awarded one base from the time of the pitch, but the batter is out.
10. If a baserunner goes out of the base path to avoid being tagged, he/she is out.
11. Obstruction - Baserunners are entitled to advance without risk, to the bases they would have reached, if in the umpire's judgment, there had been no obstruction.
12. No stealing is allowed-baserunner is out. Leading off is also not allowed.

13. A baserunner who sees the opposing catcher or infielder holding the ball waiting for him/her may not charge with great force into the defensive player hoping to dislodge the ball. He/she will be called out and if the action is flagrant, may be ejected from the game. The runner may slide or otherwise try to avoid the tag (within the base path). **THIS RULE WILL BE STRICTLY ENFORCED.**

M. SCOREKEEPING - Keeping score is the responsibility of the batting team. The umpire shall check the score sheet every half-inning to verify the score. The umpire shall settle any discrepancies in the score. His/her ruling is final.

N. GROUND RULES

1. If a fielder throws his/her glove at the ball and misses it, the ball remains in play. If a thrown glove hits the ball, the batter-runner is awarded three bases after the umpire signals a delayed dead ball. The umpire should wait for the end result of the play before ruling the ball dead.
2. Interference with the other field of play results in a dead ball. (Judgment of the umpire) Runners are awarded one base or an automatic double is given. Please remember that two games are being played simultaneously and that some incidental interference may result and will not be deemed to have affected the play according to the umpires judgment.
3. Other ground rules for the field of play will be explained at the time of the game.

O. APPEAL PLAYS

1. Appeals must be made before the next legal or illegal pitch or before the defensive team has left the field. Once the ball has been returned to the infield and time has been called, any infielder may make a verbal appeal on a runner missing a base or leaving a base too soon. Base runners cannot leave their base during this period, as the ball remains dead.
2. Note: If the pitcher has possession of the ball and is in contact with the rubber, no illegal pitch is called. When the pitcher requests an appeal, the pitcher steps back and the umpire would again call time out and allow the appeal process.

Example: Pitcher has the ball and after the umpire recognizes the appeal, the pitcher may just announce to the umpire that he wants to appeal specifically, runner #1 leaving second base too soon. Ruling: Proper appeal procedure and all baserunners remain at their bases.

P. SUBSTITUTE BASERUNNERS - A substitute baserunner may be used in cases of injury or physical disability. The substitute baserunner must be the batter making the last out, ahead of the runner being substituted for. Once an injured player has been substituted for, the player may not reenter the game.

MISCELLANEOUS RULES: (APPLY FOR BOTH MEN'S AND CO-REC LEAGUES)

1. Equipment: Molded and rubber cleats are allowed, metal spikes are prohibited.
2. All catchers must wear a mask.
3. All players must wear shirts while participating.

Co-rec Rules: All of the above rules apply to co-rec teams with the following additions:

1. A co-rec team is comprised of five men and five women. An even number of male and female players, eight is the least and ten the most, shall make up the sides. No more than one additional

player of either sex will be allowed to play at any given time. If at any time in the game there are insufficient numbers of males and females on the field, the game shall be called a forfeit.

2. Men and women must be listed alternately in the batting order. If there is an odd number of either sex, the order must still always alternate.
3. Men and women may play any position on the field.
4. Intentional walks are not allowed. If in the umpire's judgment, a batter is intentionally walked, the next batter shall also be awarded a walk.
5. Please remember this is a co-recreational sport and you must play your own position. If a fielder cuts off a teammate from making a play, a delayed dead ball situation arises. The team at bat has the option of accepting the result of the play, all base runners being safe as in a dead ball situation, or the batter may bat again and assume the same ball/strike count. **EXCEPTION: The pitcher may cover home plate for the catcher on a play at the plate.** Constantly changing positions (pitcher-catcher) according to male and female batters is not allowed.
6. A restraining line measuring 135 feet from home plate defines the outfield. Outfielders must play in the outfield UNTIL the ball hits the ground. If a fielder violates this rule by encroaching in front of the restraining line to play the ball, the player at bat has the same options as in co-rec. rule #5.
7. A substitute baserunner will be the batter making the last out and of the same sex as the runner being substituted for.