



North Dakota State University Men's - Women's - Co-Rec Softball Rules

- I. IM SPORT SUPERVISOR - There will be Intramural Sport Supervisors who will supervise fields, officials, and games.
- II. TEAM MANAGER - Will be responsible in sharing the participant risk, injury and insurance information with team members.
- III. INCLEMENT WEATHER - In case of inclement weather, please call the Wellness and Recreation Services Information Line (231-8617). Call after 2:00 p.m. Postponements will be rescheduled. Games interrupted, due to inclement weather, which cannot be continued, will be considered complete if at least five (5) innings have been played or the 50 minute time limit is reached. If a game is interrupted, in the middle of an inning, the last completed inning will dictate game status. Games not completed will be restarted, on a rescheduled date, from the beginning.
- IV. EQUIPMENT - Shoes must be worn. No screw-in or steel cleats, rubber molded are acceptable, questionable shoes should be checked by a Sports Supervisor or Intramural Sports Coordinator. Gloves and Bats must be provided by each individual team-bats must be approved by the intramural staff.
- V. RULES
- VI. ONE DAY TOURNAMENT ELIGIBILITY RULE: Participants must have played in one (1) game prior to the tournament reaching the semi-final round.
- VII. INTRAMURAL RULE ADAPTATIONS -
 1. A valid NDSU ID card is required to participate in each intramural contest. This should be presented to game officials prior to starting time.
 2. Sliding is allowed. "Running over or taking out" a defensive player will constitute an automatic out and ejection if flagrant, at umpires discretion.
 3. Seven inning games will be played. Ten run rule is in effect after the completion of the fifth inning. A 45 minute time limit is allowed per game, no new innings may start after 45 minutes. (NO TIME LIMIT on league play-off OR one day tournament championship games.)
 4. A team will consist of 10 players, (nine (9) fielders and one (1) pitcher.) Teams must have a minimum of 9 players to start. If a team drops below eight (9) players, during a contest, it is a forfeit. Late players may be inserted, upon arrival, during a dead ball situation. If their team is batting, they should be inserted in an available batting slot.
 5. Forfeit time: is game time! Teams should make every effort to be on time.
 6. Substitution:
 - A. The captain of the team making the substitution must immediately notify the opposing team captain.
 - B. Starter may re-enter once as long as he/she returns to the same position in the batting order. Substitutes may not re-enter.
 - C. Substitution must bat in the same order as the player he/she replaced. (Injured player may be replaced but may not re-enter game.)
 - D. Pitcher may be replaced between changing sides/innings (exception: injury).
 - E. An injured runner may be granted a pinch runner.
 7. Pitching:

- A. The pitcher only pitches and does not play in the outfield.
 - B. The pitcher will bat his/her normal turn in the batting order and a player from his/her team will pitch to him/her. When the original pitcher has been declared out, or scored a run, he/she must immediately return to the pitching mound.
 - C. The pitcher is considered to be out of play. Any live ball that accidentally hits the pitcher is considered dead and the batter will get the pitch over. If the pitcher intentionally gets in the way of the ball, the batter will be declared out.
 - D. The ball must be delivered at a moderate speed, underhand, with a perceptible arch, after leaving the pitcher's hand. The ball shall be delivered over the plate. The perceptible arch must rise above the batter's head, if not, its an illegal pitch. An illegal pitch is counted as one of the four (4) pitches.
 - E. Any foul tip, caught inside the lines of play, will be an out. (No height requirement).
 - F. No balls or strikes will be called. Intentional walks will not be allowed.
 - G. No bunting allowed, a full swing/cut must be taken at each pitch, no chopping at the ball with the intent to bunt.
8. Base Runners:
- A. Base runners may not steal or lead-off. Runners may leave a base only after the ball has been swung at, if the runner leaves before the swing the runner is declared out.
 - B. A base runner is out if he/she in any way interferes or obstructs the fielder who is attempting to field or throw the ball.
9. Time limit and tie breaker procedures: Forty-five (45) minutes will be allowed for each game. No new innings may start after the time limit. Any **regularly scheduled league games** tied at the end of fifty minutes will be resolved as a tie (half a win and half a loss). Any tie games during **one (1) day tourney play or post season play-offs** will be resolved as follows: One (1) Day Tournament Play: extra inning play begins by placing the last batter of the previous inning on 2nd base, this is done for each side each extra inning until the completion of the game. Play continues, three outs per side. All other rules the same. Post Season Play-Offs: regular extra innings, all other rules the same.
10. Protests: If a team feels that an official has misinterpreted a rule, it then must lodge a protest at the time of the incident. The team captain will then obtain a ruling on the protest from the Sports Supervisor. Should the team still feel the ruling is incorrect, it must lodge a written protest to the Wellness and Recreation Office within 24 hours of the incident. The protest will be considered by the Intramural Sports Coordinator. No protests on judgment calls allowed. To be valid the team captains must notify the official immediately following the incident and before further play resumes. Further play disallows protest opportunity.
11. No alcoholic beverages or tobacco products will be allowed at any intramural events. Those failing to comply with this rule will be asked to leave and their team will forfeit.

VII. CO-REC ADAPTATIONS -

1. Use same Softball Rules with the following adaptations:
 - A. Teams shall consist of ten (10) players (5 men and 5 women). Teams playing with less than ten (10) must have at least four (4) women playing. A game may begin with as few as eight (8) players, dropping below eight (8) players is a forfeit. A team is always allowed to play with more women than men. Players coming late may be inserted in the lineup upon their arrival.
 - B. The batting order will consist alternately of male/female, as much as possible. Male and female substitutes must replace a male and female respectively.
 - C. No stipulation on where males or females are placed when in the field.
 - D. Field positions must alternate. An equal number of males and females in the infield and outfield. Girl pitcher must have a guy catcher.