

**Western Kentucky University  
Intramural - Recreational Sports  
Softball League  
Spring 2020  
(Updated 12/19/19)**

**1. League**

- Softball will be considered a “League” sport for the purposes of the All-University Points Cup.
- See [www.wku.edu/intramurals](http://www.wku.edu/intramurals) for eligibility and protest rules.
- Each team must have a designated captain who will serve as the spokesperson for his or her team and will be responsible for conduct of players and fans.
- At the end of pool play, teams will be selected for the playoffs based on the criteria outlined in the WKU Intramural Sports Handbook.
- The top half of each division will advance to the playoffs. The Intramural Department reserves the right to select one or more “wildcard” teams based on scheduling needs.
- Any team with less than a 3.0 sportsmanship rating average WILL NOT be eligible for the playoffs, regardless of pool play record or point differential.

**2. Court and Equipment**

- All games will be held at the Hattie L. Preston Intramural Sports Complex.
- Participants MUST use the bats and balls provided by the Intramural Department.
- A limited number of gloves and balls will be available for checkout. These will be given out on a first-come, first serve basis. Players will be required to check into their game before checking out a glove or ball and must leave their WKU ID with the IM Staff.
- Batting helmets will be provided and may be worn at the discretion of the team and its members.

**3. Player Uniforms**

- Players may not wear jewelry of any kind.
- Players may NOT wear metal spikes. Players found to be in violation of this rule will be EJECTED.
- All players must be in appropriate athletic wear: No jeans, boots, or non-athletic shoes. All scrimmage vests MUST be worn with a shirt underneath..

**4. Roster Limits & Players**

- **All players must be on to the IMLeagues online roster before participating in any games**
- All men’s and women’s teams will be limited to fifteen (15) participants.
- A full line-up consists of ten (10) defensive players and must include a pitcher and catcher.
- Teams have the option to bat twelve (12) players; any twelve of those players may play the field.
- Teams that bat out of order will be charged an automatic out.

- Any time a player must leave a game for a non-injury related reason, his or her empty spot in the batting order becomes an automatic out. Injured players who miss an at-bat will not be allowed to re-enter the game.
- Teams that do not have the 10 required players for a full lineup will be assessed the following:
  - 9 Players = 1 automatic out in the Lineup
  - 8 Players = 2 automatic outs placed in the Lineup
  - 7 Players or Less = Forfeiture of the game
- \*\*\*\*NOTE: Teams may place automatic out(s) anywhere in the lineup.
- Teams that start a game with less than the maximum number of players may add additional players to the bottom of the line-up when they show up as long as the lineup has not batted around.
- The rosters will be set for the rest of the tournament at end of pool play.

## **5. Forfeits & Defaults**

- Forfeits
  - Teams are allowed a ten (10) minute grace period from the beginning of the game before they will be forced to forfeit. During this time the clock will run and for each minute that passes, a run will be awarded to the team that is ready to play.
  - If a team is ready to play before the ten minute time limit has expired, the current score will be the official score and both teams will begin the game with the time that is left.
  - If neither team is able to play before the ten minute grace period is over then both teams receive a forfeit.
  - Teams that forfeit will incur a fee of \$20. Teams with outstanding balances will not be allowed to compete until this fee has been paid to the intramural department.
- Defaults
  - Teams may default in order to avoid a forfeit fee. It will result in a loss and elimination from the tournament. Default cards may be filled out online and must be submitted by 3:00 PM of the game day.

## **6. Scoring and Timing**

- Games will consist of 7 innings.
- No new inning will begin after 50 minutes. An inning in progress will be completed.

## **7. Mercy Rule**

- Games will end and the score will become official if a team is leading by:
  - 20 runs after 3 innings
  - 15 runs after 4 innings
  - 10 runs after 5 innings

## **8. Game Rules**

- A coin toss will determine which team will be home/visitor.

- Teams will pitch to the opposing team.
- All batters will start with a 1-1 count.
- Batters will only be allowed one foul ball after their second strike. Any subsequent foul balls will result in an out. This is also known as a Courtesy Foul.
- Pitches must have a minimum arch on the ball no lower than 6 feet and no higher than 12 feet.
  - **Illegal pitch rule:** If the umpire deems the pitch too low or high, he/she will announce "illegal pitch"; that pitch will count as a ball toward the pitch count for that batter. The batter has the option to swing at an illegal pitch if he or she wants; however, if fouled or swung on and missed a called strike will count.
  - **Strike Zone:** As long as the ball is a legal pitch **AND** hits the mat or plate, it is a strike. If it does not hit the mat or plate it is a ball. You are allowed to use the mat as the home plate to score.
- **There will be a maximum of two (2) over the fence home runs per team allowed during a game. Any additional home runs hit will be an automatic out. The fences will be set at a distance of 275 ft. There can be an unlimited amount of inside the park home runs.**
- Players must slide or make an attempt to avoid contact at any base. Any malicious sliding or attempts to run over a defender will result in an out and an ejection.
- No bunting, stealing, hit batsmen, or leading off; **if a player leaves base before the ball is hit, he or she is automatically called out.**
- Batters must have **two hands on the bat** for a legal swing.
- A catcher may catch a foul tip for an out only if it goes over the batter's head. Anything lower than that is considered a foul ball.
- If a batter steps completely out of the box while putting the ball in play, he/she will be called out.
- No fake tags; first offense: warning; second offense: ejection.
- Courtesy Runners – **THERE ARE NO COURTESY RUNNERS.** If a player gets injured while running the bases, then they will allow a courtesy runner. The runner must be a substitution from the team. If the team does not have a substitution, then the runner must be the last recorded out. Please see player substitution rule

## **9. Extra Innings**

- In the event of a tie, the game will go into extra innings. In extra innings, each team will place their last recorded out on second base before the start of the inning and have three outs to score as many runs as possible.
- This process repeats until a winner is decided.
- There are no extra innings during regular season.

## **10. Ejections**

- A player, coach, substitute, or fan/observer that is ejected from the game must leave the complex within 3 minutes of the ejection or face further sanctions.
- **ANY EJECTED PLAYER MUST MAKE ARRANGEMENTS TO MEET WITH THE INTRAMURAL GRADUATE ASSISTANT(S) BEFORE HIS OR HER**

SUSPENSION CAN TAKE EFFECT. PLAYERS WHO HAVE YET TO MEET WITH THE INTRAMURAL GRADUATE ASSISTANT(S) ARE NOT ELIGIBLE TO PARTICIPATE IN ANY INTRAMURAL EVENTS.

Legally equipped

## **11. CoRec Rules**

1. All players must be dressed in the same or similar uniform. All uniforms must have at least a permanent, visible four inch (4") number displayed on the front or on the back of the uniform shirt. If the entire team does not have the same or similar (officials judgment) uniform shirt the entire team MUST wear scrimmage vests supplied by the intramural sports staff.
2. Batting line-ups must go in a boy, girl, boy, girl order. If you start with one more male or one more female the empty spot in the order will count as an automatic out.
3. Teams will pitch to their opposite team. Batters will start with a 1 ball and 1 strike count. On strike 2, you cannot have back to back foul balls. If you walk a male, the male automatically goes to 2<sup>nd</sup> base and the male must touch 1<sup>st</sup> base on the way to 2<sup>nd</sup>. After the male gets walked, the female up has the option to take 1<sup>st</sup> base or bat.
4. Pitches must have a minimum arch on the ball no lower than 6 feet and no higher than 12 feet.
  - **Illegal pitch rule:** If the umpire deems the pitch too low or high, he/she will announce "illegal pitch"; that pitch will not count toward the pitch count for that batter. The batter has the option to swing at an illegal pitch if he or she wants. However, if fouled or swung on and missed a called strike will count.
  - **Strike Zone:** As long as the ball is a legal pitch **AND** hits the mat or plate, it is a strike. If it does not hit the mat or plate it is a ball. You are allowed to use the mat as the home plate to score.
5. Pitcher receives 3 warm-up pitches per inning (no longer than 1 minute to warm up).
7. **There will be a maximum of two (2) over the fence home runs per team allowed during a game. Any additional home runs hit will be an automatic out. The fences will be set at 275 ft. There can be an unlimited amount of inside the park home runs.**
8. No charging home plate or any of the other bases. Players must slide around somebody trying to make a tag (no malicious sliding). For any close plays at home plate, the catcher shall be granted the base and the runner shall be granted the mat extension. Runners are allowed to slide, **ONLY IF** contact is avoided.
9. **Dislodged base rule:** If a base becomes dislodged during the course of play, do not chase the base; stay where you are/where you think the base should be.
10. Any **line-up changes** must be reported to the umpire every half inning. You can add from roster to the bottom of the line-up. Additions to rosters must be made before games; no one will be added to a roster once a game has begun.
11. The rosters will be set for the rest of the tournament at the beginning of the first tournament game being played.
12. If you start a game with less than the maximum number of players, you can then add additional players to the bottom of the line-up when they show up as long as the lineup has not batted around at least once. This must be done at the end of the half inning. If a missing player shows up in the middle of the half inning, he/she cannot enter the game until that half inning is over, and the officials are notified.

### **Co-Rec gender player breakdown**

10 players = 5 females + 5 males

9 Players= 5 males + 4 females or 5 females + 4 males

8 players = 4 females + 4 males

7 players = 3 females + 4 males or 4 females + 3 males

6 players = 3 females + 3 males

13. If a player is substituted out, the new player takes his spot in the batting line-up.

14. Once a player has been substituted out of the game, he/she can under no circumstances reenter the game.
15. If a player on the field is injured, and the loss of that player will put his/her team under the maximum number of players, a player that has been substituted out can still NOT reenter the game. Only players on the roster that have yet to be subbed in may enter to fill in for the injured player.
16. If a team bats out of order they will be charged with an automatic out. Also, if a team starts with less than 10 players each open spot will be an automatic out at that point in the batting order.

10 Player Lineup	11 Player Lineup	12 Player Lineup	9 Player Lineup	8 Player Lineup
Male	Male	Male	Male	Male
Female	Female	Female	Female	Female
Male	Male	Male	Male	Male
Female	Female	Female	Female	Female
Male	Male	Male	Male	Male
Female	Female	Female	Female	Female
Male	Male	Male	Male	Male
Female	Female	Female	Female	Female
Male	Male	Male	Male	OUT
Female	Female	Female	OUT	OUT
	male	Male		
		Female		

**The out may be placed in any slot of the batting line up in place the missing gender**

The same gender batting back to back, should only occur in the following scenarios;

- Team has less than 10 players and an out is followed
  - Male → Female → OUT → Female → Male
- Team has 11 players and have fully cycled their batting order

**17. Player Dress:**

- Baseball hats may be worn.
- Players must wear athletic style pants: athletic shorts, sweats pants, or wind pants. Baseball pants are acceptable. Jeans and/or shorts with belt loops/pockets are prohibited
- Players** must also wear non-open toed athletic shoes.
- NO METAL REGARDLESS.** Any metal on cleats = Automatic Ejection!

**18.** Players must use the equipment provided by the intramural sports staff, i.e. softballs and softball bats.

**19.** Batting helmets will be provided; they may be worn at the discretion of the team and its members.

**20.** No bunting, stealing, hit batters, or leading off; **if you leave base before the ball is hit, you are automatically called out.**

**21.** A coin toss will determine which team will be home/visitor.

**22. A regulation game** = 7 innings (4 innings = complete game) or 50 minutes, home team must have last at bat. No new inning will begin after 50 minute mark in a game.

**23. Extra Innings:** Any game that goes into extra innings will begin with the team that is up to bat placing a runner on second base to start the inning.

**24.** You must have **two hands on the bat** for a legal swing.

25. A catcher may catch a foul tip for an out only if it goes over the batter's head. Anything lower than that is considered a foul ball.
26. If a batter steps out of the box while putting the ball in play, he/she will be called out. If a batter steps out of the box while swinging a pitch and missing or while hitting the ball foul, his/her pitch count will be increased by a pitch, and he/she will continue the at-bat unless this occurred on the third pitch.
27. **No fake tags** - A player must have possession of the ball to attempt a tag. First: Warning Second: Ejection.

## **12. Protests**

- The WKU Intramural Sports Department does not accept protests except for those concerning matters of eligibility.
- Eligibility protests must be TYPED and submitted to the Intramural Office before 3:00 PM the day following the contested game. If a team has any questions about an opponent's eligibility status, they should advise the referee and obtain that player's name before, during, or after the game. If a team uses an ineligible player, they will forfeit every contest that the ineligible player participated in.
- If a coach/captain desires to question a rule interpretation, he or she may use one of his or her time outs. During this time, the officials may consult with a supervisor regarding interpretation of the rule. No time out will be charged if the result of the play is changed in favor of the protesting team. Any questions relative to the particular rule interpretation must be solved on the court before play continues. Captains must make protests immediately—once play continues, the situation may no longer be reviewed. **NO PROTEST WILL BE ACCEPTED CONCERNING THE JUDGEMENT CALLS OF THE OFFICIALS.**
- **In any situation not addressed in these rules, intramural officials and intramural supervisors will reference the NFHS softball rule book.**