Saint Joseph’s Intramural Softball Rules

General Information Eligibility:
1. Each team captain must submit a completed Intramural Sports Roster with the required fee, to the Rec Office before the published date. All players must sign his/her name on the team roster/waiver.
2. Game time is forfeit time. Teams forfeiting will post a loss for that particular game and may be declared ineligible for the playoffs. Any team which forfeits twice will be banned from further competition in the league.
3. All participants must be a current student or faculty and staff member at Saint Joseph's University.
4. Participants can be on the roster of only one single sex team and only one co-rec team.
5. Players must participate in at least 2 games prior to the playoffs.
6. Only 2 Saint Joseph's University club softball/baseball members are allowed on a team’s roster. If a team is found with more than two club players, a forfeit will be given for each game those players participated in.
7. Intercollegiate softball/baseball players are not eligible for intramural participation. A team will receive a forfeit for any games where intercollegiate athletes are used.

** All players are required to present a valid Saint Joseph's University ID prior to every intramural contest. Those who fail to show their ID will not be allowed to participate. **

Game Rules:
1. **Players**- Each team shall field and bat ten (10) players. Minimum to play is 8.
   - Co-Rec- Male/Female ratio for co-rec teams must always be 50% male, 50% female.
     If a coed team has 9 players, only 8 are permitted in the field (4 men, 4 women). Teams must alternate male/female in batting line-up (up to team who bats first).
     a. No designated hitter.
     b. Offense team (batting) supplies the pitcher; thus defense has 10 fielders.
     c. Defense must supply catcher at all times.
2. **Equipment**- The recreation office will supply bases, bats, and balls. Gloves are strongly recommended and will not be provided. Incrediballs must be used at all times (provided by Rec Office). Only softball bats may be used. If a team uses a bat not provided by the Rec Office, that bat must be made available to the other team. Molded cleats only; no metal or screw-in spikes allowed. Please wear shirts of the same color.
3. **Pitching**- Batters receive 2 pitches to hit ball into play. Pitcher must pitch to at least 2 batters consecutively. Pitchers are treated as foul territory, if hit by batted ball, it is called a strike. If the second pitch, the batter is out & base runners must return to original base.
   a. Pitcher must begin pitch from designated spot (rubber) or marker.
   b. No warm-up pitches for new pitchers who enter during an inning.
4. **Starting Play**- Coin toss determines home team.
5. **Length of Game**- Time limit is one hour and forfeit time is 10 minutes. Games will be 7 innings, there will be no tiebreakers unless it is a playoff game.
   a. 4 innings are needed for official game.
   b. Mercy Rule will be in effect for a 15+ run differential, following 5 innings of play.
6. **Umpires**- Will be provided at first and third base if available. If unavailable one umpire will be provided.

7. **Base Runners**- No sliding or diving, this includes tripping, falling etc.
   a. The base runner is automatically out, if ruled as an unfair advantage by the Umpire.
   b. No leads; base runners may not leave base until (bat/ball) contact is made by the batter.
   c. On appeal, the base runner may be called out for leaving the base early on a batted ball legally put into play.

8. **Intentional Walks**- If the defensive team wishes to walk a batter, the captain shall inform umpires and the batter takes first base. Co-Rec - if a team intentionally walks a batter the next batter has OPTION of first base or batting.

9. **Plays at Home Plate**- All plays at home plate are force plays (no tag required). Once the runner has gone 1/2 way down 3rd base line, he/she is committed to home and cannot return to third. The catcher cannot block the plate, catcher Interference may be called.

10. **Substitutions**- Unlimited subs are allowed, however- the sub must play a full inning in the field before batting - no pinch hitters.

11. **Foul Balls/Overthrows**- Overthrows that remain on the grass area, base runners advance at their own discretion.Any ball leaving the field of play, base runners get base they are going to plus one (i.e. base where play is being made plus one). A hit ball that is fair yet advances off of the field is a ground rule double, unless it is hit over the outfielders heads and off of the field.

12. **Miscellaneous**- Batter is out if he/she throws bat.
   a. Teams may use a steady designated pitcher who does not bat.
   b. No bunts are permitted.
   c. Teams must stay behind baseline fence.
   d. The scorekeeper is the official scorer. Teams will pass a clipboard back and forth to keep score and monitor line-up.
   e. Runners can advance through any bag on force plays.

**Spectator Rules:**
1. Team bench areas will be designated; this area for official team members only (those whose name appear on approved roster); All others must sit/stand in designated spectator areas.

**City 6 Participation**
SJU Intramural Softball League Champions participate in the City 6 Extramural Softball Classic. Eligibility rules stipulate that these teams must consist of full-time, undergraduate students. In addition, the following individuals are not eligible to participate: Junior varsity, club, NCAA partial and non-qualifiers, and current collegiate softball/baseball athletes. Teams with individuals on their roster who are ineligible for City 6 participation may compete for SJU league championships, but are not permitted to advance to the City 6 Tournament. Questions regarding this policy will be answered by the Intramural Coordinator.