CWRU IM Softball Rules

The Game

- Begin with coin flip or rock/paper/scissors or similar for home team
- 7 innings
- 15 run mercy rule after 5 innings
- 10 run mercy rule after 6 innings
- 45 minute time limit
  - Complete any inning currently in progress; Do not play bottom half of last inning if home team is leading
- Regular season games can end in tie
- IM Supervisors will keep score and time
- Please confirm score after each half inning
- Infield practice is allowed in first inning only
- Pitcher may throw two warm up pitches in each of the following innings

Teams

- 10 players all play the field; Teams may bat as many players as they wish
- Must have 8 to begin game
- Empty spaces in lineup (less than 10) are declared out
- Co-Rec: The number of players in one gender may not be more than +2 compared to the other gender. 6 males & 4 females is acceptable, 6 females & 3 males is not. If the team has over ten total players, the difference can be +3 if the total number of players is odd.
  - Not required to alternate M/F
  - If male batter is walked and female is next, she may bat or take automatic walk
- Teams may bat as many players as they want, but the lineup must remained unchanged for the duration of the game or players who are removed from the lineup must take an out unless injury was the reason for departure.

Batter/Runner

- Batter begins with 1-1 count
  - Any foul ball after two strikes will be an out
- No bunting or chopping
- No stealing
- Sliding is permitted
  - Must be directly into base (not into player)
- If base moves, runner is on base if
  - He is touching where the base should be
  - He is touching the base itself
- Overthrow out of play
  - Awarded base already touched when ball was thrown plus two bases
  - Van Horn
    - Any ball going over the fence or onto the sidewalk is out of play
  - NRV
    - All track surfaces are out of play
CWRU IM Softball Rules

- **Home Runs/Ground Rule Doubles**
  - NRV
    - Any ball that goes over the fence without touching the ground first is an out
    - Any ball that goes onto the track or bounces over the fence is a ground rule double
  - Van Horn
    - Any ball that hits the landscape area, Veale or the parking garage in the air is an out
    - Any ball that rolls into above areas or hits the sidewalk is a ground rule double
  - Runners may only advance the number of bases awarded to the batter

- In order to catch a ball, players must have at least one foot on the grass/turf surface

- Infield fly rule will be observed and must be called by the offense before the ball reaches a fielder

**Interference/Obstruction/Out of Baseline**

- Obstruction (called by offense)
  - Defense obstructs runners ability to get to a base while not making a play on a ball (thrown or hit)
  - Runner awarded next base

- Interference (called by defense)
  - Runner interferes with fielder attempting to play a thrown or batted ball
  - Runner is out

- Baseline is created by the runner, not where the bases are
  - Runner is allowed one arm length outside to either side
  - Runner is out if outside of baseline other than to avoid an interference call

**Pitcher**

- Legal pitch (called by offense)
  - Begin with both feet on rubber
  - End with at least one foot on rubber
  - Arc between 6 and 12 feet off ground
  - If not legal, offense should yell “Illegal” while the ball is in the air – batter can still swing
  - Illegal pitch results in a ball if called by offense before it reaches plate & batter doesn’t swing

- Strike (called by defense)
  - Must be legal
  - Must hit plate or pad behind plate

- Do not pitch if batter is not ready – quick pitch should not be hit & should be replayed

**Equipment**

- 12 inch softball is flight restricted
  - Must use IM softball for game ball!!!

- Teams provide gloves
  - A few IM gloves may be available and please share when you’re batting

- Bats must be approved for softball use
  - One bat will be provided by IMs

- No exposed metal on spikes
CWRU IM Softball Rules

Timeouts

- Calling time to have a momentary conversation is allowed
- Supervisors shall not allow this rule to be used to stall or to be used excessively
- Supervisors should also limit such timeouts to 20-30 seconds

Officiating

- The defense (team in the field) will be responsible for all strike/ball, safe/out & foul/foul calls. Each team can challenge twice per game by asking the supervisor to rule on the call. If the supervisor didn’t see it well enough to rule, the team will not be charged a challenge. Challenges are not available in summer leagues.

Extra Innings (Playoffs Only)

- Playoff games will play by International Tie Breaker Rule
  - The player to make the last out in the previous inning will be placed on second base and the batting order will continue from the previous inning. Each batter will begin with two balls and two strikes count.
    - A foul ball will still result in an out.