



INTRAMURAL SPORTS 3 PITCH SOFTBALL RULES

ELIGIBILITY: All players must be current students, current UCSC faculty/staff or wellness card holders. Teams must sign the signup sheet/waiver prior to their first game. Players can not play on more than one team once playoffs begin and must sign the roster/waiver of the team being played on. Participants may not have names on multiple roster/waivers once playoffs begin. Those rosters become locked at the end of the regular season. To be eligible for the playoffs, a player must attend a minimum of two regular season games, even if they cannot play due to injury or illness.

FORFEITS: The IM Program has the authority to remove a team after they record two forfeits during any given season. Teams that are removed from the league due amassing two or more forfeits are not eligible for a refund of their Team Fee in whole or part.

EQUIPMENT AND FIELD: The Intramural Program will provide game balls and bats to use during Intramural play. Individuals may check out softball gloves/mitts from the Service/Facility Center. Games will be played in the East Field.

TEAM SIZE: Teams are comprised of nine to a side with the maximum of either gender being five. Players can freely substitute in and out of the game. The minimum number of players to start a game is six and must have at least two of each gender. Less than that constitutes a forfeit loss. There is no limit to the number of subs per team.


GAME TIME: Game times are indicated on League Schedules. Teams must grant their opponents a 10-minute (10 minutes past the hour) grace period if needed (If the required minimum number of players arrives within the 10-minutes, the game will be played and recorded as an official game). The length of the game will be shortened according to the lateness of the new start time. No new inning will be started after 6:10pm/5:10pm for games starting at 5pm/4pm. Games that start at 5pm/4pm will have a drop dead time at 6:20pm/5:20pm in order to start the 6:30pm/5:30pm game on time.

THE GAME:

1. The batting order alternates between men and women. The batting order must remain consistent relative to the gender for the duration of the game. The lone exception is if a player leaves the game. You can add players after the game has begun. They will bat at the bottom of the order relative to their gender.
2. An out will be declared if a participant of either gender cannot bat in order because the person is on base. The out will be called and the next batter will be up.
3. There may be no more than five of either gender in the field at any time. Teams with less than their full complement of players must play a player or players down (can't sub a guy for a girl).
4. Games run 7 innings or last inning is called 20 minutes before the next game time. Last inning will be announced if relevant (due to safety, daylight, or next game).
5. Mercy Rule is maximum of 10 runs to an inning unless it is the last inning and a team is behind by 10 or more runs.
6. Tie games are allowed. Extra innings may be added but not if it interferes with the next round of games or conditions warrant stoppage of play. Playoff games cannot end in a tie
7. The pitcher is part of the offensive team. They can not touch the ball or interfere with play in any way. If they are hit by a ball, touch the ball or interfere with play, the batter will be declared out and the runners must return to their base. They must pitch from the line in the middle of the infield between first and third base and half way between home and second base.
8. The batter has three pitches to put the ball into play. They must make a full swing. They cannot chop the ball, check swing, drag bunt or bunt.
9. Infielders are not restricted in their location on the field.
10. The fielding team can not block a base or home plate. Sliding at all bases and home plate is legal.
11. The top of the arc of the pitch must be higher than the head of the batter. If it is not it will be declared a 'Flat Pitch'. The play is dead and the pitch counts against the three pitches allowed.
12. It is the responsibility of the runners to avoid contact with a fielder.
13. On an over throw when the ball ends up out of play, the base runner is allowed the base they are going to plus one base. Note: Runners are not attempting a base if they are not moving when the ball is thrown out of play.
14. No Baseball Bats are allowed. Only bats marked "Official Softball" on them are allowed.
15. No leading off. No Stealing.

16. The Infield Fly rule will be enforced. When there are runners at first and second base or with the bases loaded with less than two outs and a routine fly ball is hit in the infield the batter will be automatically called out. This rule is to prevent a defensive player from purposely dropping the ball to turn an easy double play. It is at the discretion of the official to determine whether the pop up is a routine fly ball.
17. Runners on base may tag up on foul balls that are not out of play. Base runners must wait for the ball to be caught before advancing to another base.

GROUND RULES:

1. Any ball that enters into  out of play. There are parallel lines along the first and third base lines. Stay behind that line when not on defense.
2. The hillside behind the first base side on Field #3 is out of play.
3. It is an automatic HOME RUN if a ball is hit from Field #2 into Field #3.
4. A ball that is hit over the track on Field #3 is an automatic HOME RUN.
5. A ball hit onto the soccer field is a HOME RUN.
6. Any ball that enters or crosses the track is out of play.
7. The ball is in play if a ball does not enter into one of the out of play areas.

