**softball Rules  
UW-River falls Intramural Sports**Last Updated: January 2025

**League Registration:**All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

**Participant’s Quiz:**During registration, all players will take a quiz related to the general intramural policies and rules of the specific sport they are registering for. Successful completion of the quiz ensures all participants knows the rules and policies prior to the start of the intramural league. All quizzes will be completed online through IMLeagues.

**Entry Fee:**The entry fee is now an individual fee. Participants must purchase a pass from IMLeagues upon registering or use a pre-purchased pass. Passes are $10 for a single team, $30 for a semester, or $50 for a year. The team entry fee must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot complete registration without payment. Entry fees help cover the cost of equipment, facility expenses, student staff labor costs, and administrative expenditures.

**Schedules, Results, and Standings:**Schedules, results, and standings for league play and playoffs will be on [IMLeagues](https://www.uwrf.edu/RecreationAndSportFacilities/Intramurals/IMLogin.cfm). Please go to the UWRF Intramural Sports website at [www.uwrf.edu/campusrec](http://www.uwrf.edu/campusrec) and click on the Intramurals Sports and IMLeagues to access IMLeagues.

**Forfeit/Default:**If your team is unable to compete in a contest, please notify the campus recreation staff by phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee of $5.

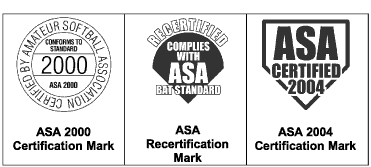
**Questions:**Please contact the Campus Recreation Staff with any questions or concerns.

|  |  |  |  |
| --- | --- | --- | --- |
| Contact Name | Position | Phone Number | Email Address |
| Campus Rec Staff | General Information | 715.425.4289 | campusrec@uwrf.edu |
| Barron Blom | Competitive Sports Student Manager | 715.425.4289 | [barron.blom@my.uwrf.edu](mailto:barron.blom@my.uwrf.edu) |
| Alex Pendar | Competitive Sports Coordinator | 715.425.4442 | [alex.pendar@uwrf.edu](mailto:alex.pendar@uwrf.edu) |

**General Procedures:**Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league, or a forfeit will be charged to the second team they participated on.
3. Each participant must wear appropriate apparel and athletic footwear.
   1. Athletic clothing and athletic footwear. No boots will be allowed.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

**RULES:**

1. **GAME SETUP:**
   1. An intramural staff member will umpire the game, keep score, line-up, and the official time. His/her calls are final.
   2. Games will consist of seven innings or 50 minutes, whichever comes first.
      1. A new inning will not be started with 10 minutes left in game (40 minutes after start time).
   3. For tied games in the league play, one extra inning will be played. If still tied, the game will end tied.
   4. For tied games in playoffs, extra innings will be played until a winner is declared.
2. **PARTICIPATION (Open):**
   1. Each team may have 9 players in the field and up to 16 players in the batting order. Teams may consist of up to 16 players.
   2. A game may start with as few as 7 players. If a team is reduced to 6 players, the game will be defaulted.
      1. Teams must always have a catcher.
   3. Any player that arrives late to the contest should present his/her ID to the scorekeeper upon arrival. The player may enter the game at the end of the batting order.
   4. Teams may consist of any combination of male and female participants
3. **ATHLETIC ATHLETE ELIGIBILITY:**
   1. Members of the current UWRF Softball/Baseball Team may not participant in intramural softball during the entirety of the academic year.
   2. Teams may have two club baseball players from the previous year’s roster.
   3. There is no rule for past club players.
4. **EQUIPMENT:**  
   1. **Participants are encouraged to provide their own fielding gloves.
   2. Game balls, warm up balls, and some bats will be provided.
   3. Teams are encouraged to provide their own bats.
      1. Bats must have a clear ASA approved stamp on it.
      2. Dented, cracked, or rattling bats are not allowed.
      3. No little league, youth, baseball, or wood bats allowed.
      4. The umpire must check-in each bat prior to the game. The umpire may disallow any bat for any reason. His/Her call is final.
   4. Tennis shoes or plastic cleats are allowed. Metal cleats are NOT allowed.
5. **FIELDS:**
   1. There will be four fields utilized on campus at the IM Complex Fields.
      1. Field 1 = Northwest Field
      2. Field 2 = Northeast Field
      3. Field 3 = Southeast Field
      4. Field 4 = Southwest Field
   2. All equipment, participants, and spectators not in the contest must remain outside the fence during play.
6. **PITCHING/FIELDING:**
   1. Pitchers will be players from the batting team.
   2. Each batter receives **three** pitches, regardless of “balls” or “strikes” each pitch counts as one of the batters three.
   3. Pitching arcs must be between six (6) and twelve (12) feet. If not in that range, the umpire will call “illegal pitch” while the ball is in flight. An illegal pitch counts as one of three for the batter.
   4. If a hit ball strikes the pitcher- either their glove, or any part of their body. The batter will be called out.
   5. When the ball returns to the pitcher and all baserunners have stopped, the umpire will call “time” to indicate the play has ended and all runners must stay at the base they are at until the next hit.
      1. Umpires have final say on when baserunners must stop running.
      2. **Any** delay of game by the pitcher will result in the lead running being called out.
   6. Pitchers are not required to field for the opposing team.
7. **BATTING:**
   1. The official team scorecard must list the batting order of the team, with first and last names, and be turned into the scorekeeper prior to the game along with all UWRF ID’s.
   2. Batters must bat in this order for the duration of the game. All players must bat.
   3. Batters will receive a **max** of **three** pitches from their pitching teammate. Regardless of the quality of each pitch.
   4. Each foul ball counts as one of the batters three pitches.
   5. There is NO bunting or chopping the ball downward deliberately trying to bunt. The batter must have a full swing to be a legal hit. Bunting or chopping the ball will result in an automatic out.
   6. Batting out of order will result in an out if the opponents notice the incorrect order prior to the first pitch of the next batter. After the first pitch to the next batter, play will continue as is.
   7. “Infield Fly Rule” will be in effect if there is a runner on first and second, or bases loaded with less than two outs.
      1. If the batter hits a routine fly ball in fair territory in the infield, the umpire will yell “Infield Fly”. The batter is automatically out whether the ball is caught or not. All runners are safe at the base they started at.
      2. Any runner leaving the base does so at their own risk.
8. **BASERUNNING:**
   1. A runner may not leave the base until the ball has been hit.
      1. Leaving the base early will result in the play being ruled dead and an out will be called on that runner.
   2. There is no diving into a base headfirst. The runner will automatically be called out.
      1. If needed, a runner may slide feet first into a base to avoid being hit by a throw, but this action should only be done at the player’s own risk.
   3. Teams may use a courtesy runner for an injury once the batter safely reaches base. The person of the same gender who made the last out will be used.
      1. If needed, the last out of the previous inning will be used.
      2. If no outs have been recorded in the game, the last person of that gender in the batting order will be used.
   4. Malicious contact is the judgment of the umpire.
      1. If a fielder is holding the ball and waiting for the runner, the runner is to give themselves up or change direction. If the runner causes contact and/or illegally alters the actions of the fielder the runner is called out.
      2. If a fielder has the ball, or is about to catch a ball, and the runner crashes into the defensive player, and the contact is determined malicious, the offender shall be ejected from the contest.
   5. An appeal for leaving a base early or missing a base may be made by the defense after the ball is declared dead by the umpire and before the next legal pitch. The appeal must be announced to the umpire, and then the base in question must be touched by a defensive player in possession of the ball. The umpire’s decision on an appeal is final.
   6. On an overthrow, runners advance at their own risk. If the ball goes over a fence or out of play, the runner is awarded one additional base.
   7. Each team is allowed two “over the fence” homeruns per game. Each additional “over the fence/on hills” homerun will be considered an out. There is no limit to “inside the park” homeruns.
   8. There are NO errors recorded for over-throws, missed catches, or other actions by the defense. At the time of the next pitch, the location of the previous batter is how the at-bat will be recorded statistically.
9. **WEATHER:**
   1. Weather cancellations will be determined by the Campus Recreation Staff no more than 2 hours before the first schedule game of that day.
   2. Please check the intramural sports website, social media, and watch for an email from Campus Recreation.
   3. During regular season, four completed innings or 40 minutes (whichever comes first) will constitute a complete game. If less is completed, the game will be rescheduled. Incomplete games will start over from the first pitch of the game.
      1. If the game is called early, the score at the end of the last inning will be used. Unfinished innings will only count if in the bottom of the inning and the home team is winning.
   4. Games will be made up if time allows. Please check IMLeagues for game makeup dates/times.
10. **MERCY RULE:**
    1. The game will be called if a team is ahead by 15 runs at the completion of the 4th inning or 10 runs at the completion of the 5th or 6th innings.

**12. OVERTIME:**

1. Regular Season: If the score is tied after 7 innings, 1 inning will be played to determine a winner, if after that inning, the score is still tied, the game will end in a tie.
2. Playoffs: Single, sudden death innings will occur until a winner is declared (still allowing both Away and Home teams to bat as a normal inning).
3. **OTHER:**
   1. Other than the above exceptions, official ASA and WIAA rules will be followed.