MONTCLAIR STATE UNIVERSITY CAMPUS RECREATION

Intramural Softball Rules

All MSU School Policies are in effect, including Student Code of Conduct.
All MSU Campus Recreation “Intramurals 101” policies are in effect.

ALL GAMES ARE TO BE PLAYED ON SPRAGUE FOOTBALL FIELD

ELIGIBILITY:

1. All team sports are broken down into 4 different leagues which include: Men’s, Women’s, Organization, and Open. The Organization league is open to all MSU-affiliated Clubs and Organizations who register using the $60 team fee. There will be two specific divisions for Greek Fraternities and Sororities. The Open league is a league without restriction placed on gender, gender identity, or gender expression. Each player can only join one team per league (i.e. A player is allowed to play in one Open league and one Women’s/Men’s league). In leagues with multiple divisions, such as basketball, players are permitted to play in Men’s A or Men’s B only. All individual/doubles sports will feature Men’s/Women’s/Open Singles and Doubles.

2. Team Sports: A team’s roster is formed throughout the regular season. All players participating in a game must be listed on that game’s scoresheet. The players who are listed will be entered onto that team’s roster. Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player’s name as well as his/her ID number on the scoresheet. A player must play in at least one regular season game to be eligible to participate in the playoffs. Rosters can have a maximum of 16 players.

3. Assumption of Risk, Waiver and Release from Liability Form: This must be signed and filled out by all players participating in the activity, in the main office at the time of payment, prior to the start. The waiver only needs to be completed once for the season, if players are added to the roster at any point during the season, that player(s) must fill out the waiver before participating.

4. Checking ID’s: Before a contest, event, or activity, all members of a team shall present to the scorekeeper their pictured Montclair State University ID card. The scorekeeper shall then verify the participant’s identity and so note on the scoresheet. Those players listed on the scoresheet and verified by a scorekeeper are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the scorekeeper. Should a player not be verified by a scorekeeper, that individual shall be considered an ineligible player.

5. Forgotten ID Policy: If a player forgets his or her ID, that player is ineligible to participate in the SRC activity.

6. The captain is the representative of his/her team and may address an official and/or director on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the playing field or court.

7. A player must play in at least one regular season game in order to be eligible to participate in playoff games.

PLAYERS:

8. A team can be comprised of a maximum of 16 players. Each team will have twelve (12) players on the field at a time.

9. A minimum of seven (7) players is required to start the game.

10. Players are not allowed to wear jewelry of any kind.

11. A maximum of two (2) Club Sports Baseball/Softball players combined are permitted on a team’s roster.

TIME:

12. Games will be played up to six (6) full innings. The first half of the inning is called the “top” of the inning; the second half is the “bottom” of the inning.

13. Mercy Rule

A. If either team is leading by 10 or more runs after 4 full innings, the game will be called a mercy.

B. At the time of the mercy rule, the winning team is allowed to choose whether the game will be counted as a mercy with the current score or continue playing and accept the final results. However, the Intramural Director may overrule the team’s decision and declare the game a mercy.
FORFEITS:

14. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest. *Game Time is Forfeit Time!!*

15. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.

16. If at game time neither team has the minimum number of participants required to play, the IM Sports Supervisor will call the game a double forfeit.

17. Any team that forfeits, or defaults, a total of TWO games within the season will be ineligible for the playoffs and will be removed from the league. Captains are responsible for entering time preferences and availability information for their team on IM Leagues, at the time of registration.

GAME PLAY:

18. **Equipment**
   A. Intramural Sports will provide all necessary equipment required to play. Participants are permitted to utilize their own bat or glove that must first be approved by the Intramural Director.
   B. All games will use restricted flight balls
   C. Players are permitted to wear non-metal, molded cleats. All players wishing to wear cleats must first have them inspected by the Intramural Director.

19. **Game Start**
   A. The Away team bats first in the top of the inning, followed by the Home team in the bottom. Teams will alternate between fielding and batting each half inning.

20. **Batting**
   A. All players must bat AND field. (If a team consists of 11 or 12 players the extra batters must play the field at least 1 inning in order to bat) All batters must hit in at least 1 inning in order to play the field.
   B. Each team pitches to themselves. Batters get a maximum of 3 pitches. If a batter has not successfully hit the ball after 3 pitches, he/she is out, NO EXCEPTIONS.
   C. Balls hit over the fence inside of the closest 30-yard line will be considered a double. Balls hit over the fence past the closest 30-yard line will also be considered a home run.
   D. The pitcher for the batting team is not allowed to field a live ball. Any live ball touching the self-pitcher will be considered a dead ball. If, in the opinion of the umpire, the pitcher could not avoid being hit, then the batter is granted ONE MORE PITCH and all runners return to their original base. If, in the opinion of the umpire, the self-pitcher purposely touched the ball to disrupt the fielding team, the batter is out, all runners return to their base, and the pitcher can be ejected.
   E. A pitcher may in no way purposely or accidentally attempt to obstruct the fielding team in any matter regardless of whether or not he/she actually touches the ball. This includes but is not limited to a pitcher pretending to field the ball in order to obstruct the other team.
   F. On a close play at second, third, and home, where the ball is within a couple of feet or arrives at the same time as the runner, the runner MUST slide. This is essential to avoid major injuries. If they do not slide and purposely run directly into the defender, the base runner will be called out.
   G. There is no stealing or leading.
   H. During a foul ball, if the ball is caught, runners may advance just like a fly out. The runners MUST tag up before the take off running once the ball is caught.
   I. Bunting is not allowed, the ball must roll past the pitcher, and the batter must take a full swing at the ball. A short hit ball will be determined foul by the official and/or director.
   J. The Batting team MUST provide a catcher unless the fielding team chooses to provide one. If the ball is put in play, the batting team (who provides the catcher) does have to cover home plate. If a ball is foul tipped and the batting team’s catcher catches it, the batter is NOT out.
   K. Any ball on the fly caught is an automatic out, regardless if passed the 30 yard mark.

21. **Fielding**
   A. The Infield Fly Ball Rule will be in effect less than 2 outs (Ball is hit up into the air and stays within the infield will be an automatic out and runners may not tag up to advance bases)
   B. The team in the field must have a minimum of 7 on the field and is allowed a maximum of 10 on the field. All players must play in the field at least 1 inning in order to hit.
C. If your team does not provide a catcher, the batting team will be required to provide one, however when the ball is put into play the fielding team is required to cover home plate.

**OVERTIME:**

22. There are NO extra innings in the regular season. Extra innings will ONLY be played in the playoffs.
23. Both teams will be given the opportunity to bat in each inning. If a team leads after an extra inning has been played, it shall be declared a victory in their favor. Extra innings will be played until a winner can be declared.

*All rules are subject to change at a moment’s notice and are at the discretion of the Intramural Sports Director. If any participant argues with an official or Director, they may be ejected from the game and/or the field space. If any issues occur, Campus Police may be called.*