The rules and regulations for 2016 Intramural Co-Rec Softball will be those set by the Amateur Softball Association (ASA) with the following exceptions. The Intramural Sport Staff will have the final say on any rules or protests. Recent rule changes appear in hi-lighted and italicized font.

**Rule 1: Facility**
1) All games will be played at the Hawkeye Softball Complex. Alcohol and tobacco are not permitted inside the complex or in the parking lot.

**Rule 2: Player Eligibility**
1) All Intramural Sports eligibility rules apply. Please check the Intramural Sports Rules and Regulations carefully.
2) All players must check-in with a government-issued or UI photo ID with the Intramural Supervisor prior to the start of each game.

**Rule 3: Team Composition**
1) Eight players must be present to start a game. Players may be inserted into the lineup upon arrival after they have checked-in with the Intramural Supervising Staff.
2) Teams can choose to bat up to a maximum of 12 players or bat the 10 players in the field and use any remaining players as substitutes.
   - Co-Rec modification: Teams may have a maximum of five males and five females in the field at one time. Teams may also participate with four males and four females in the field at one time. Teams with nine players may have five males and four females or four males and five females in the field.
   - Co-Rec modification: The pitcher/catcher combination must consist of one male and one female.
   - Co-Rec modification: The batter order must alternate between male and female batters.
   - Co-Rec modification: If a team is playing with an uneven number of each gender, the players of the outnumbered gender will advance one spot in the batting order each time through the order.
     - Example - Batting order for a team with 5 males and 4 females: Male 1, Female 1, Male 2, Female 2, Male 3, Female 3, Male 4, Female 4, Male 5, Female 1, Male 1, Female 2 etc.
   - Co-Rec modification: The alternating batting order will utilize the difference of one principle. The line-up requirements are as follows:
     - 12 players in the batting order – 6 males and 6 females
     - 11 players in the batting order – 6 males and 5 females or 5 males and 6 females
     - 10 players in the batting order – 5 males and 5 females
iv. 9 players in the batting order – 5 males and 4 females, 4 males and 5 females
v. 8 players in the batting order – 4 males and 4 females

3) A player may leave the game and return after his/her substitute has batted and played at least three defensive outs in the field.
   - Courtesy Runners: Prior to each at bat, an injured player that desires to use a courtesy runner must declare to the umpire that he/she needs a courtesy runner if he/she reaches base safely. If, while running the bases, the batter achieves third base or beyond, a courtesy runner will not be allowed.
     i. Exception: If the injury occurs during the at-bat, a pinch runner may be used. The pinch runner shall be the player, of the same gender, that has recorded the last out, or a player, of the same gender, that has not yet entered the contest.
   - A team may only use one Courtesy Runner per inning. The Courtesy Runner can be anyone on that team’s roster provided that they match the same gender of the person needing a runner. If a Courtesy Runner’s spot in the batting order comes up while that runner is on base, an out will be recorded, the base vacated, and that person shall bat.
     Exception: If the injury occurs during the at-bat, a pinch runner may be used. The pinch runner shall be the player, of the same gender, that has recorded the last out, or a player, of the same gender, that has not yet entered the contest.

4) A team must finish a game with at least eight players, except in the event of an injury. If players have to leave with no available substitutes, play will continue as long as eight legal players are available to play. When a player leaves a game early for any reason (injury, ejection) and no substitutes are available, an out will be recorded when that player is scheduled to bat.

Rule 4: Equipment

1) All players must wear closed-toe shoes. Tennis shoes, soft-soled shoes, and one piece softball shoes are legal. Metal spikes or cleats with metal exposed are not allowed.
   a. Any player found wearing metal spikes in the field of play during his/her team’s defensive half of the inning will be removed from the game. If no substitute is available, his/her team must play down a player. The player will not be allowed to enter/re-enter the game until the metal spikes have been replaced with legal shoes.
   b. Any player found wearing metal cleats in the field of play during his/her team’s offensive half of the inning will be declared out.
      i. Any runners that have advanced as a result of a hit by the player wearing illegal spikes will return to the bases they previously occupied.
   c. If the player does not have other shoes/cleats, he/she will not be allowed to participate in that game.
   d. A player cannot be called out once the play is completed and the player in question has entered into his/her team’s dugout.

2) Each team will be given 2 - 12” softballs (ASA approved .52 COR or under and 300.0 lbs) that they will be required to bring and use at each game.
3) Participants are encouraged to wear personal safety equipment.
4) Players must supply their own gloves and bats.
5) Only ASA approved softball bats may be used.
   a. A complete list of legal bats is available from the Intramural Supervisor.

**Rule 5: Ground Rules**
1) A coin toss will determine the home and away teams.
2) Each batter will start with a 1-and-1 count. A foul ball on the third strike will be recorded as a strikeout.
   o Co-Rec modification: Males who receive three straight balls and no strikes will be awarded second base on a walk. *Base runners on base at the time of this walk will only advance as far as they are forced.*
   - Example 1: A runner is on second base and no other runners are on base. That runner will advance to third base.
   - Example 2: A runner is on third base and no other runners are on base. That runner will not advance.
   - Example 3: A runner on first and a runner on second. The runner on second scores, the runner on first advances to third base.
   o The female who follows the walked male in the batting order has to take her at bat.
3) A runner may not lead-off or steal. He or she must remain on the base until the ball is contacted by the batter.
4) There will be a three over-the-fence home run limit for each team in each game. Any home run over the limit will result in an out. If both teams reach the home run limit, teams can then hit additional home runs until one team has one more home run than the other. At this point, only the team with fewer home runs may hit one.
5) Teams not competing in that game shall remain clear of the fields while games are in progress. Warming up can occur only in the designated areas. No infield practice before games or between innings is allowed.
6) The infield fly rule will be applied.
7) A legal pitch will have a minimum arc of six feet and a maximum arc of 12 feet.
8) The batting team is responsible for keeping its own score and reporting it to the umpire after each half inning. The umpire is the final judge in case of a score discrepancy.
9) Base path lengths will be 70 feet.
10) **Outfield Restriction Line:** All outfielders must begin the play behind the outfield restriction line (180-foot arc from home plate), and remain behind the line until the batter hits the pitch. Penalty: The batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation, and all runners may advance at their own peril.

**Rule 6: Game Time and Length**
1) Games will last seven innings (six and one half if the home team is ahead) or 50 minutes, whichever occurs first. No new inning may begin after the 50-minute mark has been reached.
a. Exception: If a game is tied after 50 minutes or seven innings have expired, extra innings will be played until a winner is determined.

2) A game that is tied at the end of seven innings or 50 minutes will continue into the next inning, and each half inning thereafter, with the offensive team placing the player that was last scheduled to bat in the previous inning on second base. The inning will begin with zero outs. Each half inning will continue as such until a winner is declared.

3) In the case of rain, or other occurrences, a game will become official after the completion of five innings (four and one half if the home team is ahead). If less than a legal game has been completed, the game shall be suspended at this point.

4) There will be a 10-run rule in effect after the fifth inning and a 15-run rule in effect after the fourth inning.

5) If inclement weather occurs while games are in progress, the decision to continue or stop will be made by the Intramural Sports Supervisor.

Rainout Hotline Information

1) On days that it is raining, you can call the Recreational Services Rainout Hotline to see if games have been postponed.
   a. Call (319) 353-3000
   b. Press “2”
   c. Listen for field information—hotline is updated by 3:00 PM on weekdays, and Noon on weekends

2) If a game is postponed, the team captain will be contacted in regards to the re-scheduled game.

INTRAMURAL SPORTS WEBSITE (General Information)
http://recserv.uiowa.edu/intramural-sports

Like us on Facebook! Search “Iowa Intramurals”

Follow us on Twitter! Search “@Iowaintramurals”

INTRAMURAL SPORTS
The University of Iowa
Recreational Services
E216 Field House