The following are the Official StanReC Intramural Co-Rec Softball Rules. These rules have been established to equalize competition for both male and female participants. All rules not mentioned within this modification outline shall be under the jurisdiction of the NIRSA softball rules.

I. Players and Equipment

Teams and players

- A team consists of ten (10) players (6 men, 4 women). There shall be a limit of 12 eligible players on a roster.
- There can be up to 10 players on the field. Teams must have at least 4 female and 3 male players present to start a game.
- Team captains are responsible for reporting player’s names to the scorekeeper a minimum of five minutes prior to the start of each game. Only those names on the team roster will be eligible to participate in that game.
- Only the captain will speak for the team in all dealings with the umpires.
- Each team must have a minimum of four female players on field at one time.
- Players may not, at any point, change teams once they have participated in a game.
- There will be unlimited substitution for defensive purposes.
- In order to participate in any intramural contest, all students, faculty and staff must present a valid California State University Stanislaus ID and all alumni participants must present any current, valid photo ID.

Equipment

- Shirts must be worn by all participants
- All game balls and bats will be provided by the StanReC Staff
- Shoes: All players must wear an enclosed toe shoe. Only rubber or plastic cleats are allowed, no metal cleats allowed on any circumstances.
- Jewelry may be worn at players own risk, however, any Intramural umpire or staff may request a player to remove any piece of jewelry that may pose a risk to other participants.

II. Field Dimensions & Markings

- The playing field dimensions and boundary lines will be painted by CSUS Grounds staff.
- All bases will be double bases with runners using the orange base and fielders using the white base.
- There will be a home plate extended line drawn that must be crossed for a run to score.
- There will be a commitment line drawn 20’ from home plate on the third base line, if a runner crosses the commitment line they must continue to the home plate extended line.
- An arc marked by cones 180 feet from home plate shall be established in the outfield from foul line to foul line. All outfielders must be behind the 180’ arc and may not move closer until the ball is hit.
- Any ball hit in fair territory that flies into or beyond the tree line on the fly will be considered a home run.
- Any ball hit fair that bounces or rolls into the street (Merced Way) will be a ground rule double.
- Any foul ball striking the backstop, crossing the tree line on the first base line or crossing the sidewalk on the third base line is out of play.
III. Pitching

- The pitcher must pitch from the pitchers plate/rubber.
- Batters will start the at bat with a count of two balls and one strike.
- Pitched balls that achieve the correct 10’ arc and land on the mat behind home plate shall be called strikes.
- Both women and men batters will be allowed three (3) pitches only.
- A foul ball hit on the third pitch will automatically retire the batter.

IV. Start of Game

- There will be a five minute grace period once the official game time has been reached. The Intramural Assistant’s clock is the official clock to be used.
- If a team does not have the required 7 players to start a game by the end of the grace period, the game will be declared a forfeit and the team with 7 players will be the winning team.
- If a team forfeits in advance, the opposing team is treated as if all players had arrived and played.
- The game will last 50 minutes or 7 innings whichever comes first. If game time has reached 50 minutes prior to the start of the 7th inning, the home team will receive one last at bat.
- Home and visiting teams will be determined prior to game time on the official game score sheet prior to the start
- The umpire will state “Play ball!” as the signal for the pitcher to pitch the ball to begin play.

V. Eligibility

- All players must meet the eligibility participation requirements of the StanReC Intramural Sports Department.
- Additions and subtractions to official team rosters must be made prior to that team’s second league game. No changes to rosters will be accepted after that time.
- Players who have played two games with a team are automatically considered an official member of that particular team.
- AN INDIVIDUAL MAY PLAY ON ONLY ONE CO-REC TEAM.
- All students registered at California State University, Stanislaus (CSUS) are eligible to participate in intramural and recreational sports activities administered by the StanReC Intramural program. Extension courses do not qualify an individual for intramural competition.
- CSUS faculty, staff and alumni are eligible to compete in intramural sports. Intercollegiate student-athletes are ineligible for participation in that sport or its related sport if they remain on such a team during or after the first contest in that sport season.
- In addition, persons who have previously competed in intercollegiate athletics at the NCAA Division I, II or III levels are ineligible to participate in that sport or its related sport until one complete semester (fall or spring) have passed since their last season of competition. Any individual who drops or is cut from the team before the first regular intramural season contest will still be eligible to participate.
  - Example: Intercollegiate Softball/Baseball cannot participate in Intramural Softball
- A team will forfeit any contest using an ineligible player.

VI. Batting Order

- An alternating male-female or female-male batting order must be used.
- In the event a team is playing with one woman or man short, his or her unfilled spot in the batting order will automatically be considered an out.
- If a team carries more than the minimum (10) number of players on its roster, all players must bat. The batting order must still alternate by gender.
- Throwing a bat, during or after batting, is an automatic out and depending on the intent and severity, may result in ejection.
- Bunting is not allowed; a batting player must attempt a full swing at the ball. Bunting will be a foul ball.

VII. Base running

- All bases except home plate are double bases.
- All runners are to tag the orange bag, all fielders are to tag the white bag.
- A runner may not leave a base until the ball is hit or a swing has been made.
VII. Base running (continued)

- The defense cannot stop the progress of a base runner by throwing the ball to the pitcher or the umpire.
- Stealing and leading-off is not allowed. Baserunners are to remain on the base until the ball makes contact with the bat. Failure to comply with this rule will result in an automatic out for the baserunner. A “no pitch” call will be made as soon as the violation occurs.
- One base on an over-throw. Ball is live until it goes into an out-of-play area and the umpire designates it so.
- There is no halfway rule, in an over-throw or ground rule double situations, baserunners are given only the base they have reached, not the base they are headed to.
- Baserunners are not allowed to intentionally run into a player in possession of the ball. This action will result in an automatic out, and depending on the intent and severity, may result in ejection.
- Baserunners attempting to “take out” a defensive player on a double play will result in both baserunners being called out. Players must exit the base path, out of the line of play, immediately after being forced out.
- Defensive players are not allowed to block the base path (without possession of the ball) or intentionally impede a baserunner’s progress. Infractions will result in the awarding of the base and depending upon the intent and severity, may result in ejection.
- All plays at home plate are not a force out play.
- There will be no courtesy/pinch runners unless for an injury that occurs during play. If a runner is needed, the pinch runner must be the last member of that gender to make an out. (Males run for males, females run for females)

VIII. Defensive Positioning

- An arc marked by cones 180 feet from home plate shall be established in the outfield from foul line to foul line. All outfielders must be behind the 180’ arc and may not move closer until the ball is hit.
- Infielders may not play more than 5 feet in front of base line.
- If all field players are present, teams are required to field a “rover” (4th outfielder).
- Catchers - Regardless of how many players a team is able to field, there must be a player at the catcher’s position. The catcher can be of either gender and does not count toward ratio of men and women in the field.
- The ‘In Field Fly’ Rule will be in effect and enforced when conditions apply.

IX. Individual & Team Conduct

- Unsportsmanlike conduct will not be tolerated and may include but is not limited to the following acts:
  - The obstruction or disruption of intramural competition or activities
  - Profanity or abusive or insulting language directed at opponents, umpires, spectators, teammates or Intramural Sports Staff.
  - Physically threatening, pushing or taunting opponents, umpires, spectators, teammates or Intramural Sports Staff.
- Any participant involved in a fight will automatically receive a two game suspension and team will receive a one game suspension. Captain[s] and player[s] involved in the fight must schedule a meeting with the Recreation Specialist before any reinstatement can be made.
- If a player is ejected from a game for unsportsmanlike conduct, the team captain is responsible for removing the ejected player from the playing area within two minutes.
- The game will be forfeited if the player does not leave the playing area within two minutes.
- Alcohol and other controlled substances are not allowed at any StanReC event. Any player found to be under the influence of alcohol or any other controlled substance will be automatically ejected from the league.
- Judgment calls by an official may not be protested.
- Protests must be made in writing and submitted to the Recreation Specialist at the Student Fitness Center by 5:00 PM the following working day after the competition.

NO ID, NO PLAY, NO EXCEPTIONS!
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