1. **General Rules:**
   a. All participants are required to purchase an Intramural (IM) Pass for either $5 for currently enrolled Students or $10 for Faculty and Staff at the Student Recreation Center before they play their first game.
   b. Each participant must bring their CSUN ID card (or a government issued photo id), with their receipt for proof of purchase of an IM pass, to all games in order to participate.
   c. Those participants that want to play in that day’s game must have their name on the printed roster that comes from the IM Office through IMLeagues.com.
   d. If you wish to add a player to your team’s roster, please make sure that the player is added prior to roster and approved by the team’s captain on IMLeagues.com by noon on the day of the game.
   e. Team representatives including players, spectators, team managers, and coaches are ALL subject to the SRC Intramural rules and regulations.

2. **THE GAME**
   a. Prior to the start of the game, a coin toss (or some other random method) shall take place. The winner of the toss shall have the privilege of selecting whether his/her team will be home or away. The home team will take the field first and the away team will bat first.
   b. Each game will consist of 7 innings with a 50-minute time limit. If a game is ended by a time limit, the final result will be the score at the end of the inning the game was in when the time limit was reached.
   c. League games may end in a tie. All playoff tournament games must be played to a conclusion that produces a winner. At the end of 7 innings, extra innings shall be played until the tie is broken.
   d. In the event the game is terminated by the umpire or the supervisors due to time, weather or any unusual situations, the score shall revert back to the end of the last complete inning.

3. **PLAYING FIELD AND EQUIPMENT**
   a. Baselines will be 65’ in length; the pitching distance will be 50; in length.
   b. The intramural sports office will provide bases, game softballs, bats, and gloves. If a team would like to provide their own bat and glove they may. All bats must be official ASA approved softball bats.
   c. All players must wear shoes or plastic/molded on cleats. No metal cleats are allowed.
4. **PLAYERS AND SUBSTITUTES**
   a. Each team shall consist of 10 players. A minimum of 8 players are needed to begin a game.
   b. A team may play with fewer than 10 players with no penalty and players may be added up to 10 after start time.
   c. Any number of players may bat, but only 10 are allowed to play on the field at any one time.
   d. A courtesy runner may take the place of an injured base runner with the consent of the opposing team captain and the understanding that both players are eligible for further participation in the game. The courtesy runner shall be the runner on the batting team who made the last out.
   e. If a player or players leave a game for a reason other than injury and is not replaced with a substitute player, every time that player would have batted will be an out.

5. **PITCHING REGULATIONS**
   a. Prior to pitching, the pitcher must come to a full stop facing the batter with the ball in front of the body with at least one foot on the pitcher’s plate.
   b. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
   c. The pitcher must not use a windup in which there is a stop or reversal of the pitching motion and must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhand motion.
   d. The pivot foot must remain in contact with the pitcher’s plate until the ball leaves the pitcher’s hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher’s plate and the step is simultaneous with the release of the ball.
   e. The pitcher must not pitch the ball behind his/her back or through his/her legs.
   f. The pitch shall not be delivered from the glove.
   g. The ball must be delivered at an acceptable arc and reach a height of at least 6’ from the ground while not exceeding a maximum height of 12’.
   h. The catcher must be within the boundaries of the catcher’s box until after each pitch is delivered, and must return each pitch not hit immediately to the pitcher.
   i. Any ball delivered by the pitcher not in accordance with the above regulations will be an illegal pitch. Upon the call, the batter has the option to take the pitch (automatic ball) or swing, in which case it becomes a legal pitch and the ball is live.
   j. Strike Zone: When a batter assumes a natural batting stance adjacent to home plate, the strike zone is that space over any part of home plate between the batter’s back shoulder and front knee.

6. **BATTING**
   a. The batting order of each team must include each player’s first and last name. The order players sign up on the scorecard is the order they will bat. The lineup card should be delivered before the game by the captain to the plate umpire. The plate umpire shall submit it to the captain of the opposing team for inspection.
b. The batting order must be followed throughout the game, unless a player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.

c. A team may bat more than 10 people in a game. Players must always bat in the same order.

d. If a team lists all players in the batting order and a player is removed for the game, an out will be recorded each time that player should have batted, except if removal was caused by injury.

e. Batting out of order is an appeal play. If it is discovered before the at-bat is completed, the correct batter shall assume the ball-strike count. If it is discovered after the at-bat is completed, the batter is out and all runners should return to the bases occupied before the infraction. However, if another player has batted since the infraction, all action stands and the illegal batter is not out.

f. The count starts at one ball and one strike. There is no courtesy foul ball on the 3rd strike.

g. Automatic outs are called for bunted balls and intentionally chopped balls in which the batter does not complete a full swing.

7. INFIELD FLY RULE
   a. A fair fly ball which can be caught by an infielder with ordinary effort with runners on first and second or first, second and third bases with less than two outs will result in an automatic out charged to the batter, and all runners may advance at the risk of the ball being caught.

8. RUN AHEAD RULE
   a. The game shall be called when the winning team is ahead by:
      i. 15 runs after 4 innings
      ii. 10 runs after 5 innings

9. BASE RUNNING
   a. Under no condition is a player allowed to steal a base. He/she may leave the base when the ball has been hit. If the ball is not hit, it is dead and runners must stay at their bases. If a base runner leaves his/her base prior to the ball being hit, a dead ball will be ruled, and the runner will be declared out.
   b. Any runner that intentionally and flagrantly crashes into a fielder with the intent of breaking up a play will be declared out.
   c. If a fielder catches the ball and he intentionally carries it into dead ball territory, the ball is dead after the catch and any runners shall move up one base. This applies to the fielder.
   d. If a ball rolls under or bounces over a fence or into any other unplayable area while fair, the runners are each awarded two bases from the time of the pitch.
   e. When a runner is called out for interference on the bases, all other base runners must return to the last base that was legally touched before the infraction.
   f. When a fielder is called for obstruction of a runner, runners should be given the bases that they would have reached had the obstruction not occurred. Runners may attempt to advance further at the risk of being put out.
g. If a batted ball strikes a runner:
   i. Before passing an infielder, the runner is out.
   ii. After passing an infielder, the ball is live and the runner is not out.

h. The umpire shall call, “Time!” after the ball is in control in the hand/glove of infield within the infield area (or reasonably close) and the action of the play has stopped.

10. THE APPEAL PLAY
   a. Live Ball Appeal: In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if the runner is still on the playing field.
   b. Dead Ball Appeal: This appeal may be made once all runners have completed their advancement and time has been called. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. All appeal must be made
      i. Before the next legal or illegal pitch has been thrown.
      ii. At the end of an inning before all players vacate the field.
      iii. After the last play of the game before the umpires vacate the field.

11. COED RULES
   a. Males and females must alternate in the batting order
   b. A team may bat more than 10 players as long as they continue to alternate the batting order
   c. A minimum of 8 players, four male and four female, are needed to start a game.
   d. Any walk to a male batter will result in a two-base award. The next batter (a female) will bat. With two outs, the female has the option to walk or bat.
   e. All outfielders must remain behind the 150 ft. line until the ball is hit. Violation of this rule results in an automatic one base award to the batter and all base runners.