



Intramural Sports Softball Rules



Intramural Sports Participant Manual

- All participants are required to adhere to the policies of Intramural Sports. This information is located online at <http://intramurals.athletics.cornell.edu/IMWeb/Intramurals>.
- In the Intramural Sports Participant Manual, you will find important information regarding:

Team Information	Participant Information
• Registration	• Eligibility
• Divisions	• Participation
• Playoffs	• Participant Conduct
• Sportsmanship	• Safety
• Forfeits and Cancellations	• Alcohol and Drug Policy
• Protests	
• Champions	

Fields

- All games will be played on Jessup Fields.
- Participants should park at A-Lot to avoid being ticketed by Cornell Police.

Timing

- Games shall be seven innings **or** fifty minutes, which ever occurs first.
- The game will end if either team is leading by fifteen or more runs after the 4th inning or ten runs or more after the 5th inning.
- An air-horn will signal start of the game. A second horn will signal forfeit time after ten minutes. The third will be at the fifty-minute mark and signal the end of the game. Teams may complete the current inning (if necessary), but no new innings may begin after the horn has sounded. An inning begins when the final out of the previous inning is recorded.
- Games that end in a tie during regular season shall be recorded as such. Extra innings are only played in the playoffs.
- Four innings need to be completed for an official game (if weather forces us to stop play).

Players

- A team must field a minimum of eight players and a maximum of ten. Men's and Women's teams may bat eleven.
- Teams must fill out their batting order prior to games.
- CoRec Modifications
 - A minimum of four pf each gender must play the field at all times. Neither gender may outnumber the opposite gender by more than one player in the field.
 - Team will use two separate batting orders (one for each gender). The batting order will alternate between each gender.
 - CoRec teams may bat twelve.

General Playing Rules

- Teams will keep their own score on their lineup cards during the game. Team captains should communicate the score to one another after each half-inning to avoid any discrepancies.
- Teams must have a pitcher and a catcher.
- If a base dislodges, runners do not have to follow the base. They should stay in the area where the base was.
- A batter is out if he/she attempts to bunt or chop down on the ball.
- There is no leading. A runner leaving a base before the ball crosses home plate or is batted shall be declared out.
- If a batted ball (touched or untouched) rolls into the wooded area (field 5), a ground rule double shall be called. If the ball flies into the wooded area it is a home run.
- If a ball is thrown out of play, each runner is awarded two bases from the base they possessed when the ball was thrown. (NOT where they were when the ball went out of play). If the ball is carried out of play all base runners shall advance one base from the time that the ball was carried out of play.
- Teams must use the bats provided or a bat that has “ASA Approved”, “APPROVED SOFTBALL”, “OFFICIAL SOFTBALL” or the “ASA Logo” printed on the bat.
- Players must provide their own gloves.
- Courtesy runners are not permitted.

*All rules not specifically covered in this document will be enforced as ASA Slow Pitch Softball Rules.
All rules are subject to change by the Intramural Sports professional staff.*