



UC MERCED INTRAMURAL SPORTS

3 PITCH SOFTBALL

League Participation:

- All players in the league must be registered on the appropriate team roster.
- A player shall be eligible to play on only one (1) team in each program.
- All players must be currently enrolled UCM students, Faculty or Staff.

Team Organization:

- Each team must have 8 team members present in order to start play. 9 players will be the greatest number allowed on the playing field.
- Forfeit time will be five minutes after the scheduled playing time.
- A flip of a coin or the Umpire's Counter will determine the home team, which shall take the playing field first.

Procedure and Conduct:

- Assigned officials shall be in complete charged of all games and shall have the authority to eject any player from a game in the case of a flagrant violation of the rules of play and/or the Intramural Code of Conduct.
- An official's call based on judgment shall not be disputed.
- Disputes based on rules and rule of interpretations or eligibility are to be decided immediately. No protests are allowed. A decision must be made immediately and the game continued.

Game Rules

Equipment:

- No apparel may be worn that could be injurious to any player. Metal cleats and screw on cleats with metal tips may not be worn.
- Bats must be labeled "Official Softball" to be used. Bat handles must be coated in rubber or wrapped with tape.

Batting Order:

- The batting order of each team must be established before play starts and continued throughout the entire game. A player does not need to have played in the field to bat. Further more, players can substitute out of the game and return to the field at any time. Everyone on the team bats.

Regulation Game:

- Seven innings shall constitute a regulation game.
- It is also a regulation game or a tie game if it is called by the umpire on account of darkness, rain, game time limit, or any other cause which in the umpire's judgment interferes with further play, providing five (4) or more innings have been played.

Forfeit Game:

- A forfeited game shall be declared:
 - If a team fails to field within 5 minutes of the scheduled playing time.

- If after a warning from the umpire, any one of the rules of the game is willfully violated.
- If the order for the removal of a player is not obeyed in one (1) minute.
- If by removal of players, there are less than seven (7) players on either team.
- If the umpire is attacked physically by any team member or spectator.
- The score of a forfeited game shall be 7-0 regardless of what transpired before the forfeit.

Pitching Rules:

- Before delivering the ball to the batter, the pitcher must make eye contact with the umpire to make sure the ball is in play.
- A quick return pitch is not permitted. Time shall be called and the play is dead.
- The pitcher must have their foot in contact with the pitcher's rubber upon release of the ball.
- If the pitcher touches the ball after it is hit, the batter is out. If the pitcher interferes, even unintentionally, the batter is out and the runners return to their respective bases.

Base Stealing:

- Base stealing is illegal in 3-pitch softball. Runners can advance only after the ball is hit.
- Leading off or leaving the base before the ball is struck is illegal and the base runner shall be declared out if the ball is hit fair. If a player ignores the umpire's initial warning, they will be declared out.

Base Runners Are Out:

- If in running to any base, you run more than three (3) feet from the base path.
- If you in any way obstruct or interfere with a fielder fielding a batted ball or intentionally interfere with a thrown ball.
- If a player slides into a base.
- If you are hit by a batted ball while off the base before the ball is touched by a fielder. You are not out if you are touching a base.

Batting:

- If after 3 pitches the ball is not hit fair, the batter is declared out.
- All swings must be full swings. No bunting and no check swinging. It will count against the three allotted pitches to that batter.

Illegal Pitches:

- For a pitch to be legal, it must be at least above the head of the batter at its highest point. If it fails to do so, it will be declared a "Flat Pitch" or "illegal Pitch". It will count against the three allotted pitches to that batter.

Mercy Rule:

- Ten (10) runs end the inning except for the last inning if that team is behind.

Ball Out Of Play:

- Ball lands or is caught on the asphalt, concrete, hard surface or hillside.

- Ball that is caught or touches any area that is out of play. There are two burned in lines running parallel to the first and third base lines. Anything outside of these lines is out of play. The lines extended horizontally from the second base to first and second base to third respectively.

Overthrows:

- When a thrown ball crosses over an out-of-play line, it is an overthrown and the ball becomes dead.
- In the event of an overthrow, base runners are awarded the base they were attempting when the ball was released plus one additional base.

Injury:

- A player who is injured while safely hitting the ball and becomes a base runner may, upon request of the umpire when time is called, obtain a pinch runner.
- All persons with minor injuries who wish to play must come to bat in the order listed on the scorecard. They must bat and hit safely before requesting a pinch runner. This request will be at the discretion of the opposing team captain.

COED SOFTBALL RULE ADAPTATIONS

Roster:

- A team may have no more than five of either gender on the field. They may have no fewer than two.

Batting Order:

- Alternating man and women lineup. List them in separate columns on the back of the scorecard.
- A batter is out if they are on base and due to batting rotation, they are scheduled to bat.