

Below is a summary of basic rules for Intramural 5v5v5 Softball. For the complete rules, please check the Intramural Sports 5 v 5 v 5 Softball rules document.

#### COVID Protocols.

1. Members of the “batting team” are required to wear masks at all times. However, while participating as the “outfield team” or “infield team, participants will not be required to wear a mask provided they can keep a safe distance of 6 feet from everyone. EXCEPTION: The catcher will be required to wear a mask at all times.
2. Substitutes and fans present at the game site will be required to wear a mask at all times unless they can keep a safe distance of at least 6 feet from each other.
3. These protocols will be enforced by Intramural Sports and Campus Recreation staff.

#### Equipment

1. Players may not wear jewelry (including earrings, bracelets, watches, piercings, etc.). Medical alert bracelets/necklaces or religious items may be worn, but must be taped down.
2. Intramural Sports will provide balls for play. Only the balls provided may be used during game play.
3. Only bats with the legal A.S.A. approved stamp may be used during play. It must have a safety grip (no smooth tape) and must be free of rough or sharp edges.

#### The Game

1. A team must have 5 players present to start the game. 5 players from each team will play at once. Each team may have up to 10 players on their roster. No Extra Hitters or Designated Hitters will be used.
2. A starter may be withdrawn from the game and re-enter once, provided it is in the same spot in the lineup.
3. The game will consist of 5 innings or 50 minutes, whichever occurs first. No new inning may be started, unless the score is tied in the playoffs, after 50 minutes have elapsed from when the game began.
4. There is no mercy rule. However, there is a limit of 20 runs per inning per team.

#### Gameplay

1. Each game consists of 3 teams competing against each other.
2. Each inning has a Top, Middle, and Bottom where each team bats.
3. Each team will bat 5 times and play defense for 2/3 of each inning.
4. An “infield team” and an “outfield team” will play defense while the “batting team” takes their turn at the plate. The “infield team” will supply a catcher.
5. All three teams rotate positions for one cycle (9 outs) to complete one inning. The rotation is as follows once the third out is recorded:
  - a. “Batting team” will move to become the “outfield team”
  - b. “Outfield team” will move to become the “infield team”
  - c. “Infield team” will move to become the “batting team”
6. At the end of the game, the team with the most runs will be awarded 3 points, the team with the second most runs will be awarded 2 points, and the team with the fewest runs will be awarded 1 point. To see results if teams tie in runs, please check the full rules document.
7. Sliding is allowed and encouraged when it can be done safely.
8. Leading off and base stealing is not allowed.

**Pitching**

1. Teams will pitch to themselves. As many pitchers may pitch in one 1/3 of an inning as deemed necessary.
2. Each batter will get a maximum of 3 pitches per at-bat. If they do not put the ball in play within 3 pitches, they will be declared out.
3. There are no base-on-balls (walks). Each batter must put the ball in play or be declared out.

**Sportsmanship**

1. Teams will earn a sportsmanship rating on a 4.0-scale at the end of each game. This rating is based on the respect, cooperation and behavior displayed by each team throughout the game.
2. Teams must achieve a 3.0 sportsmanship average rating during the regular season to be eligible for the playoffs, and must maintain that 3.0 average throughout the playoffs to continue.