

The Complete FSU IM Softball Rulebook is Available Online at fsu.campusrec.com/im

No Pets, No Tobacco, and No Alcohol are permitted at the Rec SportsPlex. Violators will be ejected.

PLAYER ELIGIBILITY & TEAM COMPOSITION

Players MUST be valid, fee-paying FSU students, faculty or full-time staff. FAMU and TCC students are NOT eligible for FSU IM sports and events. All players MUST show their current FSUCard prior to each game in order to participate. Check-in takes place at the Rec SportsPlex West Field House.

Three (3) teams of at least five (5) players (male or female) compete in the same game. A team must have 5 players to start a game. 4 players results in a default, 3 or less is a forfeit.

A team may use an extra hitter (EH) to bat 6 players in its line-up. Once a game has begun, late arriving players may be added to the batting order to be the EH or remain as substitutes.

Team rosters may include an unlimited number of players. Limited free substitution is permitted for all players in the line-up. Once a substitute has entered the line-up, he/she must play a full inning (9 consecutive outs). Once a player has been replaced in the batting order, he/she may bat again only if he/she returns to the position in the order which he/she vacated. This rule allows for re-entry of both the starter and any subsequent substitutes.

EQUIPMENT

Wrist and hand jewelry is NOT allowed to be worn by any participant during intramural softball. This jewelry consists of any visible rings (including wedding bands), watches, bracelets, and any other such similar jewelry. Only medical alert bracelets are permitted and must be taped to the wrist. Exposed jewelry which is deemed dangerous by the umpire or other IM staff must be removed and may not be worn for the remainder of the game. A player is subject to ejection for failure to remove any jewelry after the first warning.

All players must wear shoes. Tennis shoes, soft-soled shoes, and one-piece softball shoes are legal. Metal spikes or cleats with metal exposed are not allowed. Any player caught wearing metal spikes will be ejected from the game.

Only regulation softball bats, as determined by ASA, are legal. Softball bats must be stamped with one of the ASA certifying marks shown at the right. Any standard baseball bat is illegal. Any player caught using an illegal bat will be ejected from the game. Use of illegal equipment can also result in forfeiture of game.



A 12" size softball will be used for all open league and co-rec games.

A first baseman's mitt may only be used by the player actively playing at the first base position. All other fielders must use regular gloves.

Balls, bats, gloves, and catcher's masks are available for checkout at the Rec SportsPlex West Field House. Batting helmets will be available for use, if desired.

GROUND RULES

At the Rec SportsPlex, pre-game warm-up will be limited to designated areas only. Otherwise, warm-up may only occur in the field of play.

All offensive players – except the batter, any baserunners, an on-deck batter, a first base coach & a third base coach – must remain behind the chain-link fencing while in the dugout area. Spectators must watch from behind the chain-link fencing.

Balls hit over the fence in fair territory are home runs. There is no homerun limit. Balls that bounce over or roll under a fence will result in a ground-rule double. The distance from home plate to the fence is 315 feet in all areas.

GAME RULES

FSU IM Softball is played following NIRSA (National Intramural-Recreational Sports Association) Softball rules with few exceptions.

Each batter will begin the at-bat with a count of 1 ball and 1 strike. A foul ball on strike three will result in an out.

If a player unintentionally throws the bat, the team will be given a warning. Each subsequent offense will result in the batter being called out and all runners returning to the base they occupied at the beginning of the at-bat. Any player intentionally throwing the bat will be called out and ejected from the game.

A courtesy runner may be used in the event of injury only AND upon agreement with both of the opposing teams' captains. The courtesy runner must be the player who recorded the last out.

Overthrows that land out of play result in the following awards: On an initial overthrow by an infielder, the award is 2 bases from the time of the throw; i.e., batter gets second base, any baserunners are awarded 2 bases from where they were at the time of the throw. On an overthrow by the outfielder, the award is 2 bases from the time the fielder releases the ball, not when it goes out of play; i.e., if a man is one step away from second when the outfielder released the ball, the runner is awarded second and third.

NICKEL SOFTBALL MODIFICATIONS

Each game has a 50-minute or 4-inning limit. Any inning started before the end of the 50-minute time period will be completed. No innings will begin after 50 minutes. Regular season games can end in a tie. Extra innings will be played only if they start before the 50-minute time limit. All tournament games will continue until a winner is determined.

Each inning consists of 3 parts (or thirds). In each third of an inning, one team bats, one team fields the infield positions of C, 1B, 2B, SS, and 3B, and one team fields the outfield positions (LF, CF, RF, SF) and pitcher. Teams rotate among these options according to the following order.

	1 st Inning	2 nd Inning	3 rd Inning	4 th Inning
Infield (C, 1B, 2B, SS, 3B)	C – A – B	B – C – A	C – A – B	B – C – A
Outfield (P, 4 OF)	B – C – A	C – A – B	B – C – A	C – A – B
Batting	A – B – C	A – B – C	A – B – C	A – B – C

During the captain's meeting, team A, B, and C in the rotation shall be determined by random draw.

In the event that a player is on base when it is his/her turn to bat, the player shall vacate the base to come to bat. The runner simply loses his/her chance to score a run. No ghostrunner will be permitted. No out will be recorded. No other runners will advance.

(Mercy Rule). A team will be declared the winner, if at the end of 3 complete innings (or 2 2/3, if the team batting in the final 1/3 is ahead), one team leads the other two teams by 10 runs or more.

In the event that four or five teams play in the same game (due to a default or forfeit and matching up of teams present), the following modifications to the rotation will be made.

4 Teams (3 Inning Max)	1 st Inning	2 nd Inning	3 rd Inning
Infield (C, 1B, 2B, SS, 3B)	C – D – A – B	C – D – A – B	B – A – D – C
Outfield (P, 4 OF)	B – C – D – A	D – A – B – C	C – D – A – B
Batting	A – B – C – D	A – B – C – D	A – B – C – D
Off	D – A – B – C	B – C – D – A	D – C – B – A

5 Teams (3 Inning Max)	1 st Inning	2 nd Inning	3 rd Inning
Infield (C, 1B, 2B, SS, 3B)	C – D – E – A – B	C – D – E – A – B	E – A – B – C – D
Outfield (P, 4 OF)	B – C – D – E – A	D – E – A – B – C	C – D – E – A – B
Batting	A – B – C – D – E	A – B – C – D – E	A – B – C – D – E
Off 1	D – E – A – B – C	B – C – D – E – A	D – E – A – B – C
Off 2	E – A – B – C – D	E – A – B – C – D	B – C – D – E – A

(Extra Innings) In playoff games if two teams are tied at the end of regulation or when time is called, extra innings will be played following the predetermined order and restarting with the 1st inning order, when necessary. All teams will participate and will have a chance to win the game in the extra innings. After 6 innings (3-team games) or 5 innings (4+ team games) if the score remains tied, the winner will be determined by the number of runs scored by the tied teams in the 1st inning, then subsequent innings until the tie is broken.

SEASON FORMAT

Teams will play 2 or 3 regular season games on their assigned night between October 19 and November 5. Single-elimination playoff action begins November 9. Doubleheaders are likely in the postseason. Playoff brackets will be available online at fsu.campusrec.com/im by Thursday, November 5th.