

3-Way Softball

Standard Intramural rules apply. 2014 USSSA (www.ussa.com) Softball rules will be in effect with the exception of the following ground rules/clarifications. The supervisor on duty will make any clarifications.

General Rules

- All teams must show up and be checked in by their designated game time.
- There is no grace period for Softball.
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play
- Sportsmanship:
 - A player may be ejected at any time by an official, scorekeeper, or supervisor.
 - If ejected, the player automatically must sit out at least the next scheduled game. The player and team are also subject to further suspension/discipline depending on the judgment of the Competitive Sports Coordinator. If a player is ejected from a game, that player must meet with the Competitive Sports Coordinator before being allowed to participate in further games. It is the player's responsibility to schedule the meeting with the Competitive Sports Coordinator. The meeting must take place in the Coordinator's office the next day at the earliest.
 - After each game, both teams will be given a SPORTSMANSHIP RATING by the officials, scorekeepers, and supervisors. (See the "Player Conduct & Sportsmanship" section on the Policies page for more information)

Teams

- Three teams will be playing simultaneously. One team will bat while the other two teams play together on defense
- Teams must use at least four (4) and up to five (5) players on the field.
- The extra hitter (EH) will NOT be used
- Starters may re-enter the game once, but only in the batting position in which they started. Substitutes can't re-enter the game once they leave the batting order.

Equipment

- Players must wear athletic clothing and closed-toed athletic footwear
 - Cleats are allowed, but cannot have metal spikes
- 12" balls will be used for all games
- For safety reasons, only those bats that are listed on the approved bat list will be allowed. All other bats are illegal.

Timing

- Each inning will have a top, middle, and bottom and will be played to two outs each. Teams will rotate batting accordingly
- All games will be limited to seven innings or fifty-five minutes - no inning starts after 55 minutes.
- There will be a 20-run mercy rule after the 3rd inning, 15 runs after the 4th, and 10 runs after the 5th. All teams must have equal at-bats for this to apply.

Gameplay

- All batters begin with a 1 and 1 count. If a player fouls off their third strike, they will be given an extra swing. If the player fouls off the extra swing, the player will be considered out on strikes.

- All pitches must go between 3 feet high from release and not go higher than 10 feet from the ground and cross the plate between the knees and shoulders of the batter to be considered a strike.
- Sliding feet first with the intent of “taking out” a defensive player is strictly prohibited. A player can be ejected for an illegal slide. This is a judgment call and cannot be appealed
- At first base, there will be an orange base and white base. The runner should run to the orange base and the first baseman should use the white base.
- Base Stealing
 - The runner may leave base as soon as the ball reaches the front edge of home plate. If the runner leaves their base before the ball reaches home plate that runner (whichever runner left first if more than one) is out and the ball is dead – no pitch is declared.
 - If the ball does not reach the back of home plate (bounces in front of the plate, on the plate, or to the side of the plate), the ball is dead and the runners must return to their last base touched.
 - A runner may be picked off or thrown out at any base.
- The ball remains live until the pitcher has possession of the ball in the infield (between the foul lines) and all immediate play is apparently completed. Any runner(s) not advancing to the next base at the time the umpire calls time must return to the last base legally touched without the risk of being put out.
- A runner may advance if
 - A play is made on a runner (any act by the pitcher in possession of the ball which, in the umpire’s judgment, causes the runner to react is considered making a play).
 - The pitcher fails to catch the ball.
 - The catcher hits the batter on a throw to the pitcher or to a base during a play.
 - A batter swings and misses the ball.
 - On a foul tip (A batted ball that goes sharply and directly from the bat to the catcher’s hand(s) or glove / mitt.)