Ohio Wesleyan University Intramural Sports Program
Official Softball Rules and Regulations

IM Code of Conduct

a) Understand, appreciate and abide by the rules of the game.
b) Respect the integrity and judgment of game officials and the intramural staff.
c) Be responsible for your actions and maintain self-control
d) Do not taunt or bait opponents and refrain from using foul or abusive language.

Note that any violation of the Intramural Code of Conduct by a participant or team is grounds for dismissal from a game or the league

The Players

a) In-season varsity athletes are not eligible to participate in intramurals. In the case of softball which takes place in the fall, this would mean all fall sports athletes. Additionally, no varsity softball players are eligible to participate.
b) Roster size is to be 12-16 players; with ten playing in the field at once with the option of batting eleven.
c) Unsportsmanlike conduct or rough play will not be tolerated, resulting in the dismissal from a game at the discretion of the referee and may result in suspension from intramural activities. Any inappropriate language and/or gestures toward the umpire of the game will result in immediate dismissal from the game. The Intramural Coordinator or a representative will attend all games and all disputes should be registered with him or her. All disputes will then be directed to the Intramural Council for review.

The Game

a) The team listed first on the schedule will be the home team, taking the field first.
b) Each game consists of seven full innings unless the home team is ahead after 6 ½ innings.
c) If the game is tied after 7, one additional inning will be played. If the game remains tied, it will end in a tie.
d) Each player must arrive at the scheduled time. If a player is over five minutes late, they forfeit their ability to participate in that game. If there are not at least 9 players available per team at game time then the team forfeits. After 2 forfeits, the team is no longer eligible to participate.
e) There is a run rule in place. If a team is ahead by 20 or more runs at the completion of the 4th inning, or by 15 runs at the completion of the 5th inning, a run-rule is declared and the game is over.
f) Each batter begins with a 1-1 count.
g) All results including the score and the winning team must be reported to the Intramural Coordinator at the time of the event. Late reports of scores will not be accepted.
h) All games must take place at the time designated at the beginning of the league.

Equipment

All players are to wear appropriate shoes, no metal spikes allowed. The IM department will provide bats, balls and bases. Players must provide their own glove.