The Virginia Tech Intramural Sports Program is proud to offer a variety of quality sport-related activities to our community. Please consult the information below for sport-specific rules, policies, and procedures. If you have questions throughout the season, please contact us by email (imsports@vt.edu), phone (540.231.8297), or consult our intramural policies webpage. Good luck and we hope you have a fun and exciting season!

**Rules of the Game**

1. All games are self-officiated. If a rule discrepancy occurs, team captains should consult the Intramural Supervisor on duty to resolve the situation.

2. Players & Substitutes
   a. Games are played between two teams of 8 players.
      i. All games are CoRec. The number of male and female players cannot differ by more than 1. If possible, there should be an equal number of players of each gender.
   b. Teams must have at least 6 players present in order to begin a game.
      i. If a team falls below 6 players during the game due to injuries or ejections, play may continue as long as the game remains competitive.

3. “No New Innings” Rule
   a. An Intramural Staff member will announce “No new innings” 45 minutes past the scheduled start time. At most, a game will be 7 innings.
      i. If already started, the inning will continue until completed if the visitors are ahead or until the home team is ahead in the bottom half of the inning.
      ii. If time is to be added for any reason, an Intramural Staff member will announce this separately.
   b. Once 3 innings have been completed (2½ if home team is ahead), it is considered an official game.
      i. In this case, the game will not be rescheduled if suspended/cancelled due to inclement weather.
      ii. If a game is suspended midway at any point after 3 innings have been completed, the score will be recorded as it was at the end of the last full inning and the game considered official.
      iii. Note: due to time constraints and field availability, regular season games suspended/cancelled due to inclement weather may not be rescheduled.

4. The Field
   a. All games will be played at the SRA Fields.
   b. The kicking box consists of the space within the outermost lines of the softball batter’s box. A player is considered within the kicking box if they have a foot inside the box.
5. Kicking
   a. Team members may check-in and choose not participate in the game but all players that
      play, must kick in the order in which they check in for the game.
   b. In the event that a player is dropped from the lineup and cannot be replaced, an out shall
      be called when the missing player(s) should kick.
   c. The kicker has three pitches to kick a fair ball or the kicker will be ruled out.
   d. The kicker must start with a foot in the kickers box. The ball must be kicked while the
      player is still within the box or the kicker will be ruled out.
   e. Bunting is not allowed. It is considered a bunt if the ball does not reach the pitcher.

6. Fielding
   a. The fielding team can have up to 10 fielders but must have at least 8 fielders.
      i. When a play starts there can be a maximum of 6 infielders, including a pitcher and
         catcher.
   b. Outs occur when:
      i. A force out occurs at any base.
      ii. A runner is hit by a thrown ball below the head or neck.
         1. If a runner ducks into the throw, the runner will be ruled out.
         2. If a runner's slide contacts the head or neck, runner will be ruled out.
      iii. An airborne kick is caught by an opponent prior to touching the ground.

7. Base Running
   a. Runners may leave the base as soon as a ball is kicked.
   b. Runners may not leadoff or steal a base.
   c. When a kicked ball hits an offensive player in the field, the ball shall remain in play unless
      the offensive player prevents an opponent from making a play on the ball. Exception: if
      the baserunner is standing on a base, the runner is not out.
   d. Runners may not interfere with fielders making a play on the ball. Any action deemed to
      interfere with a fielder will result in the runner being called out.

8. Mercy Rule
   a. The game will be declared over due to mercy rule if either team is winning by:
      i. 20 or more runs after 4 complete innings of play (3½ if home team is ahead)
      ii. 15 or more runs after 5 complete innings of play (4½ if home team is ahead)
      iii. 10 or more runs after 6 complete innings of play (5½ if home team is ahead)

9. Extra Innings (Playoffs only)
   a. Regular season games may end in a tie.
   b. During the playoffs, if there is no winner at the end of regulation (45 minutes OR 7
      innings), there will be extra innings.
   c. Beginning with the first inning following the end of regulation, all subsequent innings will
      implement the international tie breaker rule.
      i. Each inning will begin with a runner on second base.
      ii. The player who would be kicking last at the start of the extra inning shall be the
          runner at second base.
   d. Each team will have an opportunity to kick.
   e. Play will continue in this fashion until a winner has been determined.

**Rules not outlined in this sheet will be ruled on by Intramural Sports Staff**