GAME TIME IS FORFEIT TIME!
All decisions on forfeit times are at the sole discretion of the on-site Intramural supervisor.

Covid-19
- MASK MUST BE WORN AT ALL TIMES! This includes in the field and when you are in “the dugout.”
- Players are required to use hand sanitizer before the game begins.
- Abide by all other Villanova Covid-19 safety protocols.
- Failure to follow the above rules will result in one warning. If players continue to not follow Covid-19 protocols, as well as, satisfy the CARITAS commitment, ejections will ensue.
- This will be discussed in more detail below, but all outs will be force outs, and all offensive players must socially distance while waiting for their turn to bat.

Eligibility
- Current Villanova baseball and softball players are ineligible to play.
- No more than two (2) club players per intramural team.

Attire/Equipment
- METAL CLEATS MAY NOT BE WORN!
- Players must use regulation SLOW PITCH softball bats. FAST PITCH SOFTBALL BATS & BASEBALL BATS MAY NOT BE USED!
- Batting helmets and catcher’s masks will be provided upon request and are highly recommended to be used by all players.

Teams
- Each team shall field 9 players and every player will bat. A game will be forfeited if a team cannot field 6-8 players.
- There is a maximum of 9 players on the field. There is no designated hitter. All teams may play with as few as 7 players. If you play with 7 in the co-ed league, 3 players must be females.
- No pinch hitters
- Offensive team (batting) supplies the pitcher.
- Defense must supply catcher OR pitcher at all times.

The Game
- Home and away teams will be determined by the schedule.
- Games will be seven innings or 45 minutes in length, whichever comes first.
- Three (3) innings must be played to have a complete game. New innings may not begin after ten (10) minutes before the next start time.

Mercy Rule
- There will be a ten (10) run mercy rule after four complete innings or a (15) run mercy rule after 3 innings.

Tied Games
- In the event of a tie after seven (7) full innings, an extra inning will be played if time allows (see “the game” above)

Pitching/Hitting
- Teams will pitch to themselves.
- Batters will receive 2 pitches to hit ball into play. If a batter hits a foul ball on the second pitch, he will be called out.
- Pitcher must pitch to at least 2 batters consecutively. No warm-up pitches for new pitchers who enter during an inning.
- Pitchers are treated as foul territory, if hit by batted ball, it is called a strike. If it’s the second pitch, then the batter is out and runners must return to original base.
- Pitchers must begin the pitch from a designated spot (rubber) or marker.
- All pitches thrown must be underhanded. There are no maximum and minimum height limits for the pitch.
- No bunting. No bat throwing. All of these will result in automatic outs.
- No pinch hitters.
Each team will have a batting order and teams must use the same batting order all game. Everyone on the team that is signed in must bat whenever his or her name comes up in the batting order. Whether they were playing the field or not the previous inning.

The defense can intentionally walk a batter by informing the umpire.

### Base Running
- A safety bag will be used at first base. Players running down the first base line MUST step on the orange part of the base. Running through the white part of the base will result in the batter being automatically out.
- No bat throwing. No steals. No leading. No sliding. NO DIVING OR SLIDING BACK INTO THE BASE! This may include tripping, falling, etc. if it is determined that it gives the runner an unfair advantage (umpire’s discretion). All of these will result in automatic outs. Base runners will be called out if they leave a base before the batter makes contact with the ball. (See “plays at home”)
- Runners may tag on a fly ball, and then may return to the same base. They are not committed to run to the next base. Infield fly rule will be in effect. With one or no outs and runners on first and second bases, if there is a fly ball hit inside the infield, the batter is automatically out and runners cannot advance. The defense can appeal to the umpire if they believe the base runner tagged up too early or missed a base.
- On an overthrow, the runner may advance freely at his/her own discretion. When a ball goes out of play, the runner gets the base he or she was going to plus one base. This is determined from the release of the ball when thrown.
- The ball is dead whenever the defensive pitcher has the ball and runners cannot advance.

### Intentional Walks
- If the defensive team wishes to walk a batter, the captain shall inform umpires and the batter takes first base.
- Co-Ed: if a team intentionally walks a batter, the next batter has OPTION of first base or batting.

### Plays at Home
- All plays at home are forced plays (no tag required).
- Once the runner has gone 1/2 way down third base line (marked by pylon/cone), **he/she is committed to home and cannot return to third.** The play at home is then a force out and no tag is required.
- The catcher cannot block the plate.
- Catcher interference may be called at the umpire’s discretion, and the run would score.

### Force Outs
- **There will be a 6-ft semi-circle around each base and the defensive player must have a foot on any part of the line for he/she to be considered on the bag.**
- All plays will be considered force plays.
- NO TAGGING THE RUNNER

### CO-ED SOFTBALL

#### Players
- There may never be more than one more male/female player playing.
- You can have a maximum of 9 players and a minimum of 7. If you have 9 players, 5/4 must be male and 4/5 female. If you have 8 players, 4 must be male, 4 must be female. If a team has 7 players, 4/3 must be male, 3/4 must be female.

#### Batting
- The batting line-up must always alternate male-female.
- In Co-Ed games, if a batter is intentionally walked, then the next batter (who is of the opposite sex) has the option of taking an intentional walk or batting.
- Each team will have a male batting order and a female batting order and teams must use the same batting order all game. Everyone on the team that is signed in must bat whenever his or her name comes up in the batting order. Whether they were playing the field or not the previous inning.