



INTRAMURAL PROGRAM

Mushball Rules



RULES

1. A team will consist of 9 players (one of which must be a catcher). A team may start with as few as 6 players. When using 6 players, if agreed upon, the other team may provide a catcher but will not make a play at home. If a team is reduced to 5 players, the game will be considered a forfeit.
2. A game will consist of 7 innings or 50 minutes, whichever ever occurs first. No new inning will begin after 45 minutes.
 - A. The Supervisor will designate the game watch.
 - B. Tie games: to determine the winner when time runs out, the score at the end of the last **completed** inning will be used.
 - C. If a game is called due to inclement weather: Three completed innings will constitute a completed game. If less than 3 innings were completed, the game will be rescheduled.
3. Mercy Rule: If a team is ahead by 15 runs at the completion of 4 innings the game will be called.
4. All BASEBALL BATS and METAL CLEATS are **ILLEGAL** and will not be allowed. IF you are found to be using either one, you will forfeit that game.
5. BASE RUNNERS: NO runner may lead off or steal. Runners may not leave the base until the ball is hit or swung at. There is **NO SLIDING!** The runner will automatically be out if he/she slides. Base runners will be allowed to over-run second and third bases (as they do for first base). Runners shall receive one base on an overthrow.
6. Each team should furnish their own gloves. The Campus Recreation Office will provide bats, balls and bases.
7. **Pitching**: Teams will pitch to themselves (they will provide the pitcher when they are batting). The pitcher will not play the field. Each batter will receive three pitches. If a ball is not put into play by the third pitch, the batter will be considered struck out.
8. **Courtesy Runner**: You may use a courtesy runner for an injured batter. The runner must be the person that made the last out (if needed, use the previous inning).
9. All players in the field must bat.
10. Batting out of order: If noticed before the first pitch of the next legal batter, it is an OUT. If not noticed before the first pitch of the next legal batter, then it is a non-correctable error and the game will continue as played.
11. Players may re-enter the game as many times as a team wishes. Notify a Supervisor when making substitutions. The player will substitute into the batting order for the person they are replacing. Subs will only be allowed between innings (example: between the 1st and 2nd inning).

13. There is NO BUNTING. All bunts or bunt attempts are up to the judgment of the supervisor. If a bunt or bunt attempt is called, the batter is automatically out.
14. All other slow pitch softball rules apply.
15. **Playing Fields:** All games will be played on Sparks Field.
16. Forfeit. A forfeit will be called after 5 minutes of scheduled start time.
1st FORFEIT: Team warning
2nd FORFEIT: Team is automatically out of the league.
17. **Alcohol:** It is a college policy that alcoholic beverages may not be consumed at Intramural events. Please help us enforce this policy with your spectators, your teammates, and yourself. If your team or fans fail to cooperate, it may result in forfeiture of the game.
18. Players can not play on more than one team. If caught both teams the individual played on may be forfeited for the games.