

# 16" IM Slowpitch Softball Rules

## Positions

Ten defensive players are allowed on the field: Pitcher, catcher, first baseman, second baseman, third baseman, shortstop, right fielder, right center fielder, left center fielder, and left fielder. Every team must have at least 8 players present in order for a game to start. This is a coed league and each team must consist of at least 4 males and 4 females. There is a maximum of 6 males on the field and in the batting order for any one game.

## The Pitcher

Slowpitch pitchers throw underhand and are bound by certain rules:

- From the mound, the pitcher may start up to six feet behind the mound to start the pitch. However, the pitcher's pivot foot must be in contact with the pitching plate when the pitch is released.
- Any windup or arm motion is allowed as long as the pitch is thrown underhand.
- Pitchers must show the ball in front of their bodies for at least one second before starting the delivery, and the pitcher must always face home plate during the pitch.
- The entire pitch must be made within five seconds; however, quick pitches are illegal.

## The Pitch

Slowpitch is most recognized for its lob pitch. Meaning, it has an arc. The arc of the pitch must reach at least three feet upon its release, but it should not rise any higher than 10 feet at any point during the pitch.

The **strike zone** is any ball that lands on any part of the rubber plate or the mat area on the ground behind home plate.

## Batters

Up to two additional players are allowed to hit, making the maximum number of batters 12. Batters must also follow their own rules:

- Batters are not allowed to bunt/chop the ball deliberately downward (whether it is fair or foul).
- Batters will start with 1 ball and 1 strike. A foul tip on the last strike will result in an out.

## Base Runners

Base runners are also restricted by certain rules.

- A base runner must stay in contact with the bag until the pitched ball touches the ground, reaches or passes home plate, or is batted.
- Stealing is not allowed.

# Equipment

All equipment will be provided by Cornell Intramurals. This includes: balls, bats, plates, bases. No gloves will be used.

- **Metal cleats are prohibited:** Only soft or hard rubber cleats may be used, along with turf shoes or sneakers. **All players must wear shoes.**
- **No jeans or other clothing with metal, zippers, etc.**

# Game Play, Ties & Forfeits

Games will consist of 5 innings of play with the visiting team batting first and the home team batting second.

If a team is leading by 15 or more runs after the completion of 3 innings, the game will be called due to the mercy rule.

If a tie occurs after the last inning, teams may continue play until one scores more runs in their half of the inning before the third out is made.

If a game is forfeited — due to the failure of a team to show up, a refusal to play, or not having enough players to start — the score will be recorded as 5-0 in favor of the team that did not cause the forfeit.