Paper score sheets must be filled out by both teams. At the end of the game the captains must verify the score, sign the score sheet and return the clipboard to the check-in station. The winning team’s captain must also email the final score to the Grad-Pro IM Coordinator. To be considered a reported score, captains must send the email within the 48-hour window. Unreported scores may be considered forfeits and teams may be barred from playoff competition.

**Weekly Updates**

Scores will be posted weekly and sent to all captains. Game cancellations/announcements will also be emailed to all captains.

**Game Cancellations & Rescheduling**

If a game is cancelled by the coordinator due to weather or field availability captains will be notified via email. If the season’s time constraints allow, games that were cancelled by the coordinator will be rescheduled. Games cancelled by the coordinator will not be recorded as a win or loss for either team. If the games cannot be rescheduled they will be nullified.

**Rescheduling:**

a. The captain of the team requesting to reschedule must contact the opposing captain and the IM coordinator **24 hours** prior to the contest.

b. If the opposing team’s captain agrees to reschedule, then the captains and the coordinator will work to find a time that works for both teams.

c. If there are scheduling constraints and a time cannot be found the team requesting the reschedule will take the loss, but no “points against” will be added to their record.

   i. The opposing team will receive a win by default and be awarded the default win points, which will be counted toward their final record.

   Note: Teams have the option to decline a request to reschedule a contest. If declined, the game will be counted as a default, and the appropriate points for and against will be distributed to both teams.

d. If both teams need to reschedule a game, then they can work with the coordinator to find a time and date that works for both teams.

   i. If the captains cannot find a time that works for both teams, then the game will be recorded as a double default.

      - Teams will receive no points for or against.

   Note: If there are extenuating circumstances, default points may be altered at the discretion of the coordinator.

Games must be rescheduled at least one week prior to playoffs.

**Tie, Default & Forfeit**

1. **Tie** – If the game is tied at the end of the time limit or the end of the seventh inning, whichever comes first, the international tie breaker rule will be used for **ONE EXTRA INNING**. For playoffs, games are played until there is a winner, and the innings are played in the normal format.

   a. The offensive team will begin its turn at bat with the player scheduled to bat LAST in that half inning being placed at 2nd base.

      i. For example, if the No. 5 batter is to lead off, the No. 4 batter in the batting order should be placed at 2nd base. If a team is playing shorthanded then the last live batter will be used. If the score remains tied at the end of one extra inning, the game will be recorded as a tie.
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2. **Default** – An un-played game that is recorded as a loss rather than a forfeit. This occurs when the defaulting team’s captain notifies the coordinator and the opposing team’s captain at least 24 hours before the scheduled game time.
   a. The team that is defaulting will receive seven “points against” and the opposing team will receive the win with seven “points for”.

3. **Forfeit** – An un-played game that is recorded as a forfeit because the team failed to show up for its scheduled game and did not notify the coordinator and the opposing team’s captain at least 24 hours in advance.
   a. The team that is forfeiting will receive seven “points against” and the opposing team will receive the win with seven “points for”.
   b. **Forfeit consequences:**
      i. 1 Forfeit – Team will receive the loss and 7 “points against”
      ii. 2 Forfeit – 2 “points for” will be subtracted from the team’s final season record points, in addition to receiving the loss with 7 “points against”.
      iii. 3 Forfeits – automatically disqualified from playoffs

**Eligibility**

All current graduate and professional students, alumni, faculty, and full-time staff are eligible to participate. Spouses and same sex civil union partners are able to participate ONLY if they have a Yale ID. Only players listed on the roster are eligible to play in any intramural game. Any updates to the roster must be submitted at least 24 hours prior to the game to the coordinator. Final updates to the roster must be made before the last regularly scheduled game. Additional participants can be added only if they are meet eligibility requirements. **Eligibility of the players is the responsibility of the team captain.**

- **Playoff Eligibility:** In order to be eligible for playoffs, each participant that is listed on the roster must play in at least one regular season game.

**Protests**

Protests involving eligibility may be made by any captain against any team and must be made during or immediately following a contest. Protests will be addressed by the Coordinator or on-site supervisor. Once notified, the team captain is required to present that player’s valid Yale ID for verification to the on-site supervisor, referee or Coordinator. If no ID is available, then the captain must submit a brief statement that includes the name of the person in questions and the circumstances of eligibility. If a person is found to be ineligible, all games in which he/she participated are recorded as losses.

All other protests involving misinterpretation of the rules must be made at the time of incident. Play may be stopped and may not continue until the protest is resolved on the spot by the captains with the aid of the governing rules of the game, or if necessary by final decision of the on-site supervisor. **Any team that disputes and refuses to continue play will forfeit the contest.**

**Late Policy**

Teams should begin games at the scheduled starting time. Teams are permitted a 15-minute grace period. If at any time during that period, the required minimum number of players are available then the game must begin.

If a team fails to field the required minimum number after the grace period and the game begins anytime within 30 minutes of the scheduled starting time, then the ready opponent is awarded three runs and the game is reduced by 2 innings. After 30 minutes the game is forfeited.

If both teams are late, then the game is reduced by 2 innings with no runs awarded. If both teams fail to show up after 30 minutes, then both teams forfeit the game.
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Captain’s Responsibilities

1. Submit all registration materials by the registration deadline.
2. Attend the scheduled captains meeting. If the captain cannot attend, a representative may be sent to the meeting instead.
3. Distribute important IM information and schedules to teammates.
4. Communicate with the Coordinator and other captains any scheduling requests in a timely manner.
5. Accountable for team’s sportsmanship
   a. Captains should set an example for teammates by playing within the IM guidelines and exhibiting a high level of sportsmanship.
   b. Captains should address player conduct situations involving their team before the on-site supervisor must intervene.
6. Be knowledgeable of all game and eligibility rules and requirements.
7. Ensure that all teammates meet the eligibility requirements.
8. Inform teammates of any scheduling changes and IM updates.

The Game

Each game is scheduled for a maximum of seven innings with a 1 hour 15-minute time limit. If there is a tie at the end of the seventh inning or the maximum time limit, then teams will follow the tie breaking procedure detailed in the rules.

Games will not exceed the 1 hour 15-minute time limit. No inning will start after the maximum time limit. However, the inning may be completed if an inning is in progress when the time limit is up.

A game is considered official after four innings. If a game is stopped due to inclement weather and the game is in the fourth inning that score will be counted.

- Example: The game is in the middle of the 5th inning and it begins to rain, the score reverts to end of the 4th inning.

A team is allowed three outs per inning. A batter cannot be called out on fouls unless the ball is legally caught.

When captains agree to waive the calling of balls and strikes the following rules apply: a) pitchers must pitch no less than 45” from the plate and deliver “hitable” balls in the strike zone; b) batters must swing at pitches in the strike zone not only their preferred ‘power allies’; and, c) if after 7 pitches there were no balls in the strike zone then the batter takes first base, or, if after 7 pitches some of which were in the strike zone or swung at and missed then the batter is declared out. Or if captains agree, when waiving calling balls and strikes, players can stay at bat until they hit the ball or are out on a legally caught foul ball.

Protests are not accepted; therefore, all disputes must be resolved at the time of the incident by the captains on the field.

Base stealing is not permitted – base runners must remain on base until a pitched ball is hit. Batter must reach each base safely before a substitute runner can be employed.

The batting team must supply umpires at first and third base to call plays in the field. If the umpires are unsure of the call or there is an extreme delay in making the call, then the batter is presumed out.

Mercy Rule: A mercy rule of 15 runs is in effect after three full innings of play. Should both teams agree, the game may be continued to be played as a scrimmage until the time limit is reached. Players may be traded among teams after the mercy rule is instated for a more balanced game. The final score will be recorded as it was when the mercy rule went into effect.
The Team

Each team consists of ten field and batting positions. All players must meet eligibility requirements and the roster is unlimited. Teams must maintain fielding positions for at least four women. The team may not substitute a man in a woman’s place.

Team must have a minimum eight players including two women to start the game.

- If a team plays with eight or nine players including two women, one open position is inserted between the last and lead-off batters and a one out penalty is automatically assessed at the completion of each batting order until the team has the full ten players.
  - Interpretation: A team with eight players will take an out after every eight batters, while continuing to follow the batting order ratio.

Note: If a team is short players, then the hitting team may supply a catcher, as a non-defending player.

Batting:

- Captains should organize two separate batting orders to maintain the batting order ratio of 3 men: 2 women.
  - 3 men: 2 women must be maintained at all times. Teams cannot exceed the male count, but may alter the batter order.
    - Interpretation: Never bat more than three men in succession and always separate them with two women.

  i. Examples of batting order:
    1. Male, Male, Male, Female, Female
    2. Male, Male, Female, Male, Female

Rules and Definitions

Ball: A pitch which is not swung at and is not in the strike zone.

Base: One of four points that must be touched by a runner in order to score. Runners must maintain their order while progressing from base to base. If a trail runner passes the lead runner or both occupy the same base when a tag is made, then the trail runner is retired.

Base path: An imaginary path that the runner must maintain while the play is being made. The base path is a direct line between bases approximately three feet wide.

Base on balls: A base on balls permits a batter who does not hit a fair ball to gain first base without liability after three pitches are judged to be out of the strike zone.

Batter’s box: The imaginary zone that restricts the position of the batter. This box is located on either side of, but not touching home plate and is approximately 7 feet long and 3 feet wide.

Bunt: A bunt is an illegally batted ball not swung at but intentionally met with the bat and tapped within the infield. Bunts and attempted bunts are considered fouls. *Chopping/Slapping is considered a type of bunt. Therefore, a chopping/slapping bunt and attempted chopping/slapping bunts are considered fouls.

Catch: A legally caught ball held in the hand or glove. If the ball is merely held in the fielder’s arm or prevented from dropping to the ground by some part of the body or clothing it is a trap, not a catch. If a player drops a caught ball in the act of throwing, it remains a valid catch. It is not a catch if a fielder touches a fly ball which then hits a runner or an umpire and then is caught by another defensive player.
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**Deliberately dropped ball**: When an infielder deliberately drops a fly ball or line drive while a runner is on base, with the intent of gaining the advantage of a force out. It results in the umpire calling the batter out, the ball dead and the runners back to their original bases.

**Fair ball**: A batted ball that settles inside or on the first and third base lines or touches any base or bounces at least once inside or on the outfield foul lines. A fair fly ball shall be judged according to the relative position of the ball and the foul line, not as to whether the fielder is on fair or foul territory.

**Foul ball**: A batted ball that settles outside the base lines or if it hits the bat then the batter inside the box.

**Foul tip**: A batted ball that goes directly from the bat, no higher than the batter's head, to the catcher. A legally caught foul tip on the second strike completes the out.

**Note**: A caught foul ball by the catcher is only out if the ball is higher than the batter's head.

**Illegally caught ball**: When a fielder catches a ball with his/her cap, mask, glove or any part of the uniform while it is detached from its proper place. It results in the batter being awarded the base he/she was running toward and all runners advance in relation to the batter.

**Infield fly**: A fair fly ball (not a line drive) which can be caught by an infielder with ordinary effort, when first and second or all bases are occupied, before two outs. Once the umpire declares "Infield Fly" the batter is automatically out, the ball is considered alive, and runners may advance at their own risk.

**Extra base**: If the batter hits a popup in the infield with runners on 1st and 2nd, or with bases loaded, and less than two outs and the base runner(s) is advancing to the next base then they will be awarded the next base. If the runner is at least halfway to the base they will be awarded the next base.

**Interference**: The act of a defensive player which hinders or prevents a batter from striking the ball, and, results in awarding the batter a free base. Or, the act of an offensive player, which hinders or confuses a defensive player while attempting to execute a play, and, results in the runner being retired. When a fielder is in the base path and waiting for a batted ball the runner must proceed behind the fielder.

**Obstruction**: The act of a fielder, while not in possession of the ball or in the act of fielding a batted ball, which impedes the progress of a runner.

**Legal touch**: When a runner who is not touching a base is touched by the ball while it is securely held by the fielder. It is sufficient for the runner to be touched with the hand or glove in which the ball is held. The ball is not considered securely held if it is juggled or dropped after the touch unless the runner deliberately knocks the ball from the grasp of the fielder with his/her hand.

**Out**: One of three required retirements of the team at bat. A putout is the act of a fielder in retiring a batter or runner. A tag out is the retiring of a runner who is not touching a base. A force out is when a runner fails to reach the next base before a fielder tags him/her or the base after the runner is forced to advance because the batter became a runner. A legally caught fly ball is an out.

**Over slide**: If a base is dislodged and moved from its position after a runner slides. If in the judgment of the umpire the runner and/or succeeding runners in the same play remain within reach of the base's original position he/she is safe; or, if the runner is outside the reach of the base's original position and is touched legally, he/she is retired.

**Overthrow**: When the ball is thrown to a fielder to retire a runner who is off base and it goes into foul territory beyond the boundary of the playing fields. All runners are automatically awarded one additional base.

**Pitch**: From approximately 45' from home plate and in the center of the infield the pitcher must face the batter with at least one foot in contact with the pitching rubber and his/her shoulders in line with first and third bases. The pitch starts when the pitcher makes any motion that is part of the wind-up. The ball must be pitched underhand at moderate speed and at delivery: a) the wind-up allows no more than one revolution of the arm; b) the pitcher shall not take more than one step which must be forward, toward home plate before releasing the ball, then, after the release of the ball the pitcher may follow through with another step while losing contact with the pitching rubber; c) at release the hand is below the hip, and the wrist not farther from the body than the elbow; d) the follow through of the hand and wrist must be forward past the line of the pitcher toward home plate, and, e) the ball must be delivered with a slight arc (minimum of 3'- maximum of 10' above the ground) from the point of release.

**Sliding/Close plays**: On close plays at any base or at home plate the fielder may not use any part of his/her body other than the glove hand to block the path to the base/plate, and, the runner should slide feet first into the base/plate and avoid bodily contact with the fielder. If the fielder obstructs the runner, then the runner is awarded the base and the play stopped (any other
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base runners behind the runner advance, if possible, one base beyond the base they reached safely). If the runner obstructs the fielder, then the runner is declared out and the play stopped (no other runners may advance beyond the base they reached safely).

Note: Head first sliding is not permitted.

**Strike:** A pitch which is swung at and missed, or not swung at but is in the strike zone. A foul ball is a strike, but it cannot be the second strike.

**Strike out:** The result of the pitcher getting a second strike charged to a batter. The batter is retired and runners cannot advance regardless of the status of the ball.

**Strike zone:** The space over any part of home plate which is between the batter’s highest shoulder and the top of the knees when the batter assumes his/her natural stance.