



SOFTBALL RULES

National Intramural Recreational Sports Association (NIRSA) rules will be used with some in-house modifications.

RULE ONE: THE GAME, FIELD, PLAYERS

Section One: General Provisions

A. Eligibility

1. This activity will be conducted according to the eligibility rules set forth in the Intramural Sports Participant Guide.
2. All participants must sign in with the Intramural Supervisor prior to participation in any Intramural Sports contest using their own Stetson ID card. We will not accept any other form of identification. No exceptions! Violators will be deemed ineligible to participate in all Intramurals Sports for a period of time no less than 60 days.
3. The participation by an ineligible player will subject the offending team to forfeiture of the contest and possible removal from the league.

B. Players

1. The game shall be played between two teams of ten players each in the field and the option to have up to two extra hitters in the batting lineup (for a maximum lineup of 12 players). All fielders are required to bat. Once a game begins, extra hitters may not be added. The only lineup spots that may be filled by late arrivals are spots that would complete a lineup of ten players. Any position in the lineup that originally has a player but becomes vacant for any reason will be assessed an out.
2. Players in the lineup may switch fielding positions at any time. However, a substitute entering the game from the bench may only enter the game for one player per game. The original player may then only return for the person that substituted for him. When the initial player returns to the lineup, the substitute is finished for the game.
3. A team may begin a game with a **minimum of eight (8) players**.
4. A team may have a maximum of 20 players on the roster. Players who have not participated may be removed from the team roster prior to the conclusion of the regular season.
5. The jurisdiction of the Intramural Sports staff begins when a team or player enters the facility and ends when the team or player leaves the property. During this time, participants are expected to treat all Intramural Staff, opponents, and Wellness and Recreation property with respect.
6. The use of alcohol and/or tobacco is strictly prohibited.

C. Sportsmanship Rating

1. The Intramural Sports program expects all participants to conduct themselves in a sportsmanlike manner.
2. **In order to be eligible for the playoffs, a team must have a sportsmanship rating average of at least 2.75 at the conclusion of the regular season.**
3. During the playoffs, teams who receive a sportsmanship rating below three (3) will be placed on probation. A second rating below three (3) during the same playoffs will result in forfeiture for the offending team.

A **four (4)** will be given for excellent conduct. Teams were all respectful and courteous towards the opposition and/or all Intramural Sports staff. *Defaulted games will result in both teams gaining a 4 in sportsmanship for that contest*

A **three (3)** will be given for a contest with moments of questionable activity. In this instance, teams may not always be respectful and courteous towards the opposition and/or all Intramural Sports staff.

A **two (2)** reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team has many moments of questionable activity and shows little respect and courtesy towards the opposition and/or all Intramural Sports staff. *Forfeited games will result in the offending team gaining a 2 in sportsmanship for that contest.*

A **one (1)** reflects a team who had little to no control for the duration of the contest. The team constantly showcased questionable activity and showed no respect for the opposition and/or all Intramural Sports staff. *The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties/actions will receive a maximum of 1 in sportsmanship for that contest.*

A **zero (0)** reflects activity that is completely unacceptable for any participant. Teams exhibit blatant actions of disrespect towards the opposition and/or all Intramural Sports staff. *Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest.*

Section Two: Field and Ground Rules

A. The Playing Area

1. The distance between the bases shall always be 65 feet.
2. The distance between the back tip of home plate and the front of the pitcher's rubber shall always be 50 feet.
3. Batter's boxes will not be drawn on the field during play. Any violations regarding batter's boxes will be at the discretion of the umpires.

B. Ground Rules

1. Restraining Lines

- a. A thrown ball that crosses this line, from any position on the field, will be declared a dead ball. All runners shall advance two bases from the base last occupied at the time of the throw. A runner has last occupied a base when he/she has legally tagged the given base.
- b. Fly balls may be played by the defense near the restraining lines. However, to record an out, BOTH feet must be kept inside the field of play at the time of the catch.
- c. A fly ball that is legally caught within this line and carried into the restricted area due to the player's momentum shall be ruled an out. Any runners shall advance one base from their base last occupied.
- d. A fly ball that is legally caught within this line and carried into the restricted area without the aid of the player's momentum shall be ruled an out. Any runners shall advance two bases from their base last occupied.
- e. Any ball, regardless of whether it has been touched or not, shall be declared dead once it enters the restricted area.

C. Home Run Rule

1. Teams are limited to three (3) home runs that leave the field of play per game.
2. Runners are only required to advance one base from their last occupied base on a home run before leaving the field of play.
3. All home runs beyond the third home run shall be called an out. In this case, runners shall not be allowed to advance.

D. Obstructions

1. Any obstructive areas in the normal field of play shall be marked with white fencing. Any batted ball entering these areas shall be considered a ground rule double. If the ball is thrown into these areas, runners shall advance two bases from the base last occupied at the time of the throw.
2. When a ball becomes obstructed, the defensive player nearest the ball shall raise their hands in the air to declare the obstruction. Once the umpires have granted time, runners will be granted (at the umpires' discretion) the base they would have achieved had the ball not been obstructed. Runners may not be awarded more than two (2) bases from their base last occupied during an obstruction play.

Section Three: Equipment

A. Official Ball

1. The official ball shall be a regulation, 12 inch, restricted flight softball approved by the Amateur Softball Association (ASA).
2. Only softballs supplied by Wellness & Recreation may be used in Intramural Sports competition.

B. Official Bat

1. The bat must be round and smooth and must have no large dents. It also shall not have exposed rivets, pins, or rough or sharp edges that would present a hazard.
2. The bat must be no longer than 34 inches and must weigh no more than 38 ounces. If the bat is round, its diameter must not exceed 2 ¼ inches.
3. The bat shall be of one-piece construction and shall be made of metal, aluminum, fiberglass, or graphite. The handle must be solid and made of the same material as the remainder of the bat. An insert firmly secured into the large end of the bat is permitted.
4. The bat must have a safety grip of tape, cork, or composite material.
5. Pine tar, resin, or other tacky substances may be placed online on the safety grip to improve the grip on the bat.
6. Certified and approved bats must meet the current ASA bat performance standard. If present, the ASA certification mark should be clearly visible.
7. The bat barrel shall be free of audible rattles when shaken. The bat barrel shall not have signs of excessive wear.
8. Umpires have the authority to disallow the use of any bat that does not meet the listed requirements.

C. Gloves

1. Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman.
2. No top lacing, webbing, or other device between the thumb and body of the glove or mitt shall be more than five (5) inches in length.

3. If a player makes a play using an illegal glove, the opposing captain is given two options:
 - a. Each runner returns to their base last occupied and the batter assumes the previous count he/she had before contact was made.
 - b. The result of the play stands as called on the field.

D. Players

1. All players must wear athletic, closed-toe shoes.
2. Cleats of soft or hard rubber shall be allowed, but metal cleats are not permitted.
 - a. Players who are caught wearing metal cleats will be automatically ejected from the game.
3. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
4. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
 - a. The Intramural Sports staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
5. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance
6. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

RULE TWO: TIMING REGULATIONS AND SUBSTITUTIONS

Section One: Timing Regulations

A. Playing Time

1. A regulation game consists of seven innings or a 50 minute time limit.
2. Teams will not complete a regulation game if:
 - a. The home team scores more runs in 50 minutes;
 - b. The home team scores more runs in six and one-half innings;
 - c. The home team scores more runs before the third out in the last half of the seventh inning; or
 - d. The mercy rule is enforced.
3. Completed games that end in a tie during the regular season will be declared a tie.

B. Mercy Rule

1. The game ends and a winner is declared in the following circumstances:
 - a. A team is ahead by 20 or more runs at the completion of the third inning.
 - b. A team is ahead by 15 or more runs at the completion of the fourth inning.
 - c. A team is ahead by 10 or more runs at the completion of the fifth inning.
2. If the visiting team reaches the mercy rule limit in the top half of an inning, the home team has the opportunity to reduce the deficit below the limit in the bottom half of the inning.
3. If the home team reaches the mercy rule limit while at bat or before coming to bat, the game ends and the home team is declared the winner.

C. Grace Period

1. If a team cannot field the number of players required to participate at game time, the opposing captain will be given the choice to either apply the grace period or receive a win by forfeit.
2. Should a captain choose to apply the grace period, the game clock will start and run for up to 10 minutes. If after 10 minutes a team still cannot field the number of players required to participate, a forfeit is declared.

Section Two: Substitutions

A. Players and Substitutes -

1. A player or substitute is officially in the game when he or she is entered onto the official score sheet. A substitute may take the place of any player in the batting order of the team. The following regulations apply to substitutions:
 - a. The captain of the team making the substitution must immediately notify the umpire.
 - b. A substitute may take the place of any other player during any dead ball situation.
 - c. If an ejected player participates, the offending team automatically forfeits the game.

B. Reentry Rule

1. All starters may withdraw and reenter a game once, but they must occupy the same batting position in the lineup. Substitutes who enter the game and are subsequently replaced at a later point in time will not be able to reenter.
2. Any player who reenters a game illegally will be penalized with an automatic ejection.

C. Lineup Requirements

1. Teams in all divisions must begin the game with at least eight (8) players.
2. Only players who are present and checked in may appear in the lineup on the official lineup card. Reserving spots for anticipated arrivals is strictly prohibited
3. Players who arrive late must be placed in the 9th and/or 10th spot in the batting order.
4. After notifying the umpire and scorekeeper, a late-arriving player can enter the game offensively or defensively during the next dead ball period.

D. Extra Hitters

1. A team may bat as many as 12 players by using extra players as additional hitters.
2. A team must declare the use of extra hitters at the beginning of the game when turning in their official lineup card.
3. The team's lineup will always require the number declared on the lineup card (10, 11, or 12). Any of the players in the lineup may take any of the ten (10) defensive positions.
4. Extra players may occupy any position in the batting order.

E. Replacements

1. If a player in the batting lineup is ejected or injured to the point where they can no longer continue, and a legal substitution cannot be made, an out will be recorded each time the ejected/injured player's spot is supposed to make a plate appearance.
2. A courtesy runner may run for a player who is injured during the play and is unable to run the bases safely.
 - a. When no eligible substitutes are available, the courtesy runner must be the player who made the last out. If the last out is on base, up to bat, or next to bat, the previous available out should be used.
 - b. The umpire must be notified before a courtesy runner replaces a teammate. This replacement can occur only during a dead ball and before the first pitch to the next batter.

RULE THREE: BATTING

Section One: Batting Regulations

A. Count

1. All hitters will begin an at bat with a 1 ball, 1 strike count.

B. Batting Position

1. Batters must stay within the confines of the batter's box at all times during their at bat. If no box is present, the batter may not step in front of home plate during an attempt at a pitch. If this occurs, the ball is dead, batter is called out, and the runner(s) cannot advance (if the ball was put in play, they must return to their previously occupied base).
2. The batter must take his position within ten seconds after the umpire has declared ready for play. If the batter does not enter the box within this time frame, the umpire may call a strike on the hitter, even without a pitch being thrown.
3. The batter may not step in front of the catcher to the opposite batter's box when the pitcher is in position to pitch or any time before the delivery of the pitch. If the batter does this, the ball is dead, the batter is called out, and the runner(s) cannot advance.

C. Extra Foul Ball Rule

1. After a batter has two strikes, he/she is allowed one free foul ball on the first foul ball occurrence.
2. The second foul ball occurrence is strike three, and the batter is out.

D. Batting Order

1. The teams' lineup cards must list the batting order of the team, including players' first and last names, and all possible substitutes for that contest. The captain must deliver the card to the umpires before the start of the game.
2. Players must bat in the order that they are listed on the lineup card, unless a substitute enters the game. The substitute then must appear in the batting order in the place of the player that he/she is replacing.

E. Batting Out Of Order

1. Batting out of order is an appeal play. Only the defensive team may make the appeal.
 - a. If the error is discovered while the incorrect player is batting, the correct player takes his/her place and assumes the ball and strike count.
 - b. If the error is discovered after the incorrect player has completed an at bat and before the pitcher has delivered a pitch to the next hitter, the player who should have batted is out. Any advancement or score that occurred when the incorrect player was at bat is nullified. Any outs made when the improper player was at bat will stand. If the improper batter makes an out while batting out of order and is the next scheduled batter in the lineup, that batter's regular turn in the lineup will be skipped. The next batter will be the individual who follows the improper batter in the official lineup.
 - c. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter becomes legal and all advancements or scores are legal. The next batter is the player whose name follows that of the incorrect batter. No one is called out for failing to bat. Players who have not batted and have not been called out lose their turns at bat and do not bat until their names are reached in the batting order listed on the official lineup.
 - d. No base runner is removed from base in order to bat in his/her proper position. That player simply misses his/her turn at bat, with no penalty. The next correct batter following that batter in the official lineup becomes the legal batter.

F. Illegally Batted Balls

1. No batter shall be allowed to bunt or chop when they are at the plate.
 - a. A bunt is defined as "any batted ball that the batter did not swing at but instead intentionally tapped slowly without making a full swing.
 - b. A chop is defined as "a batted ball that results from the batter's deliberate strike downward so that the ball hits the ground in the infield.
2. Bunting and chopping shall result in the play being called dead, the batter called out, and each runner returning to his/her base last occupied.

RULE FOUR: BASE RUNNING

Section One: Base Running Regulations

- A. A base runner can advance or return only by touching the bases in legal order, from first base, to second base, to third base, to home plate. A base runner advances to the next base by touching it before being put out. The player may hold a base until he/she legally touches the next base or until the batter becomes a base runner and forces the player to leave the base.
1. The batter is awarded first base in the following circumstances:
 - a. When the umpire calls four balls
 - b. When the pitcher requests that the umpire intentionally walk the batter
 - c. When the catcher or other defensive player interferes with the batter's attempt to hit a legal or illegal pitched ball. This is a delayed dead ball, and the batter will have the option to take the base award or the result of the play.
- B. Base Runners Not Called Out
1. Base runners are not out in the following (unusual) circumstances:
 - a. When a batter-runner overruns or overslides first base and returns to the base immediately
 - b. When a base runner is required to return to a base but has insufficient time to do so
 - c. When a fielder, who does not have complete control of the ball, tags a runner
 - d. When the pitcher throws a pitch before the defensive team appeals a play
 - e. When a base runner, to avoid interfering with a fielder who is fielding a batted ball, runs outside the base path and in front of or behind the fielder
 - f. When a base runner stays on a base on a fly ball
 - g. When a base runner slides into a base and dislodges it. If the base is dislodged several feet from its correct position, other base runners should go to the original position of the base
 - h. When a batted ball hits a base runner who is touching a base, the runner is safe, unless the umpire judges that the runner intentionally placed himself/herself in the path of the ball. In that case, the base runner is out.
- C. Base Runners Called Out
1. Base runners are out in the following (unusual) circumstances:
 - a. When a base runner leaves the base before a pitched ball contacts the bat; the ball is dead, and no pitch is called
 - b. When the base runner interferes with a thrown ball or interferes with a fielder who is attempting to field a batted ball, catch a ball, or throw a ball
 - c. When a fair batted ball hits a base runner before it passes a fielder, excluding the pitcher, or a base runner intentionally interferes with the ball
 - d. When a base runner intentionally kicks a ball that is in play
 - e. When a base coach interferes with a live ball
 - f. When a base runner is attempting to score and the next batter or another teammate interferes with the play
 - g. When a fielder touches a base runner with the ball when the base runner is not on a base and the ball is in play
 - h. When a fielder tags or holds a ball on a base to which the base runner is forced to advance before the base runner reaches that base (force play)
 - i. When the base runner runs more than three (3) feet outside the path between the bases to avoid being tagged
 - j. When a base runner passes the base runner ahead of him/her before that runner is put out or scores
 - k. When a base runner does not return to a base after a suspension in play caused by a dead ball situation
 - l. If a base runner leaves a base before a fielder touches a caught fly ball and a fielder holds the ball on the base and correctly appeals the play, or if a fielder tags a base runner before he/she returns to the base
 - m. If a base runner fails to touch a base and a fielder tags or holds the ball on the base before the base runner returns to the base
 - n. If a base runner intentionally and forcefully makes contact with a defensive player with or without the ball
 - o. When a base runner abandons a base and leaves the field of play

RULE FIVE: FIELDING

Section One: Fielding Regulations

- A. Infield Fly
1. The infield fly rule applies when runners occupy first and second base OR first, second, and third base. The infield fly only is in effect when there are less than two outs.
 2. If an infield fly is called, the batter is out, and the runners advance at their own risk.
 3. The infield fly rule applies to a fair fly ball (not including line drive) which can be caught by an infielder with ordinary effort.
 4. There are no limitations on which fielders can make a play on a fly ball which results in an infield fly. The infield fly is ruled when the ball reaches its highest point in flight.
- B. Force Out
1. A force out is an out which may be made only when a base runner is forced to advance before the base runner or batter-runner reaches that base. It is only necessary for the fielder to tag the base or hold the ball on the base for the out to occur during a force out situation.

C. Fake Tag

1. A fake tag occurs when a fielder performs the motion of making a tag but does not have the ball, thus causing the runner to slide, slow down, or stop running.
 - a. Obstruction is called when a fielder performs a fake tag. The umpire gives the delayed dead ball signal and allows the play to continue to its completion. Runners will be allowed to advance, following the play, to the bases which they would have advanced had the obstruction not occurred.
 - b. After moving runners, the umpire shall eject the offending player.

D. Interference

1. Interference is the act of an offensive player or team member that impedes, hinders, or confuses a defensive player who is attempting to make a play.
2. Interference includes physical contact, verbal distraction, visual distraction, or any other kind of distraction that might hinder a fielder who is attempting to make a play. Defensive players must have an unhindered opportunity to field or throw the ball anywhere on the field.

E. Obstruction

1. Obstruction occurs when a fielder who is not in possession of the ball, not in the act of fielding a ball, or not about to receive a thrown ball impedes the progress of a runner who is running the bases. For a fielder to be considered “about to receive the thrown ball,” the ball must be between the fielder and the advancing runner.
2. If contact between the runner and the fielder occurs when the ball is outside this area, obstruction is ruled. If contact occurs when the ball is within this area, neither obstruction nor interference has occurred and the ball remains live.
3. When obstruction occurs, regardless of whether a play is being made on a runner, the umpire declares obstruction and signals a delayed dead ball. The ball remains live.
4. If an obstructed runner is tagged out before reaching the base that he/she would have reached had the obstruction not occurred, the umpire calls a dead ball and awards the obstructed runner and any other runners affected by the obstruction the bases they would have reached had the obstruction not occurred.
5. A runner who was obstructed may be called out if the defensive team makes a proper appeal of the runner if he/she missed a base or left a base before a fly ball was first touched.
6. An act of interference that occurs after an obstruction overrules the obstruction.
7. An obstructed runner who passes the base that he/she would have been awarded for the obstruction is running at his/her own risk. If tagged, the runner is out. The ball remains live, and the play continues.

F. Detached Equipment

1. A fielder who catches or contacts a fair ball with a cap, helmet, mask, glove, or other piece of equipment that is detached from its proper place on the person shall result in:
 - a. If a batted ball, the umpire shall signal a delayed dead ball and the batter and all runners are awarded three bases from their newest occupied base
 - b. If a thrown ball, the umpire shall signal a delayed dead ball and all runners are awarded two bases from the time of the throw
 - c. If in the umpire’s judgment, the hit ball would have been a home run, then the umpire shall award a home run to the batter

RULE SIX: PITCHING

Section One: Pitching Regulations

A. Warm Up Pitches

1. The starting pitcher or substitute pitcher may throw five (5) warm up pitches in the first inning that he/she pitches.
2. Pitchers are allowed to throw three (3) warm up pitches in the second inning that they pitch.
3. Each inning thereafter that the player pitches, he/she will be allowed one (1) warm up pitch before each inning.

B. Preliminaries

1. The pitcher must begin with both feet firmly on the ground and with one or both feet touching the pitcher’s plate.
2. The pitcher must wait until the umpire is ready for the pitch.
3. The pitcher must come to a full stop with the ball in front of the body, and the front of the pitcher’s body must be square with home plate.

C. Delivery

1. The pitcher’s foot must stay in contact with the pitcher’s plate throughout the delivery.
2. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm pas the hip with an underhand motion.
3. A legal pitch must reach a height of at least six (6) feet from the ground and cannot exceed a height of 12 feet from the ground.
4. If an illegal pitch is called, the batter will automatically receive a ball at the conclusion of the pitch. However, the batter still reserves the right to swing at the illegal pitch and his/her own risk.
5. If the pitcher drops the ball:
 - a. During the backward motion of the arm, there is no pitch, and the ball is dead.
 - b. During the forward motion of the arm, the umpire shall call a ball.

D. Intentional Walks

1. Pitchers are not required to deliver pitches to obtain an intentional walk on the current batter.
2. The pitcher may request that the umpire award the batter an intentional walk.
3. If successive batters are to be intentionally walked, the umpire will not award the second walk until the previous batters have reached their awarded bases.
4. Because an intentional walk is considered the same as a thrown pitch, no appeal on a previous play is allowed after it's awarded.

E. Strike Zone

1. The strike zone is defined as the space above home plate that is not lower than the batter's front knee and not higher than the batter's back shoulder, when the batter is in his/her natural batting stance.
2. A pitch will be called a strike provided any part of the ball passes through this space and over the plate.
3. A ball that lands on or in front of the plate will automatically be called a ball.
4. Balls may not be hit once they have bounced off the ground or home plate.

RULE SEVEN: COREC MODIFICATIONS

Section One: Regulations

A. Rosters

1. The game shall be played between five (5) males and five (5) females. Lineups of 12 may play, provided the team utilizes both extra hitter spots. However, no more than six (6) players of either sex may appear in the lineup at one time.
2. If a team begins a game with nine players, an out will be given in the tenth spot in the lineup. In this case, the sex with the most players must bat leadoff and in the final position in the lineup.
3. Males and females must alternate positions in the batting lineup. If at any time there are repeating sexes in the batting lineup, an out will be given to the team when a sex is skipped in the order.
4. The pitcher and catcher must be of opposite sex at all times.

B. Substitutions

1. Players may only substitute for those of the same sex, male for male and female for female.

C. Bases On Balls

1. When four balls have been called on a male batter, the male runner advances to second base.
2. The next batter, female, has the choice of hitting or accepting first base.
3. Runners shall only be allowed to advance as far as they are forced during a base on balls.
4. A male will only be awarded first base if the following spot in the batting order is an out due to a team playing with nine (9) players and the next actual batter is male.

RULE EIGHT: APPEALS AND PROTESTS

Section One: Appeals

A. Types

1. Appeals may be made in the following circumstances:
 - a. When a runner misses a base;
 - b. When the batter-runner touches only the white portion of a double base when a play is being made at first base, except when the play is made from foul territory or when an errant or missed throw pulls the defensive player into foul territory;
 - c. When a runner leaves a base on a caught fly ball before the ball is first touched; or
 - d. When a batter bats out of order.

B. During A Live Ball

1. When the ball is live, a fielder in possession of the ball may make an appeal by touching the base that the runner missed or the base from which the runner left too soon on a caught fly ball, or by tagging the runner if he/she is still on the field.

C. During A Dead Ball

1. When the ball is dead – that is, when all runners have completed their advancement and time has been called – an infielder, the pitcher, or the catcher, with or without the ball, may make a verbal appeal on a runner who missed a base or left a base too soon on a caught fly ball.
2. If the ball has gone out of play, runners must have the opportunity to complete their advancement before the dead ball appeal can be made.

D. Runner Returning

1. A runner may not return to touch a missed base or a base from which he/she left too soon on a caught fly ball if:
 - a. He/She reaches a base beyond the base missed or the base from which he/she left too soon and the ball becomes dead;
 - b. He/She has left the field of play; or
 - c. A following runner has scored.

E. When To Appeal

1. Appeals must be made:
 - a. Before the next legal or illegal pitch;
 - b. Before the succeeding intentional walk;
 - c. At the end of an inning, before the pitcher and all infielders have left fair territory; or
 - d. On the last play of the game, before umpires leave the field of play.

Section Two: Protests

A. Types

1. Misinterpretation of a rule. The protest must be made before the next pitch, before all fielders leave fair territory, or, on the last play of the game, before the umpires leave the playing field.
2. Illegal player or players. The protest must be made while the players are still in the game and before the umpires leave the playing field.
3. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.

B. Procedures

1. Protests based on decisions involving accuracy of an umpire's judgment will not be considered.
2. Team captains must initiate protests. The Intramural Sports staff on site, including umpires, scorekeepers, and supervisors will determine the next action to take place.