



10. TIE GAMES: All games must have a winner. If the score is tied, an extra inning will be played with the last player being out starting on second base. Each team will have a normal chance to bat in that inning.
11. SUBSTITUTES: All starters and substitutes will be permitted unlimited re-entries, provided they return to the same spot in the batting order.
12. BATTING: **Batters must use one of UNC's provided bats. Teams are NOT allowed to bring their own bats.** Bunting and chop-swings are prohibited. Batters may not leave the batter's box to swing at a ball. The result will be a dead ball out, and all runners will have to return to their previous base.
13. BATTER'S COUNT: Batters will begin each at-bat with a one (1) ball, one (1) strike count. All legal pitches that the umpire calls a strike, missed swings, and foul balls will be counted as a strike. All pitches that are illegal or are not called a strike will be counted as a ball. **Each batter may receive one courtesy foul ball when there is a 2-strike count, but a second foul ball after the second strike will be considered a strike-out.**
14. BASE RUNNING: Stealing and leading off are prohibited. Sliding is permitted, but not required. A base runner is NEVER required to slide. However, a player who initiates malicious contact will be called out and ejected from the game. Designated hitters are not permitted. Batter/runners may not advance to first base on a dropped third strike.
15. PITCHING: The pitcher must have at least one (1) foot on the pitching rubber from the time the pitching motion begins until the ball is released. The motion of the arm must be in one steady, continuous flow past the hip. It is illegal to double-clutch, or to act like you are going to throw, stop, then throw on the second part of the same motion. No revolving arm motions may be used, for example, bringing the arm "full circle" from in front of the body, over the head, then past the hip and releasing the pitch.
16. PITCH ARC: Pitches must have a perceptible arc of between six (6) and twelve (12) feet. If not, the umpire will call "illegal pitch" while the ball is in flight. If the batter takes the pitch, it will be called a ball, regardless of where the pitch lands. However, the batter may swing at the pitch. If so, the result of the swing (miss, foul ball, or ball in play) will override the "illegal pitch" call and a ball in play will be considered a live ball.
17. STRIKE ZONE: The slow-pitch softball mat is provided to have more consistency with the strike zone. If the pitched ball strikes any part of the mat (without bouncing), the pitch is to be called a strike. If the ball hits home plate, without it hitting the strike zone mat, and without a swing attempt by the batter, it will be called a ball. There are NO walks due to being hit by a pitch in slow-pitch softball.
18. BALLS OUT OF PLAY: The umpire will call time-out anytime a ball crosses the out of play line. If a batted ball travels out of play in the air, it will be considered a foul ball. If a live ball is thrown out of play, runners shall advance one (1) base from the point when the ball was thrown. If a defensive player carries a live ball out of play, runners shall advance one base from the time the defensive player crosses the out of play line.
19. APPEAL PLAYS: An appeal for leaving a base early or missing a base may be made by the defense after the ball is declared dead by the umpire and before the next legal pitch. The appeal must be announced to the umpire, and then a defensive player in possession of the ball must touch the base in question. The umpire's decis  
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22. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
23. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a zero (0) sportsmanship rating, regardless of the score and the time remaining.
24. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and UNC Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
25. DRUG, ALCOHOL & TOBACCO POLI

29. **BATTING ORDER:** Team members must bat in alternating order (i.e., woman, man, woman, or man, woman, man, etc.). If a team is playing with nine players (see rule #28), ten (10) spots must be made in the lineup. If a tenth player arrives late, he/she may take the vacant spot without penalty.
30. **EXTRA HITTERS:** Teams are permitted (but not required) to have extra hitters in the lineup. An extra hitter is considered a spot in the lineup, but the player does not play in the field. An extra hitter may switch positions with a field player. The only stipulation is that the batting order may not change. A substitute may enter the game into an extra hitter's position. That player is now considered an extra hitter. The extra hitter(s) may bat anywhere in the lineup. A team may use two (2) or four (4) extra hitters, so that the batting order rule (#28) is followed. The total number of places in a lineup may not change once the game begins unless due to injury or ejection.
31. **WALKING A MALE: If a male batter is walked, the female that follows may choose to walk or bat.**  
**NOTE: walked male batters will not be awarded 2<sup>nd</sup> base unless the following female walks.**
32. **FIELD PLAYERS:** Players may play any position on the field.
33. **SUBSTITUTIONS:** Males must substitute for males, and females must substitute for females.