

# COED SOFTBALL

## Information Sheet

### Summer 2026

**This information sheet is intended to provide basic information and rules for this activity. Please refer to the 'Information' tab on the intramural web page for detailed information about policies and procedures of the Intramural Sports Program.**

#### ENTRIES OPEN

Online team schedule registration will begin at 9:00 AM on Tuesday, June 16 and will end at 11:00 AM on Monday, June 22 (**Entries are limited**). Visit our website and click on the 'Registration' tab. Schedule distribution will begin at 9:00 AM on Tuesday, June 23.

#### ENTRY FEE

A \$40.00 entry fee will be required for each team. Team schedules may only be purchased by those who have an active My Financial Center account.

#### CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Wednesday, June 24 at 4:00 PM in 267 Richards Building**. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

#### ELIGIBILITY

Current full-time BYU students are eligible. Current faculty and staff employees (70% or greater) and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, non-degree seeking students (Flex GE, Post-Baccalaureate, Evening School, English Language Center), student employees, faculty and staff employees (less than 70%), and spouses of students. All students are also eligible to participate for **one semester** beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online. **Payment must be made before a participant can be added to a team roster.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term. **Do NOT pay this fee before the first day of the applicable semester or term.**

To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **twenty-one** players. Each participant may play for only **one** Coed Softball team.

#### RELEASE AGREEMENT

All Intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

#### DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:00 PM and Saturday 8:15 AM to 12:00 PM. Games will be played at the West Stadium Fields – west of LaVell Edwards Stadium off University Ave.

#### CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. All participants must show a valid (government or school issued) picture ID before every game.

## FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams with less than **seven** legal players at game time. Teams receiving their second forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

## EQUIPMENT

**The Intramural Office will supply softballs each night of play at every field.** A limited supply of used softballs can be purchased at the Intramural Office for \$2.00 each.

Each team must supply their own bats and gloves for game play. Only official bats, as described in the USSSA rulebook, will be allowed. The official bat can be no more than 34 inches long, not more than 2 1/4 inches in diameter at its largest part, and shall not exceed 31 ounces. In addition, the Bat Performance Factor (BPF) shall be 1.20 or less.

## UNIFORMS

An appropriate, modest athletic uniform is permissible. Shirts, shorts or pants, and shoes must be worn. **No metal cleats will be allowed.**

## UMPIRES

The Office of Intramural Sports will provide all umpires. Umpires assigned to your game have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

## LIABILITY

**All participants play at their own risk and must acquire their own insurance.**

## INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays.** Weather updates, when needed, will be posted on our website – [iSports.byu.edu](http://iSports.byu.edu).

## SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. The BYU Intramural Sports program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Stand as a Witness:** *We are to stand as witnesses of God at all times and in all things, and in all places* (Mosiah 18:9). Be consistent with who you are in all situations. “Never check your religion at the door. That kind of discipleship cannot be – it is not discipleship at all.” (Elder Jeffrey R. Holland – Israel, Israel, God is Calling. September 2012)
2. **Live with Integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Honesty applies equally in sports as it does in all other areas of life. Never lower your standards because “it’s just a game.”

3. **Play by the Rules:** Do not push limits or escalate the level of physical play to match the style of enforcement. This style of play endangers other players. Intentional disregard for the rules of the game is unsportsmanlike. Play hard, but honor the rules.
4. **Be Accountable:** Although we are free to choose our actions, we are not free to choose the consequences. Others cannot determine our feelings or thoughts. We are each accountable for what we do and say and should never blame others for our behavior.
5. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). Sportsmanship is the Golden Rule in action. Treat others—officials, opponents, spectators, teammates—with honor and respect.
6. **Be Meek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict, it only compounds the situation. Demonstrate humility in victory and dignity in defeat.
7. **Be Gracious:** Compliment your opponent after a good play. Focus on the good. Build people up, do not tear people down. Be genuine when you congratulate your opponent.
8. **Have Fun:** *Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

### YELLOW/RED CARD SYSTEM

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card will be ejected from the game and must leave the facility before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 1 inning & Red = 2 innings).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

### TOURNAMENT INFORMATION

Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

1. Intelligent and aggressive base running.
2. Consistent hitters that can place the ball.
3. Pitchers that can consistently throw strikes.
4. Team cleanly catches or fields batted balls.
5. Accurate throws to the right places.

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by 4:00 PM on TBD.
- Teams will have until **4:00 PM on TBD** to challenge classification rankings.
- Tournament brackets will be posted by 4:00 PM on TBD.
- Tournament play begins TBD.

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 RB). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done with a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

## **RULES**

Intramural softball abides by the 2026 USSSA rules with the following exceptions or points of emphasis:

1. *Team Composition:* teams may consist of seven (minimum) and ten (maximum) players, and no more than six men.
2. *Game Duration:* Games will last five innings or 60 minutes. One inning consists of each team batting through their line-up once. When time expires or anytime during the fifth inning if it is determined that one team cannot score enough runs to tie or take the lead the game will be called.
3. *Overtime (tournament only):* A game that is tied at the end of regulation shall be continued by playing additional innings until one team has scored more runs than the other at the end of a completed inning, or it is determined that one team cannot score enough runs to tie or take the lead.
4. *Sportsmanship:* Any base runner crashing into a fielder in an attempt to dislodge the ball or prevent a double play will be called out and may be ejected from the game. Also any player who interferes with a throw may be called for interference. Any incident of either throwing the bat or presenting a fake tag may warrant a warning, a yellow card, or a red card depending on the severity of the act.
5. *Homerun Rule:* All fair untouched fly balls over-the-fence will be ruled an out.
6. *Batting:* Teams may bat seven to ten players and no more than six men. Players batting must also play the field during the same inning in which they bat.
7. *Last Batter:* Any out or time call during play on the last batter ends the team's time at bat. This out may be made by a catch or force/tag.
8. *Runners Carry Over:* All base runners left on base after the last batter has batted, will carry over to the next inning.
9. *Substitutions:* All substitutions must take place at the top of the inning. Therefore, visiting team players who bat in the top half of the inning must also field in the bottom half of that inning and home team players who field in the top half of the inning must also bat in the bottom half of that inning. One courtesy runner per inning (per gender) may be used.
10. *Pitching:* Pitchers will pitch to their own team. The pitcher must be an eligible participant who is on the team roster. Teams may only substitute pitchers once per inning. Men will receive two pitches and women will receive three pitches. There will be no intentional walks. A foul ball hit off the last pitch is an out. The appropriate size ball must be used. There is no height limitation on pitches.

11. *Defensive Positioning:* Teams shall have no more than six total infielders, three men in the outfield, or four men in the infield (with at least one male at pitch/catch). When playing shorthanded, the catcher position must be filled. Prior to the ball being batted, defensive pitchers must be positioned within 10 feet of the pitcher's mound. Infield players must be positioned behind the 50-foot arc and outfield players must be positioned behind the 150-foot arc *before each pitched ball*, and will not be allowed to cross their respective lines until the ball has been batted. NOTE: Violations to the 50 and 150-foot arcs will result in an automatic single or the result of the play, whichever the offensive team chooses.

**If you have any questions contact Saxton in 145 RB (801) 422-7597 or access our web page.  
iSports.byu.edu Have a fun season!**