

## ***INTRAMURAL SPORTS SOFTBALL RULES***

ASA rules with the following intramural modifications will govern all contests:

### **THE GAME, PLAYERS, AND EQUIPMENT**

#### **I. GENERAL INFORMATION**

- **The Players**
  - The game shall be played between two teams of 10 players.
  - Eight (8) players are required to start or continue play.
  - An extra player (EP) may be used to bat 11.
  - If a team falls below 8 players at any time it will up to the discretion of the umpire whether or not the team will continue to play.
  - If a team falls below 8 players due to injury, the team may continue only if the umpires believe the team still has a chance to win.
  - In a men's or women's game a team **does not** take outs for not having 10 players to bat.
  
- **Team Captains**
  - Each team shall designate to the referee the team captain.
  - The team captain is responsible for information contained in the Intramural Softball Rules, and the Intramural policy and procedures.
  
- **Substitutions**
  - Substitutions may be made at any dead ball situation.
  - Any of the starting players, including the EP, may be withdrawn and re-entered once, provided they occupy the same batting order.
  - If a substitute leaves the game, that player may not re-enter the game.
  - If a starter re-enters the game, they must re-enter for the person that originally replaced them.
  - Illegal substitution is grounds for ejection from the game.
  
- **Illegal Substitutions**
  - If the illegal substitute is found prior to the first pitch after entering illegally, the situation is corrected by making the correct substitution.
  - If the illegal substitute is at bat and a pitch has been made, the correct substitute is entered into the game with the same pitch count.
  - If the illegal player is found after their turn at bat and prior to the next pitch, they are called out and any action that happened during their turn at bat is nullified.
  - If they are discovered after the next pitch, they are declared ineligible and out, but action occurred stands.
  
- **Persons Subject to the Rules**
  - Team representatives including: players, substitutes, replaced players, coaches, fans, and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of umpires and supervisors assigned to the game.

#### **II. EQUIPMENT**

- **Jewelry**
  - Jewelry is illegal.

- **All head/facial piercings must be removed.**
- If jewelry is not removed when the batter enters the batter's box, the result will be the player being called out.
- If on offense the play will be called dead and all base runners will return to their previous base. If on defense then the team will begin with an out.
- **The Ball**
  - Only restricted flight balls (Core .44) are allowed for intramural softball.
  - Game balls will be provided by the Intramural Staff and teams must use these balls that have been provided. **NO EXCEPTIONS!**
- **Footwear**
  - Shoes must be worn at all times.
  - Shoes must be closed toe (no sandals).
  - Only smooth pliable or hard rubber cleats are allowed. **No metal spikes are allowed!!**
- **Bats**
  - Only official ASA softball bats are legal.
  - The bats may be made of graphite, metal, magnesium, or any combination of these materials and not be longer than 34 inches.
  - A legal bat shall have a safety grip of cork or tape between 10 and fifteen inches in length.
  - If at any time during the game a player is caught using an illegal bat, that player will be declared out and any play resulting from that at bat will not count.
  - Also, the team caught using the illegal bat will lose one half of all the runs scored by the team up to that point (regardless of whether other players used the bat or not).
  - If the score is an odd number, once half the points are taken away it will be rounded up to the nearest point.
- **Gloves**
  - Gloves must be worn by all players.
  - Only the catcher and 1st baseman may use mitts.
  - A glove must be worn at all times.
  - In the event that a player throws a glove to try and stop a ball from its normal flight or path shall result in the runners gaining 3 bases from the last base obtained before the infraction.
  - If the infraction occurs on an overthrow, runners are allowed 2 bases from the last base obtained at the time of the throw.
  - The player who threw the glove shall be warned for the first infraction and ejected if the infraction happens again in the game.

### III. THE GAME

- **Game Duration**
  - Game time is forfeit time.
  - **Games are 50 minutes or 7 innings, whichever comes first.**
  - No inning will start after time has expired.
  - The game will also automatically end if the home team is winning and time expires in the bottom half of the inning.
  - A game shall be considered "official" after 2 complete innings, if the game is stopped due to inclement weather (rain, lightning, etc.).
  - If the score is tied at the end of regulation, then extra innings will be played to determine the winner.
- **Forfeit**
  - Game time is forfeit time, if there are no players present from a team.

- The team that loses by forfeit is not eligible for the play-offs and the captain is responsible for paying a \$20 forfeit fee the business day before their next game to continue the season. The team is ineligible until doing so.
- Once a team forfeits TWO (2) games, they will automatically be dropped from the league.
- **Mercy Rule**
  - If a team is down by 10 runs at the top/end of the 5<sup>th</sup> inning, or down by 12 at the end of the 4<sup>th</sup> inning, the game will be called.
  - In other words, 12 runs after 4 innings or 10 runs after 5 innings.
- **Pitching Regulations**
  - The pitcher must maintain contact with at least one foot while conducting their pitching motion on the pitching rubber.
  - The pitcher may take one step that is simultaneous with the delivery of the ball.
  - Once the pitcher begins the pitching motion, the ball must be thrown or it is declared a ball.
  - They may not “fake out” a batter.
  - After the ball is released, the pitcher may leave the pitcher’s rubber to assume a defensive position.
  - The ball must have an arc of at least 6 feet and no more than 12 feet.
  - Pitches must be delivered underhand. No windups are allowed.
- **Batting**
  - Players must bat in the order listed on the scorecard.
  - The batter shall not interfere with the catcher by stepping out of the batters box (area) or intentionally hinder the catcher while in the batter box.
  - **The batter shall not step on, over, or in front of the plate to hit a ball (batter will be declared out).**
  - The batter must lay down the bat after a completed swing.
  - **A BAT THAT SLIPS OUT OF THE HAND AND STRIKES THE CATCHER OR UMPIRE WILL RESULT IN THE BATTER BEING DECLARED OUT AND ANY RUNNERS ON BASE WILL RETURN TO THEIR BASE OF ORIGIN.**
  - **NO WARNINGS WILL BE ISSUED. A WARNING WILL ONLY BE ISSUED FOR A BAT THAT COMES CLOSE TO STRIKING BUT DOES NOT STRIKE THE CATCHER OR UMPIRE.**
- **Starting Count**
  - Players will begin their at bat with a one ball and one strike count.
  - They will be allowed one courtesy foul ball: This being if the player fouls a ball with two strikes they receive another opportunity to hit.
  - If they foul a ball after the courtesy foul then they will be **called out**.
- **Strikes**
  - The strike zone is the area over home plate between the batter's front shoulder and their back knee when in a normal batters stance.
  - A pitch is a ball if it lands on any part of the plate including the black rubber around the plate.
- **Fair/Foul Ball**
  - A fair ball is a ball that lands in fair territory between home and first base or home and third base, or is on or over fair territory when bounding toward the outfield, **or touches first or third base**, or first falls on fair ground beyond first or third base.
  - A foul ball is a ball that does not meet the criteria for a fair ball.
  - **The foul line is in fair territory.**
- **Infield Fly Rule**
  - An infield fly is a fair fly ball that can be caught with relative ease by an infielder with ordinary effort when first and second or first, second, and third are occupied with less than two outs.
  - The ball is live and runners may advance at their own risk of being thrown out.
  - Tag-up rules still apply.

### III. DEAD BALL

- **Out of Play Areas** - Every field is marked with dead ball areas. If the ball enters a dead ball area, all play must stop. The areas are defined with a chalk line or fence.
- **Ball Thrown into Dead Ball Territory** - If a ball is thrown into dead ball territory on an overthrow; the runners are awarded two bases from the last base obtained. The award will be based on the base obtained at the time of the release of the throw. (Example: An overthrow at first will give the batter runner second base if they had not touched first base by the time of the release).
- **Ball Carried into Dead Ball Territory** - A foul ball that is caught in live ball territory and then is carried into dead ball territory will cause play to stop and all runners will advance one base from the last base obtained. The batter will be out as a result of the play if both feet were in fair territory when the ball was caught.

### V. PROTESTS

- **Men's, Women's, and Co-Rec Softball** - Protests may be submitted in instances of rule interpretations and participant eligibility only. Protests will not be accepted if they are based on judgments made by an umpire. Protests must be made to the umpire and an Intramural Supervisor before the next pitch is made.
- **Play-off Games** - All player eligibility protests must be done at the beginning of the game and rule interpretation protests must be made at the time of the rule misinterpretation and be resolved before play continues.

### VI. FIELDS GROUND RULES

- **Bobcat 1** - The dead ball area is the backstop extended down the first and third base lines.
- **Bobcat 2** – The dead ball area is the fence along the third base side and the backstop extended down the first base side. If the ball is hit in the air over the fence it is a home run.
- **IM** – The dead ball area is the backstop extended down the third base line and the fence along the first base line. The chalked out area surrounding the water fountain is also considered out of play.

### VII. SLIDING RULE

- Sliding is legal at all bases **except home**. On the third base line there will be a line that is 10 feet from home, **once a runner crosses that line all plays at home will become a force**.

### CO-REC MODIFICATIONS (all of the above rules apply with the following modifications)

- **Players**
  - A Co-Rec team consists of 10 players (5 males and 5 females).
  - A minimum of 8 players (4 males and 4 females) are needed to start or continue play (must have a catcher).
  - If an extra player (EP) is used the team must have 12 players, 1 EP male and 1 EP female. You can bat **10 or 12** but not 11.
- **Batting Order**
  - Must alternate sexes.
  - A team may bat with 9 players but the following will occur:
    - A team that bats with **5 males** and 4 females, will record an **out** in the 10<sup>th</sup> spot.
    - A team that bats with **5 females** and 4 males, **will not receive an out in the 10<sup>th</sup> spot**.

- A team that bats with 8 players (4 males and 4 females) will not receive outs in the 9<sup>th</sup> or 10<sup>th</sup> spots.
- **Pitching Regulations**
  - The pitcher must maintain contact with at least one foot while conducting their pitching motion on the pitching rubber.
  - The pitcher may take one step that is simultaneous with the delivery of the ball.
  - Once the pitcher begins the pitching motion, the ball must be thrown or it is declared a ball.
  - They may not “fake out” a batter.
  - After the ball is released, the pitcher may leave the pitcher’s rubber to assume a defensive position.
  - The ball must have an arc of at least 6 feet and no more than 12 feet.
  - Pitches must be delivered underhand. No windups are allowed..
- **Batting**
  - Players must bat in the order listed on the scorecard.
  - The batter shall not interfere with the catcher by stepping out of the batters box (area) or intentionally hinder the catcher while in the batter box.
  - **The batter shall not step on, over, or in front of the plate to hit a ball (batter will be declared out).**
  - The batter must lay down the bat after a completed swing.
  - **A BAT THAT SLIPS OUT OF THE HAND AND STRIKES THE CATCHER OR UMPIRE WILL RESULT IN THE BATTER BEING DECLARED OUT AND ANY RUNNERS ON BASE WILL RETURN TO THEIR BASE OF ORIGIN.**
  - **NO WARNINGS WILL BE ISSUED. A WARNING WILL ONLY BE ISSUED FOR A BAT THAT COMES CLOSE TO STRIKING BUT DOES NOT STRIKE THE CATCHER OR UMPIRE.**
- **Starting Count**
  - Players will begin their at bat with a one ball and one strike count.
  - They will be allowed one courtesy foul ball: This being if they foul a ball with two strikes they receive another opportunity to hit.
  - If they foul a ball after the courtesy foul then they will be called out.
- **Fielding Positions**
  - Pitcher and catcher must be of opposite sex, and there must be two males and females in the infield and outfield.
- **Restraining Line**
  - There is a burned restraining line 150 feet from home plate in the outfield.
    - All four outfielders must stay behind that line until the ball is batted.
- **Intentional Walking**
  - If the pitcher walks a male batter, the male batter is **automatically** awarded 2<sup>nd</sup> base and the female batter behind him has the **OPTION** of taking first base or batting.