

# Intramural Softball Rules

## General Intramural Softball Rules

- The game will consist of 7 innings with no inning starting after 45 minutes.
- Unlimited substitutions are permitted.
- Teams will pitch to their own batters. Please see the pitching section.
- Participants may only play on one same sex and one co-rec team.
- Each team will be responsible for furnishing a scorekeeper. Protests based upon the score will not be allowed. Questions should be directed to the IM Staff on duty.
- Spectators and members of the team at bat must remain behind the out of bounds lines (back stop extended), except for the two base coaches and the batter on deck.

## Players and Substitutions

- Teams are composed of ten players. Each team must have a pitcher and a catcher.
- A team may start with as few as 7 players and may continue with less than 7 players until the game becomes a farce as determined by the officials and supervisor. Exception: Co-Rec teams.
- Teams may bat an Extra Player (EP). This means that if you are playing 10 players in the field, you may bat 11 players, but only if you have 11 players present at the start of the game (12 for CoRec).
- Players arriving late may add their name to the bottom of the batting order; but you **MAY NOT** add an Extra Player. All substitutes must report to the umpire or supervisor before batting.
- **Injured Player:** A player who is bleeding, has an open wound, or has blood on the uniform shall be considered an injured player. Such players may not return to the game until the bleeding has stopped and the wound has been properly covered.
- **The "shorthanded" rule:** If a player must leave the game and there is no substitute available, when it is that player's turn to bat an out is declared. **A team may not substitute for an ejected player.**

## Equipment

- All jewelry must be removed. This includes, but is not limited to, necklaces, earrings, newly pierced earrings, facial piercings, rings, bracelets, and watches. Individuals are not permitted to tape jewelry down, as this does not provide any real protection for you or others. If you cannot remove the item then you cannot play.
- Turf shoes, cleats, and soft pliable, rubber bottom shoes are permitted. Metal cleats, sandals, open-toed shoes, and bare feet are prohibited.
- All players must have a glove.
- Balls and bats will be supplied by the Campus Recreation Office.
- Teams may use their own bat, however, it must be "ASA Approved", and **both teams** will be allowed to use any bats brought by individuals.

## Duration of Game and Grace Period

- **Game length:** Each game shall be 7 innings or 45 minutes in length. A new inning will not begin after 45 minutes. If the score is tied after 45 minutes or 7 innings, 1 extra inning will be played except during tournament play where extra innings will be played until a winner is determined.
- **Grace Period:** There is no grace period.
- **Mercy rule:** If a team is ahead by 15 runs or more after 3 innings the game will end. If a team is ahead by 10 runs or more after 5 innings the game will end.

## Playing Rules

Current ASA rules are in effect, with the exceptions below.

- **Stealing:** There is no stealing in slow pitch softball. If a player attempts to steal a base the ball shall be declared dead and the runner out.
- **Leading off:** There is no leading off in slow pitch softball. Players must remain in contact with the base until contact is made with the ball.
  - If a player leads off and the batted ball is fair, upon an appeal by the defense, the runner shall be declared out.
  - If a player leads off and the ball is swung at and missed or lands foul a warning shall be issued by the umpire.

- **Missed base:** If a runner misses a base the defense may appeal before the next legal pitch to the umpire who in return will give an "out" signal if true or a "safe" signal if false.
- **Infield fly:** A fair fly ball (not including a line drive), which can be caught by an infielder with ordinary effort when first and second base (or first, second and third) are occupied with less than two outs.
- **Sliding:** There is no sliding in Intramural Slow Pitch Softball. Players who slide in an attempt to reach a base will be declared out. Players may slide to avoid contact with the ball. When involved in a double play, base runners are required to run out of the base path to avoid interference.
- If the ball is thrown into a Dead Ball Area play will stop and each runner is awarded two bases beyond the base already achieved. (*for example:* Player A1 is running to second base after a batted ball. Player B3 overthrows second base in attempt to throw A1 out, since A1 hasn't achieved second base yet, A1 will be awarded second and third. If A1 was already standing on second base when the ball was released by B3, A1 would be awarded third and home = rule is the base you were attempting when the ball was released + 1...if you are standing on second, you are considered "attempting" third).
- Flagrantly running into another player is prohibited. If in the judgment of the umpire the contact was flagrant the offending player will be ejected.
- **Ghost runners:** Ghost runners (pinch runners) are not permitted. Participants may not bat the ball and have someone else run for them.
- A game shall be declared completed if "called" after the bottom of the forth inning or beyond for inclement weather.

## Pitching

- The pitching arch is between 6 and 12 feet. That is, the ball must arch at least 6' above the ground but not more than 12'.
- The pitcher must have at least one foot on the pitching rubber during delivery. Defensive pitcher must be on the pitcher's mound when the ball is released.
- **THREE PITCH RULE:** The team batting will have one of its own players pitch the ball to them. They are allowed three pitches only. The three pitches include foul balls and bad pitches. If a player does not hit a fair ball in three pitches he or she is out.
- The offensive pitcher may not touch the ball after he/she releases it (it will be an out).

- The offensive pitcher may not interfere with any defensive player making a play.
- Teams must have a defensive pitcher and catcher to play.
- If a batter catches a pitch a strike shall be called.

### **Batting**

- The batter is out when he/she appears in the batters box with, or is discovered using an **altered or illegal bat.**
- A batter is out when an umpire declares an infield fly (see Infield Fly rule under playing rules). Runners on base may advance at their own risk.
- If a fielder intentionally drops a fair fly ball that can be caught by an infielder with ordinary effort, with first and second or first, second and third bases occupied with less than two outs, the batter is out. All runners return to the base they occupied when the ball was pitched.
- When the batter bunts or chops down at the ball, the ball is declared dead and the batter is called out.

### **Base running**

- When a base runner must return while the ball is in play, they must touch the bases in reverse order.
- No runner may return to touch a missed base or one he/she had left illegally after a following runner has scored. The defense must appeal for the out to be granted.
- Base runners are entitled to advance at risk under the following circumstances:
  1. When the ball is over thrown in fair or foul territory and remains in play.
  2. When the ball is batted in to fair territory.
  3. When a legally caught fly ball is first touched.
- Base runners are entitled to advance **without** liability to be put out:
  1. When a fielder obstructs the base runner from making a base unless the fielder is trying to field the batted ball or has the ball ready to touch the base runner.
  2. When the ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.
- Obstruction is the act of:
  1. A defensive player that hinders or prevents a batter from striking or hitting a pitched ball.

2. A fielder, not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a base runner who is legally running the bases.
- Interference is the act of an offensive player or team member, which impedes or confuses a defensive player attempting to execute a play.
  - **Base stealing is not allowed.** Each base runner may leave his/her base when a pitched ball is batted or crosses home plate.
  - The base runner is **out**:
    1. When in running to any base he/she more than three feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.
    2. When the base runner passes a preceding base runner before that runner has been put out.
    3. When the base runner legally overruns first base and makes an attempt to advance to second base and is legally touched while off base (runner should overrun first in foul territory to avoid being put out).
    4. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play (including shooting or waving the arms to distract the defense), the immediate succeeding runner shall also be called out.
    5. When a base runner is struck with a fair batted ball while off base and before it passes an infielder who could have otherwise made a play.
    6. When, with a base runner on third, the batter or any offensive player interferes with a play being made at home base.
    7. When in the umpire's judgment, the base coach at first or third base touches or holds the runner physically to assist a runner in returning to or advancing from the base when a play is being made on him/her.
    8. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference shall be called out.
  - Base runners are **not out** under the following circumstances:
    1. When a base runner runs around the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
    2. When a base runner is hit with a fair-batted ball that has passed through an infielder, excluding the pitcher, and in the

umpire's judgment no other infielder had a chance to play the ball. The ball remains "alive" under this condition.

3. When a base runner is hit by a fair-batted ball after it is touched or touches any fielder.
  4. When a base runner is hit by a fair-batted ball while in contact with a base.
- **Injured Runner:** If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner will be permitted. If no substitutes are available, the player who made the last out will run and an out will be declared whenever it is the injured player's turn at bat.

### **Bases**

- Bases will be 65 feet apart.

### **CoRec Specific Rules:**

1. In co-rec, a female may only substitute for a female, a male for a male.
2. A designated hitter or extra hitter is allowed. A team must designate one male and one female as extra hitters before the game begins. Ten players may play defense (no more than 5 players and no less than 4 players of one gender may play defense at one time).
3. A team consists of 10 players. In addition, a team may play legally with 8 players, provided they have four male and four female players, but they may not play with less than 8 players. Teams may not have 3 or less players of one gender. If a team plays with 8 or 9 players they **will** be assessed automatic outs when the missing player or players turn comes up in the batting order. Players arriving late may have their name added to the bottom of the order; but you may not add an Extra Player. All substitutes must report to the plate umpire before batting.
4. Teams must alternate batting order by sex. If a team is playing with an odd number of players, a player of the majority sex must bat first.
5. Males and females do not have to alternate defensively on the bases or in the outfield. The catcher and pitcher do not have to be of opposite sexes and are considered infielders. Teams are not regulated as far as the number of infielders or outfielders or gender of each.
6. **Same Injured Runner rule applies to CoRec that applies to Men's league.**

