



## **Intramural Softball Rules**

(revised 3/17/10)

### **RULE I- GENERAL INFORMATION**

- A. Responsibilities of Team Captain
  - 1. Make sure all of your players and all of your opponents are eligible.
  - 2. Before the game, fill out the scorecard correctly and check the recorded score and winner/loser after the game.
- B. Eligibility
  - 1. A person may play for only one men's or one women's team throughout the entire season. Captains are responsible for their team's eligibility. A player may play for one men's and one corec team or one women's and one corec team.
  - 2. Players must have played in one regular season game to be eligible to play in the tournament. Even if your team wins by forfeit, all players of the team present should sign the scorecard.
- C. Protests- No protest involving an umpire's judgment call will be upheld.
- D. Game Time is Forfeit Time. This is under the discretion of the Umpires and Supervisors on duty.

### **RULE II- THE PLAYING FIELD**

- A. Bases shall be 65 feet apart. Pitchers plate to home plate shall be 50 feet.
- B. Ground rules will be set and reviewed at the beginning of each game.

### **RULE III- EQUIPMENT**

- A. Gloves must be worn by all field players, and mitts may only be used only by the catcher and first baseman.
- B. Shoes:
  - a. No metal spikes are permitted
  - b. Polyurethane spikes are legal.
- E. A player may not wear any type of cast. Participants that must wear metal or hard braces on their knees are required to cover it with a neoprene sleeve to participate (minimum of ¼" thick).
- F. Exposed jewelry such as wrist watches, bracelets, larger hoop-like earrings, and neck chains, or any other item judged dangerous by the umpire may not be worn during the game.
- G. Only softballs provided by the Intramural Sports Department may be used for game play.
- H. Only bats provided by the Intramural Sports Department may be used for game play

### **RULE IV- PLAYERS AND SUBSTITUTES**

- A. A team must have at least 8 players present at game time. If 8 players are not present, the game will be forfeited.
- B. All teams must field players in the pitcher and catcher positions.
- C. If a team began the game with at least 8 players, they may continue to play if injuries, ejections or other problems force them below 8 players.
- D. Any player listed on the game roster/ lineup may play the field at any time.
- E. Any player may be withdrawn and re-entered once, provided the player occupies the same batting position whenever in the lineup. The original player and the substitute(s) cannot be in the lineup at the same time.
- F. The batting order may consist of up to 11 players in men's and women's. They must bat in the order listed on the scorecard. Teams batting out of order will be given an "out" for each position out of order they batted. Remember: The "extra hitter(s)" are optional; however, if used it must be used the entire game. A team cannot use more than eleven hitters in a line-up at one time.
- G. COREC: There must always be an equal number of men and women in the line up, a maximum of 12 and a minimum of 8 players.

### **RULE V- THE GAME**

- A. Starting the Game:
  - a. There will be a coin flip to determine the home team before each game.
  - b. Games must begin as quickly as possible. Teams are permitted no pre-game warm-up.
- B. Inning Procedure:
  - a. There shall be no infield ball after the first inning and only one warm-up pitch between innings.
- C. Ending the Game:
  - a. The supervisor will announce "NO NEW INNINGS" at 50 minutes past the scheduled start time. If the inning has begun, it shall be continued until it is completed if the visitors are ahead or until the home team is ahead in the bottom of the inning. If time is to be added to the game, the supervisor will announce this separately.

- b. Ten Run Rule: we will be using a ten run rule in all intramural slow pitch league games. If either team is winning by 10 or more runs after five complete innings of play (4 ½ if the home team is ahead by 10 runs), that team is the winner of the game.
- D. Forfeits: The umpire or supervisor has the right and the responsibility to declare a forfeit in favor of the team not at fault.

#### **RULE VI- PITCHING**

- A. The pitcher shall take a position with both feet firmly on the ground, and with one or both feet in contact with the pitcher's plate. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
    - a. Preliminary to pitching, the pitcher must come to a full and complete stop with at least one foot in contact with the pitcher's plate and with the ball in front of the body. The front of the pitcher's body must face the batter.
    - b. This position must be maintained for at least 1 second.
    - c. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.
  - B. The pitch must be delivered underhand with a perceptible arc of at least 6 feet from the ground and cannot reach a height of more than 12 feet from the ground.
  - C. The hand shall be below the hip.
  - D. The pitch shall be released at a moderate speed. The speed is left entirely up to the umpire.
  - E. The pitcher shall not make any "quick return" pitches nor shall he/she unduly delay the pitch after the batter is ready.
  - F. The pitcher shall not throw to any base other than home plate while in contact with the pitcher's plate.
- PENALTY:** Any violation of Rule VI, sections A-F shall result in an illegal pitch being called. An illegal pitch is a delayed dead ball. If an attempt is made by the batter to strike the ball, the result of the pitch and all related action will stand. If no attempt is made, a ball will be awarded to the batter.
- G. "NO PITCH" shall be declared and the action following will be ignored when:
    - a. The pitcher pitches in suspension of play.
    - b. The ball slips from the pitcher's hand before the delivery begins.
    - c. The pitcher pitches before a base runner is able to return to his base following a foul ball.
  - H. Pitchers are allowed a maximum of 5 warm-ups when they enter the game. (Not more than one minute may be used, however.)
  - I. If the ball hits on or in front of the line on the plate, then a ball will be called.

#### **RULE VII- BATTING**

- A. Batters will start with a one ball one strike count. The batter will be out on the second strike (e.g. swing and miss then a called strike). The batter will walk on the third ball. One free foul ball after getting to two strikes.
- B. Strike zone: that space over any part of home plate between the batter's back shoulder and his FRONT KNEE when he assumes a natural batting stance.
- C. A ball is called by the umpire:
  - a. For each legally pitched ball which does not enter the strike zone, touches the ground before home plate, or hits any part of the plate and is not struck at by the batter. Any pitched ball which has hit the ground before touching home plate or hits any part of the plate cannot be legally swung at by the batter.
    - i. NOTE: A ball may not be hit off the bounce. If the ball hits the ground or the plate and then the batter strikes at the ball, a ball shall be awarded, as the ball hit the ground before the swing.
- D. A strike is called by the umpire:
  - a. For each legally pitched ball which enters the strike zone.
  - b. For each legally pitched ball struck at by the batter.
  - c. For each foul tip.
    - i. NOTE: The ball remains dead and, if the third strike, the batter is out.
  - d. For each foul ball. With two strikes, the batter may hit one foul ball without a strike being awarded, however the next foul ball shall be called a strike.
  - e. For each pitched ball which hits the batter in the strike zone.
- E. The batter is out:
  - a. After receiving three strikes.
  - b. When the batter enters the box with or is discovered using an illegal or altered bat. The batter shall also be ejected from the game.
  - c. When an entire foot is touching the ground completely outside the lines of the batter's box when a fair or foul ball is hit.
  - d. When any part of the foot is touching home plate when a fair or foul ball is hit.
  - e. When, in the judgment of the umpire, a batter bunts or chops the ball.
    - i. NOTE: A legal swing must be a full swing, beginning behind the batter, and coming completely around. Any attempt to tap the ball into play, as in a bunt, or chop the ball down into the ground shall result in the batter being called out.
  - f. When a batter hits a fair ball a second time in fair territory.
  - g. When, in a Co-rec game, a team cannot field an even number of male and female batters. An out will be called at the end of the line-up.
- F. The batter must take his position within 10 seconds after the umpire calls "play ball." EFFECT: The pitcher shall pitch the ball and each pitch delivered shall be called a strike.

- G. The batter may not step out of the batter's box without first asking the umpire for a "time" – if the batter does step out without "time" being granted, the result of the pitch will stand.

#### **RULE VIII- BASE RUNNING**

- A. Base runners may leave a base as soon as a ball is hit.
- B. When the base slides away from its proper position when a runner goes into it, he/she is assumed to be on the base and NOT in jeopardy to be put out unless he/she tries to advance.
- C. FAKE TAG- A fake tag or simulating the motion of catching a throw has been clarified to be a form of obstruction. The fake tag is a potential safety hazard. It cannot be condoned and is also unsportsmanlike conduct. When a fake tag occurs, the offender shall be ejected from the game.
- D. INTENTIONAL WALK- If a pitcher desires to intentionally walk a batter, he/she should indicate this to the umpire who will award the batter first base automatically.
- E. INTERFERENCE- An offensive player shall not interfere with the right of a defensive player trying to make a play on the ball. When interference is called, an out will be called and all runners must return to the last base legally touched.
- F. OUT OF BASE PATH- 1. If a base runner goes out of the base path to avoid being tagged, he/she is out.
- G. OUT OF PLAY- Overthrows: All runners will be awarded two bases from the last base attained. The bases awarded will be governed by the position of the runners when the ball left any fielders hand. If a ball hit to the outfield lands in play in fair territory, and then rolls out of play, whether touched by a fielder or not, shall result in a ground rule double. If the umpire rules that the fielder intentionally directed the ball out of play, then the umpire may award any bases at his/her discretion.

#### **RULE IX- COREC**

- A. Corec teams must have one of the following combinations to be legal: 4 men/ 4 women; 5 men/ 5 women; 6 men/ 6 women. Corec teams may bat 8, 10, or 12 players. If after beginning with 8 players, teams adding a male must add a female. A team cannot use more than (corec 12) hitters in a line-up at one time.  
Defensive positioning- two males and two females should be positioned in both the infield and outfield. Teams are not required to alternate male and female positioning in the infield or outfield. One male and one female must be positioned as pitcher and catcher. Teams must have an even number of males and females in the field.
- B. Batting Order and procedure- The batting order shall alternate sexes. If a male receives a walk, the following female batter may elect to walk as well. If a male receives a walk, he will not be awarded second base automatically if the following female batter elects to hit. If Corec teams choose to bat 9 or 11 batters, they will receive an out at the end of the lineup as a penalty.