

Arkansas State University

Intramural Sports

Softball Rules

**Game format:**

1. A game will consist of seven inning or 50 minutes, whichever comes first. No new inning will begin once the 50 minute time limit has expired. However, any inning which has been started prior to the time limit expiring will be completed.
2. Game time is forfeit time. If a team has the minimum amount of players (7 for single gender, 8 for CoRec) to begin a game & their opponent does not AT GAME TIME the game shall be forfeited.
3. The team that is listed first on the league sheet will be the home team & will be on the field first. If both teams are wearing the same colors then the visiting team must change!
4. Extra Innings: In the event that the score remains tied after 7 complete innings or 50 minutes, a series of extra innings will be played until the tie is broken.
5. Mercy Rule: If any team is ahead by 20 runs after 2 innings, 15 runs after 3 innings, 10 runs after 4 innings the game shall be called.
6. Called Games: In the event of inclement weather, the following will constitute a complete game:
	1. The time limit has elapsed or 2 innings have been completed.
	2. The time limit has elapsed and the game is called during an incomplete inning in which the home team has not tied the score or taken the lead, at which time the score will revert to what it was at the end of the last complete inning.
7. If the game is called due to weather before the time limit or inning limit has elapsed (2 innings), then the game will be replayed from the beginning. If it becomes necessary to stop play due to inclement weather, the final decision will be made by the Intramural Supervisor on duty.
8. Ball: All games will use a 12 inch softball
9. Gloves: are not provided

**Rules of play:**

1. Pitcher:
	1. The pitcher shall keep one foot in contact with the pitcher’s plate until the ball is released. A step may be taken, but it must be forward and the pivot foot must be in contact with some part of the pitcher’s plate until the ball is released. No “windmill” motions or “between-the-legs” pitches will be allowed.
	2. Teams will be given no more than three warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the Umpire (in the event the game is running late or pending inclement weather).
	3. The pitch must be thrown at a moderate speed and must arc at least 6 feet and no more than 12 feet from the ground. This is an Umpire’s judgment call. A pitch that does not meet these specifications will be considered an illegal pitch. Any pitch that hits ANY portion of home plate OR the strike mat IS an automatic strike.
	4. The strike zone is defined as a legally pitched ball that crosses the plate between the back shoulder and front knee of the batter (if the batter is standing parallel with home plate). A batter moving up or back in the batter’s box will not alter the location of the strike zone as it remains directly over home plate.
2. Batter/Runner:
	1. Bats-participants can only use the bats that are provided by the Intramural department, all other bats are prohibited.
	2. Each batter will assume a 1 ball/ 1strike count at the start of every at bat. The batter will walk when the count has a total of four balls. The batter will strike out after three strikes. On a batter’s third strike, he/she will be allowed to have one foul ball.
	3. If a batter bunts or chops the ball he/she will be called out.
	4. Foul balls: It doesn’t matter how a batter gets to the 2nd strike, the batter will be given 1 free foul after strike 2 then the fouls will be gone and the batter will be out.
	5. Bunting, stealing, and leading off bases are not permitted. Sliding IS ILLEGAL.
	6. The Umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. This rule is to be used if there is any blood present on a player or his/her uniform.
	7. First base: First base is the only double base on the field. The infield base is for the infielder & the outer base is for runners. If:
		1. The infielder goes to the outer base & creates contact, interference shall be called & the runner will be called safe.
		2. The runner goes into the path of the inner base & creates contact, interference shall be called & the runner will be called out.
3. Substitutes and extra hitters:
	1. Substitutes: Team’s may have unlimited substitutions during the game, with the following provisions:
		1. Substitutes may only sub for the same player and bat in the same order on the batting lineup
		2. Substitutes must play one complete inning before the next substitution occurs
		3. Substitutes must be reported to the scorekeeper prior to the substitution occurring.
	2. Extra hitters:
		1. Single gender teams may bat up to 10 players. This must be established prior to the first pitch of the game.
		2. CoRec teams may bat up to 12 players. This must be established prior to the first pitch of the game.
		3. If a game starts and a team has 9 or fewer players, (10 or fewer players for CoRec) they may only bat up to 9 players, (10 for CoRec) any players arriving after the first pitch will be considered substitutes.

**Specific rules:**

1. Infield Fly Rule: The infield fly rule will be in effect. An infield fly is a fair fly ball (not a line drive) which can be caught by any infielder with ordinary effort when first and second bases or first, second, and third bases are occupied and there are less than 2 outs. The height of the infield fly has to be higher than the back stop.
2. A dead ball appeal may be made on a non-judgment call. No appeals will be considered on an Umpire’s judgment. To appeal a play, a team’s pitcher must have the ball during a dead ball period and must stand within an 8 foot radius of the pitcher’s plate. He/she must then tell the Home Plate Umpire what he/she is appealing. The Umpire(s) will then render a decision.
3. HR Rule: Teams are allowed one (1) home run per inning. After that it is considered a single. Teams that hit a home run have to go & get (or attempt) the ball before their inning ends. If they do not get (or attempt to get) the ball prior to their inning ending they will begin their new inning with an out.
4. Scatter Rule: Players & their equipment are required to be behind the perimeter fences. If teams & equipment are not behind the perimeter fence, & there is an over throw which goes into the area where teams & equipment are:
	1. Infield team crowd – All runners get an extra base
	2. Batting team crowd – All runners return to the previous base & the batter is out
	3. In both (a) & (b) the play is dead
5. Teams are responsible for cleaning up their bench area (during and after the game). Failure to clean up litter will result in a game forfeit and the forfeit fee.
6. If a ball rolls into the gap of the fence (or under/through the fence) the defensive player should throw up both hands. The play will be considered dead and the runner will get the next base.
7. Catcher: Each team must have one of its players occupy the catcher’s position at all times.

**Rosters:**

1. Single gender teams:
	1. The minimum to have on the lineup is 7 players.
	2. 9 players are allowed to play in the field.
	3. A team may bat up to 10 players. If a team has 10 at the start of the game they may bat all players. If players get there after the game has started, the team will only be allowed to bat up to 9. Any players that add after that will be considered substitutes.
	4. Ghost out:
		1. Teams playing with 8 players will have to take 1 ghost out
		2. Teams playing with 7 players will have to take 2 ghost outs
		3. Teams are allowed to decide where they want to take their ghost outs
2. CoRec teams:
	1. The minimum to have on the lineup is 8 players
	2. 10 players are allowed to play in the field
	3. A team may bat up to 12 players. If a team has 12 at the start of the game they may bat all players. If players get there after the game has started, the team will only be allowed to bat up to 10. Any players that add after that will be considered substitutes.
	4. The batting lineup must alternate between male/female batters
	5. Infield regulations:
		1. Pitcher/catcher must be male/female
		2. Infield players must be two males and two females
		3. Outfield players must be two males and two females
	6. If a male player is walked then a female player may choose to walk or hit