

Softball

All players must sign the activity consent form and present their valid ZipCard prior to each game. No one will be permitted to play without their ZipCard. No Exceptions!

Official ASA softball rules, with certain modifications, are used as a guideline for rules. Campus Recreation Staff will have the final say on all rules and their application. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the game.

1. NUMBER OF PLAYERS

- 1.1. Teams consist of 10 players, but may start and/or play with 8 players. If the 9th or 10th person arrives, he/she is eligible to play immediately. All players must be checked in with the Intramural staff before they are allowed to participate.
- 1.2. An extra hitter (11th player) may be used, but will not play in the field.

2. LENGTH OF GAME

- 2.1. Games will be 7 innings or 50 minutes, whichever comes first. All innings started before the time limit has been reached (unless 7 innings have been played) will be completed to determine a winner. **Extra innings will be played until the tie is broken, for playoffs only.**
- 2.2. Mercy Rule: A 15-run rule or 10-run rule will apply when the losing team has completed 3 or 4 innings, respectively.
 - a. The max a team can score in an inning is 10 runs.
- 2.3. In case of rain, an official game shall be declared after 4 innings (3 ½ if the home team is winning).

3. FORFEIT POLICY

- 3.1. When a team does not have the minimum number required to play, a forfeit is declared at game time. A forfeit of this nature will count as a loss and result in an automatic 3 for sportsmanship.
 - a. EXCEPTION: The opposing team grants a 10 minute grace period, in which case the game clock starts at game time, and play continues with remaining time once the team becomes ready.
- 3.2. Should a team be granted the grace period, the following penalties will be assessed:
 - a. Within 5 minutes of game time, opposing team receives 2 runs and home team designation.
 - b. Within 5-10 minutes of game, opposing team receives additional 3 runs.
 - c. Final forfeit score is a 5-0 win for opposing team; granted at the end of 10 minute grace period.
- 3.3. If a team takes a win by forfeit without allowing the grace period, the win is recorded as 1-0, with a 4 for sportsmanship.
- 3.4. If neither team is present with at least the minimum number to play, a double forfeit is issued.
- 3.5. Teams are allowed 2 forfeits per season. After 1 forfeit, team is no longer eligible for playoffs. After 2 forfeits, team is removed from league.

4. EQUIPMENT

- 4.1. **NO jewelry allowed.** The only exception is a medical alert bracelet that must be taped down. Penalty: Automatic out when at bat.
- 4.2. Casts and/or any other item deemed to be dangerous by the official or supervisor may not be worn during the game.
- 4.3. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2" of slow recovery rubber or similar material will be allowed.
- 4.4. Shin guards are allowed when batting only.
- 4.5. Campus Recreation provides game balls only. Teams must bring their own for warm-up. **Only Campus Recreation balls will be used for games; team balls are NOT allowed.**
- 4.6. **METAL SPIKED CLEATS MAY NOT BE WORN AT ANY TIME.** Molded rubber soccer-style shoes or rubber screw in cleats ½" and under will be allowed. Any player with metal spikes will be disqualified.
- 4.7. Players may use their own bats as long as they are stamped "ASA official softball" and/or listed on the **Approved Bats List**.
- 4.8. Teams are responsible for providing their own gloves, with the following guidelines:
 - a. Mitts may be used only by the catcher and first baseman. All other players must use gloves.
 - b. No multi-colored glove may be used by the pitcher.

5. SUBSTITUTIONS

- 5.1. Substitutions can be made by team captain only, and the official must be notified **immediately**.
- 5.2. A player can be substituted and re-entered once in the spot where he/she batted previously. Players may NOT re-enter a second time – ejected if do so.
- 5.3. Substitutes must be reported to the scorekeeper before entering the game.

6. OVERTHROWS

- 6.1. An overthrow is a play in which a ball is thrown from one fielder to another to retire runner who has not reached or is off base and goes into foul territory beyond the boundary lines of the playing field.

- 6.2. In all cases where a thrown ball crosses the designated boundaries for the playing field and becomes entangled with players' benches/gear and/or any other obstruction on the field, or is thrown out of the field, each and every baseman shall be awarded the base they were approaching plus one additional base.
- 6.3. If an overthrown ball does not become entangled in obstructions, regular play of runners and fielders continues without additional bases automatically awarded.

7. BATTING

- 7.1. All batters will begin each bat with 1 ball and 1 strike, or a "1 & 1 count". This is to encourage more play and less pitching/catching.
- 7.2. A team may intentionally walk an opposite batter by informing the plate umpire of such intent and the batter will be awarded first base.
- 7.3. The batter may not intentionally bunt or chop downward on the ball.
- 7.4. The batter is not allowed to run on a dropped third strike.
- 7.5. A batter fouling off the third strike will be called out on strikes.

8. PITCHING REGULATIONS

- 8.1. The pitcher shall not wear a sweatband, bracelet or similar type of item on the wrist or forearm of the pitching arm. A multi-colored glove is prohibited.
- 8.2. At no time during the game is the pitcher allowed to use tape or other substances on his pitching hand or fingers, except powdered resin approved by the official.
- 8.3. The pitcher shall take a position with both feet firmly on the ground, in contact with the pitcher's rubber, and pitching arm must come past his/her body only once.
- 8.4. In the act of delivering the ball, the pitcher shall take not more than one step forward toward the batter, and simultaneously deliver the ball to the batter.
- 8.5. The release of the ball and the follow-through of the hand and wrist must be forward past a straight line of the body. The hand shall be below the hip, the wrist not any farther from the body than the elbow.
- 8.6. The ball must be delivered at a moderate speed – from below the hip – with a perceptible arch (minimum of 6 feet from the ground with a maximum height of 12 feet). The speed of the pitch and its height are left entirely to the judgment of the umpire.
- 8.7. In order to help speed up play as much as possible, the catcher shall return the ball directly to the pitcher after each pitch.

9. MISCELLANEOUS

- 9.1. Under no condition is a runner permitted to steal a base. A runner may only leave the base when a pitched ball is batted or has reached home plate.
- 9.2. **Appeal Play-** An appeal play is one in which an official cannot make a decision upon until requested by a manager, coach or player (e.g., a runner tagging up early on a fly to outfield). The appeal must be made on the field of play and before the next pitch is thrown. The ball should be returned to the pitcher, who then notifies the official of the exact nature of the appeal and proceeds to carry out the appeal play. The official will signal if the runner is "out" or "safe".
- 9.3. There will be no head first sliding into bases – slide feet first. This is for your safety as well as the other players.
- 9.4. If there is a play at any base, runner **MUST** slide in order to avoid running into the defense. A runner is not allowed to physically charge into a fielder in an effort to dislodge the ball. If the runner does not slide, they will automatically be out.

10. ADDITIONAL COED RULES

- 10.1. Teams consist of 10 players (5 women and 5 men), but may start and/or play with 8 players (4 men and 4 women). Teams may have up to 12 players (10 plus 2 extra hitters). An equal number of men and women must be playing at all times.
 - a. If a member of the team is injured during the game, the team can elect to play with eight (4 men and 4 women) or play with the remaining 9 and choose to take an out when the injured person's turn in the order comes up to bat.
- 10.2. Men and women must alternate in the batting order. Walking a man will automatically mean a walk to the woman following him in the batting order. The woman, however, has the option of taking her turn at bat instead of the walk.
- 10.3. An equal number of men and women must play infield and outfield positions. A woman and a man must play the pitcher/catcher positions.