



Softball Rules

(Updated August 26, 2009)

Unless otherwise informed all rules are governed by the current Amateur Softball Association (ASA) Rules.

**For a list of ILLEGAL BATS - not to be used in Intramural Play – visit:
www.asasoftball.com**

SPECIAL INTEREST:

- X The team captain is responsible for the knowledge and communication of all regulations regarding the rules and schedules for league play, playoffs and make-up games.
- X **BATS** (that a team will be using) must be presented to the officials at the captain's meeting before the game. **ONLY** these bats will be used during this contest and stored on the appropriate bat racks.
- X **MISCONDUCT EJECTION:** Any player who is ejected from any contest is ineligible to compete in any intramural competition until reinstated by an Intramural Program Director. A player ejected due to misconduct must leave the softball complex immediately. **NOTE:** A team will not be allowed to substitute for an ejected player for the remainder of the game. **Furthermore, each time that ejected player is due to bat in the line-up, an out shall be declared.**
- X **GAME TIME IS FORFEIT TIME.** Each team must be present and "ready to play" at the scheduled starting time. The team present and "ready to play" at the schedule game time may claim a win by forfeit by recording their line up on the official scorecard. The intramural supervisor will assist the captains with this process. **ALL PLAYERS NEED THEIR TAMIU I.D. TO PLAY.**
- X **EACH TEAM** will be required to provide a **scorekeeper**. The scorecard will be switched between innings. A pre-game coin toss will determine who is home and visitor.

BLOOD RULE:

A player who is bleeding or has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If treatment is in a reasonable length of time, the individual will not have to leave the game. The umpire shall: a) Stop the game and allow treatment if the injured player affects the continuation of the game b) Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary. A player that has left the game under the blood rule may return without a penalty.

EQUIPMENT:

- X Illegal footwear: Metal cleats, boots, sandals, or bare feet.
- X Weighted pipes or bat rings (donuts) are never allowed.
- X Any bat approved by the ASA is legal. Pictures of NON-APPROVED bats may be viewed at www.asasoftball.com . All bats must have appropriate grips.
- X Recreational Sports **will** provide the game balls. The 12" ball will be used in Men's, Women's, & Co-rec.
- X All jewelry shall be removed to prevent injury. **A good rule of thumb for jewelry is: If the official can see it, take it off.** Excluding medical alert bracelets or necklaces.
- X Players refusing an umpires request to remove jewelry, illegal shoes or other equipment, may not be allowed to enter the game until the situation is rectified.
- X Bandannas or handkerchiefs are not to be worn by any player.

PLAYERS AND SUBSTITUTES:

- X Players may only participate in one (1) Open AND one (1) Co-Rec. team.
- X **MAXIMUM ROSTER LIMIT:** For Open teams: 12 players (**8 players on the field**). For Co-Rec. teams: 14 players (**9 on the field**).
- X **The minimum legal line-up will be seven (7) players in all Divisions.** You may bat all players. See Co-Rec. rules for more clarification on legal line-ups.
- X **GHOST OUT RULE** - Once a player leaves the game and is not substituted for, an OUT occurs each time they are supposed to bat. **EXCEPTION** – Injured players, attended to by the Intramural staff, will not be affected by the “Ghost Out” Rule.
- X **EJECTED PLAYERS:** Players ejected from a game due to unsportsmanlike conduct must immediately leave the complex. A team will not be allowed to substitute for an ejected player for the remainder of the game. Furthermore, each time that ejected player is due to bat in the line-up, an out shall be declared. **STILL** further, the team will also lose a defensive position as well.

THE GAME:

- X ALL games will be scheduled for seven innings with a 50-minute time limit. The minimum required number of innings to be played per contest could be one full inning. No new inning shall begin after the 50-minute time limit has expired. A softball game during the regular season may end in a tie contest; however, during playoffs a winner will be determined.

- X MERCY RULE: Any team that is ahead by 20 runs or more after the second (2) inning, 15 runs or more after the third (3) inning, or 10 runs after four (4) innings shall be declared the winner.

- X APPEAL PLAYS: There are four major appeal plays: 1) Missing a base, 2) Leaving a base on a caught fly ball before the ball is first touched, 3) Batting out of order and, 4) Attempting to advance to second base after making the turn at first base. *Live Ball Appeals:* In all games, an appeal can be made during a live ball by touching the base missed or left too soon on a fly ball, or by tagging the runner committing the violation, if he/she is still on the playing field. *Dead Ball Appeals:* In all games, the dead ball appeal can be made once time out has been granted. Any infielder, with or without the ball, can make a verbal appeal on a runner missing a base or leaving a base too soon on a fly ball. Appeal must be made 1) before the next pitch, legal or illegal, and 2) before all infielders (including the pitcher) have left their normal fielding positions.

- X **HOMERUNS (Open leagues):** The maximum of four (4) over-the-fence homeruns will be allowed in the Open leagues. Therefore, all extra balls that are hit over the fence will result in an “out”.

PITCHING:

- X Pitching will consist of: **“pitching to your own team”**. Each batter will get three (3) pitches. Each batter will have to put the ball into play with one of the three (3) pitches. If this is not done successfully then the batter is “out”. If the batter hits their own pitcher then the ball is dead, batter is “out”, and runners return to their respective bases.

BATTING:

- X Bunting is illegal. The batter is out and all runners must return to their base. The batter is not considered as having bunted unless the ball is contacted.

- X The batter shall not hinder the catcher from fielding or throwing the ball. RULING: The ball is dead, the batter is out, and base runners must return to the last base touched at the time of the interference.

BATTER AND BATTER-RUNNER:

- X Stealing is illegal in slow-pitch softball (runner is out). All runners must be on their base when the ball is pitched. Base runners may leave the base when the ball has reached home plate.
- X **Sliding is legal** in ALL leagues: Open and Co-Rec. leagues.
- X Any time a runner abandons a base and enters the dead ball area they will be called OUT.
- X Fake Tag Clarification: Only a slow down by the runner should be considered in calling the fake tag. A runner does not have to stop or slide to warrant a fake tag call.
- X When the ball is blocked or is overthrown into a dead ball area, all runners will advance two bases. Awards are governed by the position of the runners at the time of the throw.

PROTESTS:

- X **Judgment calls** made by either umpire will **never be grounds for protest**. The home plate umpire should be notified immediately of any intent to protest. All protests should be in writing by the close of the next working day. Please contact the sports director the next morning concerning a proper protest.

UMPIRES:

- X The umpires have the power to rule on any matter not specifically covered in these printed rules.
- X An umpire can rectify any situation that puts a player in jeopardy.

Co-Recreational Rules

The following rules stated above shall be enforced including the following listed below:

- X A legal batting line-up can be up to 14 players (7 males/7 females). The minimum legal line-up to START a game will be seven (7) players. If a team is batting less than 9 players – maximum number of males or females is 5 and the other gender’s minimum is 3.
Example: If Team “A” has 8 players, 5 males and 3 females, the batting order will have a “Ghost Out” every time the 4th female batter was supposed to bat (**ADDITIONAL NOTES:** There will be NO OUT given between the 4th & 5th male batters and If a team is batting with the same number of both genders then NO outs will be taken.)
- X Nine (9) players make up a defensive team. Defensive positions can be changed as long as the following ratio is used: two male/two female in the outfield, two male/two female in the infield, and one male/one female as the catcher. The batting order must remain the same throughout the game alternating male/female or female/male. It is not a requirement for Co-Rec to play with equal numbers of male and female on the playing field; however, if a team is playing less than 10 players, no more than 2 of the same gender can play in the infield or outfield. Each gender must be represented in the outfield, infield, and catcher positions.
- X There shall be no base blocking by a defensive fielder. Contact between players is to be avoided at all times! Base runners are safe if blocked.
- X **HOMERUNS** – There will be **NO** limit to the amount of homeruns that a female player may hit over the fence. However, if any male hits a ball over the fence, the male will be awarded a ground-rule double. All runs must be forced-in to count on the total score.
Example: If Team A has runners on first and second and the male batter hits the ball over the fence, then the runner on second scores, the runner on first goes to third, and the batter goes to second. Therefore, only one (1) run crossed the plate.
- X **GHOST OUT RULE** - Once a player leaves the game and is not substituted for, an OUT occurs each time they are supposed to bat. **EXCEPTION** – Injured players, attended to by the Intramural staff, will not be affected by the “Ghost Out” Rule.