Intramural Softball Rules

All teams are responsible for knowing all general rules and regulations pertaining to Intramurals and the particular sport in which they are participating.

Cancellation and Forfeit Procedures:

- If school is cancelled, Intramurals are cancelled.
- If for any reason a game is cancelled, team captains will be contacted with the rescheduled date and time and they are responsible for informing their teammates.
- Teams wishing to reschedule games must obtain permission from the Assistant Director. All conflicts must be reported to the Assistant Director at least 48 hours prior to the game.
- Games will not be rescheduled unless due to academic conflicts. Team captains should anticipate having players unavailable for a game and have an ample number of players on their team roster.
- If a game is cancelled within 48 hours and cannot be rescheduled, it is a loss to the canceling team.
- If a game is cancelled without prior notice, it is a forfeit for the team and a $20.00 forfeit fee must be paid to continue in the league.
- Anyone calling the office for information or with questions regarding intramurals should contact Heather at 568-3257. We will not be responsible for misinformation.
- In case of inclement weather, no final decision will be made on whether scheduled games will be played/postponed until an hour before scheduled game time. If in doubt, call the office!
- If a game is canceled because of weather, it will be rescheduled for the next available day (i.e. Tuesday league will play Wednesday, Thursday leagues will play Monday).

In Case Of Inclement Weather or Darkness:
3 ½ innings will constitute a complete game (4 innings if the home team is losing).

Please be on time – we have limited daylight!

League Format:

- Ten (10) players constitute a team. A team may play with eight (8) players to avoid a forfeit.
- Whenever a missing player’s spot comes in the batting order, an out is assessed automatically. These may be placed anywhere in the line-up and filled by late arriving players who are officially on the team roster.
- Any number of players may be in the batting order but only ten (10) are allowed on the field.
- Maximum team size for softball is sixteen (16) players unless you have been given prior approval by the Assistant Director
- Games will be seven (7) innings – time permitting. No new games may be started after 55 minutes.
- Tie games will go extra innings.
- Ten run rule will be in effect after four at bats for the losing team.
- Home teams will be listed first on the league schedules.
- Teams have ten minutes after the scheduled start time to be ready to play before a forfeit will be declared. Being ready to play includes having the scorecard filled out.
- Homerun rule- Each team gets three (3) homeruns a game, after the first three (3) each homerun will result in a single any homerun after that will result in an out

Pre-Game Warm-Ups:

Visiting team: Infield/batting practice 20 minutes prior to the scheduled starting time for a period of 10 minutes.
Home team: Infield/batting practice for 10 minutes prior to the scheduled starting time.
Game Rules:

Official ASA Slow Pitch Softball Rules will be in effect for all games with the following intramural additions and exclusions.

The following will constitute a walk or an out:
4 balls = a walk; 3 strikes = an out
1 swing strike then 3 foul balls = an out
4 foul balls = an out
2 foul ball then 1 swing strike = an out

- A strike is defined as a swing that misses the ball or a pitched ball that hits any part of the strike mat.
- A pitch hitting home plate is classified as a strike.
- The hitter is out if attempting to bunt.
- Courtesy runners may be utilized only in the event of an injury or with the consent of the other team’s captain.

Sliding is permitted.

Stealing is not allowed. Base runners must remain on the base until the ball is hit. Runners caught leaving the base early will be declared out.

- If a pitcher desires to walk a batter intentionally, he/she may do so by notifying the plate umpire who will award the batter first base.

Infield fly rule will be used. An infield fly is a fair fly ball hit that may be easily fielded by an infielder while there are runners on first and second base or the bases are full and there are less than two outs. The batter is automatically out. If the ball is caught, the runners may tag up and advance at their own risk. If the ball is dropped the runners need not tag up to advance.

No metal spikes or cleated shoes are allowed. One piece molded soccer shoes will be permitted. No bare or stocking feet; sneakers or shoes must be worn. Anyone who does not conform to this league rule will not be permitted to play and may jeopardize their team from playing, resulting in a forfeiture.

- Throwing the bat is a dangerous act and will result in an automatic out called on the batter. The first thrown bat will result in an automatic out being declared on the batter.
- The second thrown bat by the same team will result in an ejection on that player.
- A third thrown bat by that same team will result in the game being declared a forfeit.

Pitching Rules:

1. Before delivering the ball to the batter, the pitcher shall take the pitching position. His/her arm must come to a rest, holding the ball in both hands in front of the body with the pivot foot in contact with the pitcher’s plate. Pitcher must step directly forward with the free foot and deliver the ball the first time the pitching arm passes the hip. Pivot foot must stay in contact with the plate until the ball has left the hand.
2. The ball must be delivered at a moderate speed underhand, below the hip with a perceptible arch of at least six (6) feet from the ground. The height of the arch is 12 ft. maximum. All pitches over 12 ft. will be a ball. This rule is at the discretion of the umpire to call. Any ball that is deemed too high or low will be signaled by the umpire as such but the batter may still attempt to swing at the pitch. This would negate the high or low call.
3. Excessive speed and minimum arch (flat) pitches are left entirely to the judgment of the umpire. Violation of either of these two rules will cause the pitch to be called an automatic ball; however, if swung at by the batter the automatic call will be disregarded. Continuous violation of these rules by the same pitcher will be cause for his/her removal from the pitching position.
4. A quick return pitch is not permitted and will be called either a “no pitch” of a “ball” depending on the judgment of the umpire.

Note: The 55 minute time restriction rule and the 10 run rule will be altered for the semi-final and final games.
**Alcoholic Beverages Rule:**

Under no circumstances are alcoholic beverages allowed on the softball field, whether by participants or bystanders. If alcohol is found on the field during a game, the game will immediately be stopped until the alcohol is removed.

**Co-Rec Adaptations:**

A minimum of 3 females must play defense and at least 1 female must play on the infield.

Females must be listed in the 1st, 3rd, and 5th batting order slots.

Each playing field has an arc which extends from the left field foul line to the right field foul line. **ALL** outfielders will be required to remain behind this line when a female is batting until the ball reaches the plate or is swung at by the batter. If the pitch is not swung at and the outfielder is in front of the line, there is no penalty. If the ball is caught by an outfielder who was illegally across the line, the ball is dead. The batter is awarded first base and all runners are awarded one base whether they are forced to advance or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue to be in play with runners being liable to be put out. If the batter fails to reach first base or runners are put out, then the ball is declared dead. Play is then enforced as if the ball was caught in front of line.

**RULE INTERPRETATION PROTESTS:**

- Any rule interpretation protest must be made on the field of play by the team manager to the game official. This must occur at the time of the disputed play and before play resumes. The official shall record on the scorecard that the game is being played "under protest". All game conditions at that time will be noted (score, time remaining, etc.). Protests after the fact will not be honored.

- A written protest must then be submitted by the team manager to the Assistant Director within 24 hours after the completion of the scheduled contest, excluding days when the office is closed. A maximum of one week is given to decide each protest. If a formal protest is upheld, the game will be replayed from the point at which the improper decision was made or in its entirety in order to correct the error. If the protest is denied, the game stands.

- Absolutely no protests on judgment calls by an official will be considered.