Softball Rules

Current ASA rules will govern play except for the following modifications.

1. GENERAL ELIGIBILITY

   1. Participation is limited to currently enrolled students, alumni and faculty/staff members and spouse or partners provided they meet the all eligibility requirements outlined in the Intramural Sports Handbook.
   2. After playing in one game with any team, a player may not transfer to another team in that sport.
   3. Any student, who is a member of a varsity baseball or softball team on or after the varsity team’s first scheduled game, is ineligible for intramural softball.

2. PLAYERS AND SUBSTITUTES

   Section 1: Team

   1. Rosters are locked after a team first played game of the regular season.
   2. A team consists of 11 players, one is consider a Extra Hitter (EH)
   3. Co Rec modifications:
      a. In the batting order the first six must alternate between sexes
      b. In the field there must be at least two member of the opposite playing the field and one can be the EH
         ▪ Teams in all divisions may begin the game with 8 players.(3 must be members of the opposite sex)
         ▪ Once a player arrives, he or she can be added to the batting order.

   Section 2: Players or Substitutes

   It is free substitutes

3. THE GAME

   Section 1: Teams

   Before the start of the game, the officials will meet with the captains of each team to determine which team will be the visiting team and which team will be the home team. In each inning, the visiting team bats first and the home team bats last.

   Section 2: Regulation Game

   A regulation game consists of seven innings or 60 minutes, which ever comes first. If an inning has started before the time limit has expired, then the inning will be completed. Teams need not play seven full innings if:
1. The home team scores more runs in six and one half innings;
2. The home team scores more runs before the third out in the last half of the seventh inning; or
3. The mercy rule can be applied:
   a. If a team is up 15 or more runs at the conclusion of the 3rd inning
   b. If a team is up 12 or more runs at the conclusion of the 4th inning
   c. If a team is up 10 or more runs at the conclusion of the 5th inning or later.

Note: If the visiting team reaches the run-ahead limit in the top half of the inning, the home team still has the opportunity to reduce the deficit below the limit in the bottom half of the inning. If the home team reaches the run-ahead limit while at bat, the game ends and the home team is declared the winner.

If the game is tied at the end of seven innings or after time expires, the teams continue to play until one team has scored more runs than the other team at the end of a complete inning or until the home team has scored more runs.

Section 3: Shoes

All players must wear shoes. Shoes may have cleats made of soft or hard rubber, but METAL CLEATS ARE NOT ALLOWED.

Section 4: Ball and Strike Count

The batter starts with a two balls and one strike count.

Section 5: Foul Ball Rule

If a batter with two strikes hits a foul ball, he or she will be called out.

Section 6: Strike

The umpire calls a strike:

1. For a legally pitched ball between 6 and 12 feet from the ground that strikes any part of the plate or the strike zone mat and is not swung at by the batter.
2. For a legally pitched ball that the batter swings at and misses.
3. For a foul ball not caught by a fielder.
4. When a batted ball hits any part of the batter when he or she is still in the batter’s box.

Section 7: Ball

The umpire calls a ball:

1. For a pitched ball that does not hit any part of the plate or the strike zone mate.
2. For an illegally pitched ball (not between 6 and 12 feet from the ground) not swung at by the batter.
3. For a pitched ball that hits the batter when he or she is outside of the strike zone.

Section 8: Outs

The batter is out in the following circumstances:

1. When the batter enters the batter’s box with an altered or illegal bat or is found using an altered or illegal bat. If the batter hits the ball with an altered or illegal bat, the batter is out and base runners return to the bases that they occupied before the batter hit the ball. Alternatively, the defense may accept the results of the play. (Note: once the next pitch legal pitch has occurred, all plays before are legal and can not be appealed)
2. When the batter bunts or chops at the ball.
3. When the batter’s entire foot touches the ground completely outside the batter’s box when the batter hits the ball.
4. When the batter hits the ball and any part of his or her foot is touching home plate.
5. When a member of the team at bat interferes with a defensive player who is attempting to field a batted ball (Individual will be ejected).
6. When the batter hits a fair ball with the bat a second time in fair territory no matter if it is on accident.
7. When the batter’s own batted ball hits him or her outside the batter’s box in fair territory.
8. When a batter hits a fly ball in the infield that can be caught with ordinary effort with less than 2 outs and runners on first and second or bases loaded.

Section 9: Baserunning

A base runner can advance or return only by touching the bases in legal order, from first base, to second base, to third base, to home plate. A base runner advances to the next base by touching it before being put out. The player may hold a base until he or she legally touches the next base or until the batter becomes a base runner and forces the player to leave the base. If a player hits a homerun then they only have to touch 1st base and the other runner have to touch the base in front of them.

Section 10: Batter Awarded First Base

The batter-runner is awarded first base in the following circumstances:

1. When the umpire calls four balls
2. When the pitcher requests that the umpire intentionally walk the batter
3. When the catcher or other defensive players interferes with the batter’s attempt to hit a legal or illegal pitched ball
4. Any walk to a male batter will result in a two base award. The next batter (a female) will bat. With two outs the next batter (a female) has the option to walk or bat and must notify the umpire BEFORE she enters the batters box.
Section 11: Batter-Runner Call Out

The batter-runner is called out in the following circumstances:

1. When the batter-runner’s own batted ball hits him or her when the batter-runner is in fair territory and out of the batter’s box
2. When the batter-runner drops the bat in fair territory and the bat makes contact with a fair ball
3. When the fielder catches a fly ball with his or her feet within the boundaries of the field
4. When after the batter hits a fair ball, a fielder holds the ball on first base before the batter-runner touches first base
5. When after reaching first base, the batter-runner attempts to go to second base and is tagged or put out
6. When the batter-runner runs out of the 3 foot running lane and interferes with a fielder taking a throw or attempting to make a play

Section 12: Base Runner Called Out

A base runner is called out in the following circumstances:

1. When a base runner leaves the base before a pitched ball contacts the bat
2. When the base runner interferes with a thrown ball or interferes with a fielder who is attempting to field a batter ball, catch a ball, or throw a ball
3. If the base runner does not slide to avoid a play at a base
4. When a fair batted ball hits a base runner or a base runner intentionally interferes with a ball
5. When a base runner intentionally kicks a ball that is in play
6. When a coach intentionally interferes with a live ball
7. When a base runner is attempting to score and the next batter or another teammate interferes with the play
8. When a fielder touches a base runner with the ball when the base runner is not on a base and the ball is in play
9. When a fielder tags or holds a ball on a base to which the base runner is forced to advance before the base runner reaches that base (force play)
10. When the base runner runs more than 3 feet outside the path between the bases to avoid being tagged
11. When a base runner passes the base runner ahead of him or her before that runner is put out
12. When a base runner does not return to a base after a suspension in play caused by a dead ball situation
13. If a base runner leave a base before a caught fly ball and a fielder holds the ball on the base and correctly appeals the play, or if a fielder tags a base runner before he or she returns to the base
14. If a base runner fails to touch a base and a fielder tags or holds the ball on the base before the base runner returns to the base
15. If a base runner intentionally and forcefully makes contact with a defensive player who is clearly holding the ball. The base runner is called out. The ball becomes dead, the base runner is ejected, and other base runners return to the last bases that they occupied at the time of the collision

Section 13: Base Stealing Not Permitted
No base runner may steal a base.

1. A base runner must stay in contact with a base until the ball crosses the plate or the batter hits the ball.
2. A pitch that the batter does not hit is dead. Base runners must return to their bases. They cannot leave again until the ball crosses the plate or the batter hits the ball.