2013-2014 Intramural Softball Rules

Equipment
1. Rubber cleats ONLY on the turf – NO METAL CLEATS.
2. Gloves will NOT be provided by the Office of Intramurals.

Time Regulations
1. A game will consist of 7 innings or 45 minutes, whichever comes first.
2. Rock/Paper/Scissors to determine who home team is.
3. If the scored is tied at the end of 7 innings there will be a maximum of 1 extra inning, if time has not expired. If the score is still tied after the extra inning a tie will be ruled. **Playoff games will not end in a tie; extra innings will be played until a team wins.**
4. A new inning will not be started after 40 minutes.
5. A started inning will be finished even if time has expired.

Field
1. Bases are 60ft apart.
2. Pitching mound is 40ft from home plate.
3. Due to the limited space on Harrison, ground rule doubles and homeruns will be in effect. The umpire will make the team’s captain aware of what constitutes a ground rule double or home run.
   - **If the softball is hit over the corresponding field’s fences it will result in a home run. Unless the ball his hit the playing surface and bounces over, then resulting in a ground rule double.**

Batting Order/Substitute
Men’s/Women’s League
1. The game shall be played with 2 teams of 10 players, with the option of batting the whole lineup.
2. The batting order must be delivered to the umpire(s) prior to the game.
3. The batting order will remain the same unless a player is substituted for.
4. Pinch runners are allowed.
5. 8 players may start the game.
6. In a game started with 8 players, additional players must be added as number 9, 10, and 11 in the batting order.
7. A substitute takes the replaced player’s position in the batting order.
8. The umpire must approve the substitution and the scorekeeper must be made aware of the name of the sub and person being replaced.
9. Batting Out of Order
   a. If the error is discovered while the incorrect batter is at bat, the correct batter may take his/her place and assume the count.
   b. If the error is discovered after the incorrect batter has completed his/her turn at bat and before there has been a pitch to another batter, the player who should have batted is out, all runs are cancelled, and the base runners must return to the original positions. The next batter is the one who follows the player who should have batted.
   c. If there has been at least one pitch since the incorrect batter completed his/her turn at bat, there can be no appeal. The next person to bat is the one who follows the previous, incorrect batter in the order. Anyone skipped loses his or her turn at bat.

Scoring
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1. 6 Run Rule: A team may only score 6 runs an inning. Once 6 runs are scored the
inning is over and the offensive team will take the field regardless of the number of
outs.

2. Mercy Rule: A 15 run mercy rule will be in effect at the end of the fourth complete
inning, and a 10 run mercy rule will be in effect after the fifth complete inning.

Pitching

1. The pitcher must stand with both feet firmly on the ground and with one or both feet
in contact with the pitcher's mound, facing the batter and holding the ball with both
hands in front of his/her body.

2. This position may be maintained for one to ten seconds before starting the delivery.

3. After the required pause, the delivery begins when the pitcher makes any motion
that is part of his/her windup. The pitcher's pivot foot must remain in contact with
the mound until the pitched ball leaves the hand.

4. The pitch must be delivered underhand with an arc of at least 6 feet from the ground
and cannot reach a height of more than 12 feet above the ground.

5. The pitching hand shall be below the hip.

6. The pitch shall be released at a moderate speed. The speed is entirely left up to the
judgment of the umpire. The umpire shall warn a pitcher who delivers a ball with
excessive speed; if the pitcher repeats such an act after being warned, he/she may
be removed from the pitching position for the remainder of the game.

7. The pitcher shall not "quick pitch" a batter or unduly delay delivery after the batter is
ready.

8. A pitcher may have 5 warm-up pitches before the start of the game. Only one warm-
up pitch will be allowed after the first inning.

9. New pitchers are allowed a maximum of 5 warm-ups when they enter the game.

10. No Pitch: A no-pitch occurs and the ball is replayed when:
   a. The ball slips from the pitcher's hand during the windup.
   b. The pitcher pitches before a base runner is able to return to his/her
      base following a foul ball.

13. Illegal Pitch: An illegal pitch is ruled on a ball when the pitcher delivers any pitch not
in accordance with the rules. Exception: If a batter strikes at an illegal pitch, it shall
be considered a legal pitch and all related action will count. Base runners cannot
advance on a non-batted illegal pitch.

14. A strike mat shall be placed directly behind the home plate and will be used as the
strike zone.
   a. Any legally delivered pitch with the proper arc requirement that makes
      contact with any part of home plate or the strike mat will be called a strike.
   b. Any pitch which makes contact with both the strike mat and home plate
      simultaneously shall also be called a strike.
   c. The catcher must allow the pitch to hit the mat or the ground before returning
      the ball to the pitcher.
   d. If the catcher catches the pitch before it hits the mat or in any way obstructs
      the umpires view, the pitch shall be declared a ball.
   e. If the batter inhibits the ball from striking the mat in any way, the pitch shall
      be declared a strike.

15. A hit batman will remain at home plate and continue to bat. The ball is dead once it
hits the batter.

Batting
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1. Men’s and Women’s League: the batter will begin each bat with a count of 1 ball and 1 strike.
2. Bunting/Chops Hits: A batter will be called out if they intentionally try to bunt or chop the ball downward.
3. The 3rd foul ball on strike 2 will be called an out.
4. A foul ball tip that goes over the head of the batter is a live ball. If the catcher catches the ball the batter is out.
5. A foul ball tip that does not go over the head of batter is a foul ball regardless if the catcher catches the ball.

Base Running

The base runner is not out:
1. When the base runner runs behind or in front of the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
2. When the base runner is hit by a fair batted ball after it touches or is touched by any fielder including the pitcher, and could not avoid contact with the ball.
3. When the base runner is touched with a ball not securely held by a fielder.
4. When hit by a batted ball when touching a base unless the base runner intentionally interferes with the ball or a fielder making a play, balled called a foul for the batter.
5. When a base dislodges or slides from its proper position.
6. Overthrow: If a ball is overthrown and goes out of bounds, a runner will receive the base they were going to at the time of the throw and one additional base.
7. In the event of a tie, the tie goes to the runner.

The base runner is out:
1. When a base runner fails to touch bases in legal order.
2. When the base runner runs 3 feet outside the base path which, in the umpire’s judgment, interferes with a fielder making or taking a throw or avoids a tag.
3. When a base coach interferes with a fielder making a play. This includes any base coach who does not attempt to get out of the way of a fielder making a play in the coaches’ box.
4. When any teammate or coach physically assists a runner, a delayed dead ball will be called.
5. When a runner deliberately crashes into a defensive player. The ball shall then become dead and all other runners must return to the last base touched.
6. When the base runner leaves a base prior to the pitch touching the ground, reaching home plate, or being batted. The ball shall be called dead, no pitch declared, and the base runner is out.
7. When the base runner abandons a base and leaves the field of play.
8. When a base runner slides.
9. Runners may not leave a base until the ball crosses home plate or the ball is hit. A base runner leading or stealing will be called out.
10. A base runner is out if they pass a preceding runner who has not yet been called out.
11. Two players cannot simultaneously occupy a base. The first runner there is entitled to it; the other must be put out. Play cannot stop while this situation exists. If a preceding or succeeding runner is awarded a base because of an obstruction, the runner on the base is entitled to return or advance one base, respectively.
12. On all possible contact plays at home plate, the base runner must avoid contact. The base runner cannot bowl over the person attempting to make the tag. Any attempt at physical
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contact will result in an automatic out, or, if in the umpire’s judgment either player uses unnecessary force or illegal physical contact.

13. Infield Fly Rule: An infield fly rule occurs when a ball is hit (excluding a line drive) which can be caught by an infielder with ordinary effort when runners are on first and second or the bases are loaded with less than two outs. Note: If an infield fly ball is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If an infield fly falls untouched in foul territory and bounces fair before passing first or third base, it is an infield fly and the batter is out.

**Fair/Foul**

A fair ball is a legally batted ball which:

1. Settles or is touched on or over fair territory between home and first base, and home and third base.
2. Bounds or rolls past first or third base in fair territory.
3. Bounds over any part of first or third base regardless of where the ball hits after going over the bag.
4. After passing first or third base in the air, lands in fair territory or is touched by a defensive player while over fair territory.
5. The foul line and home plate are fair territory. For example, a batted ball that comes to rest on home plate shall be ruled a fair ball.

A foul ball is a legally batted ball which:

1. Settles or is touched on or over foul territory between home and first base and home and third base.
2. Bounds or rolls past first or third base, on or over foul territory.
3. After passing first or third base in the air lands in foul territory or touches a defensive player while over foul territory.
4. Touches the batter or the bat in the batter’s hands while the ball and batter are within the batter’s box.
5. Immediately rebounds up from the ground or home plate and hits the bat while the batter is in the batting cage.

**Dead Balls:**

1. A fair ball that hits an object in the field of play. Ground rule double, triple or homerun will apply.
2. A foul ball that hits an object in foul territory.
3. An over thrown ball that hits an object.
4. A pitched ball that hits the batter.
5. A ball that hits a team member not on the field of play. Batter receives the base and one.