Softball Rules

Play is governed by ASA SOFTBALL rules with the following modifications: 2010-2012

GENERAL INFORMATION

1. All Intramural Sports participants are required to carry his/her UCR ID at all times and must bring the card to all games. Intramural Sports Staff will check all participant IDs with the printed team roster before any player will be allowed to enter the game.

2. Rosters must be turned in before the sports registration meeting, completed with a minimum of ten and a maximum of 20 participants. Roster additions may occur up to the fourth week of play.

3. The Intramural Department does not take responsibility for injuries that are related to Intramural activities. It is suggested that all participants and spectators acquire health insurance before participating.

4. Team captains are responsible for their team members and fans. Obscene and/or abusive language will not be tolerated. Participants using obnoxious or foul language will be assessed a technical foul. Please control the fans for your team or you will be penalized for any negative behavior of your fans. Spectators can be issued technical fouls for inappropriate behavior during a game.

5. Please refer to the Intramural Sports Policy Book for complete Intramural Sports requirements and policies.

6. Weather: If the weather becomes unplayable, the team winning at the time the game ends, ultimately wins. Supervisors reserve the right to call the game.

EQUIPMENT

7. Players must wear basketball/athletic type shorts/pants. These shorts/pants must not have pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play.

8. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal, or plastic braces, and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed.

9. Jerseys/Shirts
   • In order to play teams MUST wear shirts of the SAME color. Teams who do not wear jerseys of same color will lose 17 Sportsmanship Points.
• All shirts/jerseys must have legible numbers on at least one side (back or front of shirt) and must be legible from a distance of 6 feet. Numbers must be permanent on the shirt in a non-fading medium such as marker or paint. Taped on numbers are not allowed.
• Team shirts/jerseys may not be white in color without approval from the Intramural Sports Coordinator.
• No two teammates may have the same shirt/jersey number.
• If a player is #0 then that number must appear on the jersey.
• In the event two teams arrive wearing the same color and are unable to switch to a different color, pinnies will be made available.
• There are no shirts/jerseys available for check out.

10. Each player must wear shoes. They must be made of soft, pliable upper material that covers the entire foot. Metal cleats or screw-in cleats are NOT allowed – NO EXCEPTIONS! Tennis shoes and molded plastic cleats are acceptable.

11. Players may wear gloves consisting of soft, pliable and nonabrasive material.

12. Players may wear a knit or stocking cap (with or without ball/knot at top), headband, and hair bands.

DELAY TIME & FORFEITS:

13. Teams must start and end the game with at least eight (8) players. A team with eight players or more must play or the forfeit procedure will go into effect. During the course of the game, if a team drops below 8 players that team will receive the loss according to team misconduct scoring rules.

14. If a team does not have eight players signed in at game time, that team will be given 10 minutes to have eight players sign in before the game is declared a forfeit. If neither team has eight players signed in, both teams will have 10 minutes to have eight players sign in before the game is declared a double forfeit. This time will run off the game clock and delaying teams will receive a 12pt. Sportsmanship Deduction. Once all teams are ready the regulation game start will commence.

15. If one team is signed in and ready to play with at least eight players, that team will be awarded 1 run for every minute (rounded up) that the game is delayed up to the 10-minute mark. Examples:

• One team ready to play: Team A has enough players at game time and Team B’s eighth player signs in 6:42 into delay time. Team A will start the game with a 7-0 lead and the
game will start in the second inning.

- Neither team ready to play: Team A’s fifth player signs in 2:18 into delay time and Team B’s fifth signs in 7:52 into delay time. Team A will start the game 6–0 and the game will start in the second inning. 2:18 from 7:52 is 5:16 where Team A was ready to play and Team B was not.

16. A forfeit will be recorded as a win for the team ready to play and any runs accumulated will be the final score. Points will be scored to the team captain.

17. Any game forfeit for team misconduct will be scored as 10 runs or the current point total over 10 for the winning team and zero runs for the losing team.

GAME INFORMATION

18. THE GAME & PLAY:

- The game shall be played between two teams of ten players each, one of whom must be the pitcher and another must stand behind home plate as the catcher. (45min each)
- Eight players are required to start the game and avoid a forfeit. No game shall continue with less than eight players.
- A regulation game lasts either a maximum of seven innings or one hour and five minutes, which ever comes first. A new inning will not start with 10 minutes or less remaining of the time limit. Regular season games will end in a tie after the completion of the seventh inning.

19. PLAYER EQUIPMENT

- Participants must adhere to the equipment restrictions listed in Section 7.
- Teammates should wear jerseys similar in color. Similar jerseys/shirts or numbers are not required.
- Each player must wear pants or shorts without any belt(s) or rigid pockets.
- Each player must wear shoes. They must be made of soft, pliable upper material (canvas, leather, or synthetic), which covers the foot. No screw-in or metal cleats are allowed! Tennis shoes and molded plastic cleats are acceptable.
- Batting helmets (provided) are highly recommended for play, but not required.
- Fielding gloves are required for play and are not provided.
- All bats must bear the label “Official Softball” to qualify for use in Intramural Softball. Intramural Sports will provide one bat.
20. There are free substitutions. However, a player must play at least one half inning in the field before being substituted. Players may not just bat and not play the field, or vice-versa.

21. The score sheet will indicate who the home team is.

22. The mercy rule (Termination of a game) is applied when a losing team is down by at least 12 runs after three complete innings or 10 runs after five complete innings.

23. PITCHING DEFINITIONS
   - Release: Any violation of these release rules constitutes an illegal pitch and will be declared dead and a ball. However, if the batter swings, the illegal pitch call is nullified.
     - The ball must be released on the first forward swing of the arm past the hip.
     - The ball may not be released behind the back or through the legs.
     - The palm must be either on top of or under the ball upon release.
     - The arc of the pitch must be at a minimum of one foot above the batter’s head.
     - The pitcher may not continue to wind-up after he has released the ball.
   - The Pitch
     - If a pitched ball lands in front of the plate, it is a dead ball and no plays can be made.
     - There is no strike zone in terms of a zone between the knees and shoulders. A strike is a ball pitched within a legal arc, which lands either on home plate, or on the mat behind home plate, regardless of where it passes the batter’s body.

24. BATTING
   - The batter starts his/her at-bat with one strike and 1 ball.
   - There is no chalked batter's box. However, there is a discretionary batter's box, and the umpire must use his/her judgment in determining if the batter leaves the batter's box when hitting the ball. If a batter is outside of the discretionary region, in the umpire's judgment, upon hitting a ball, the batter is declared out and the play is dead. Runners shall not advance.
   - There is NO BUNTING.
   - There is no chopping or intentional half swinging at the ball. (Umpire's discretion)
   - Each player should become a batter in the order in which his/her name appears on the score sheet.
   - Batting Out of Order:
• If it is discovered that someone is batting out of order while the incorrect batter is still up, the correct batter assumes his/her place at bat with the current count.

• If the error is discovered while the incorrect batter has completed his/her turn at bat and before there has been a pitch to the next batter, the player who should have batted is called out and any runs which scored as a result of batting out of order shall be nullified. All base runners will then return to the base they occupied before the incorrect batter batted. The next batter is the player who would have normally followed the correct batter in the lineup. If the batter is declared out under these conditions and it is the third out of the inning, the same rule applies at the beginning of the next inning.

• If the error is discovered after the first pitch to the next batter, the turn at bat by the incorrect batter is legal, and the next batter shall be the one that appears after the incorrect batter in the lineup. Players who have not batted, and who have not been declared out, lose their turn at bat until they are reached again in the regular order.

• No base runner shall be removed from base to bat. In the event that it is a base runner’s turn to bat, he will be skipped and the person following him/her in the lineup will bat.

• After the second strike, the batter is allowed to hit one foul ball without penalty. If the batter hits a second foul ball, he/she is declared out.

25. BASE RUNNING

• There is no stealing. There is no leading off until the ball has left the pitcher’s hand upon release of a pitch. If a runner does lead off after the ball has been released, it is a force play back to the bag. If the runner leads off before the release of the ball on a pitch, no pitch is declared and the base runner is called out.

• If a fake tag occurs, the runner involved is awarded one base at the end of the play.

• A runner must slide in the event of a close play at all bases (accepting the route from home to first). It is up to the umpire’s judgment to call a runner out if he/she does not slide.

• A runner must touch all the bases when returning to a base (i.e. if a runner goes from first to third on a fly ball, and it is caught, the runner must touch second base on his/her way back to first).

• Substitute runners are allowed at the discretion of the umpire if a player is injured. However, the player may not be allowed to return if the umpire thinks that the player risks
further injury. In the event that there is a pinch runner, the player who made the last out is the only player eligible.

- If a batter overruns first base into fair territory, but in the judgment of the umpire is not attempting to advance to second base, the batter may return to first base without liability.

26. APPEALS

- There are three types of appeals:
  - A runner missing a base. (Not touching them)
  - A runner leaving a base too soon on a fly ball. (Tagging up)
  - Batting out of order.

- All appeals must be made while the ball is live.
- A runner may not return to touch a missed base or one he left too soon after a following runner has scored.

- Appeal procedure:
  - Make sure the ball is live.
  - The defensive team has the pitcher step off the rubber and make his appeal (I.e. touching the appropriate base or person.
  - The pitcher informs the umpire of appeal and waits for decision.

27. INFIELD FLY RULE

- First and second base must be occupied.
- There must be less than two outs.
- Cannot be called on line drives or bunts.
- The hit must be a fair ball.
- It must be a ball that can be caught by an infielder with normal effort. (based on umpire judgment)
- Ball remains live.
- At the highest point of arc, umpire declares, “Infield fly, batter is out.”
- Runners may advance:
  - If caught: as a normal fly ball.
  - If not caught: when the ball touches the ground.
28. OVERTHROWING

- Two bases are awarded from the last base touched at the time of the pitch on the first throw by an infielder.
- Two bases are awarded from the last base touched at the time of the throw if:
  - It is a throw by an outfielder.
  - It is a second throw by an infielder.
  - It is after a play or attempted play.
- One base is awarded from the last base touched at the time a live ball is carried UNINTENTIONALLY out of play.
- Two bases are awarded from the last base touched at the time a live ball is carried INTENTIONALLY out of play.
- One base is awarded from the last base touched at the time a live ball is kicked out of play during an attempted tag.
- Direction: the direction of the runner is not considered when awarding bases.

29. PROTESTS:

- Umpire’s judgment calls may not be protested.
- The officials and supervisors for that day shall make decisions on any points not covered in these rules or the rules in the NCAA rulebook.
- The supervisor can only be used for rule clarification and will not overturn calls made by the officials during or after the game.
- The team’s captain must make any protests regarding rule interpretation immediately. Once the ball has become live again, a protest may not be made.

30. Obscene and/or abusive language will not be tolerated. Official’s Discretion.

- Defensive participants using obnoxious or foul language will result in:
  - The runners advancing if there are runners on base (runs scored will count)
  - The batter being given first base if there are no runners on base. For Co-Rec games, if this penalty occurs for a male batter this will not result in an automatic walk for the next female batter.
- Offensive participants using obnoxious or foul language will result in:
  - An automatic out for the batter if used by the batter or dugout.
• An automatic out for a base runner if used by the base runner.
• Fans/supports/bench personnel using obscene or abusive language will result in an appropriate penalty based on the rules listed above.

CO-REC MODIFICATIONS

31. NUMBER OF PLAYERS ON FIELD
   • There may never be more than 5 men and no less than 4 women playing at one time.
   • Batting order must alternate male/female or female/male. Penalty: One out for all male/male batting order combinations (each rotation).

32. RESTRAINING LINE: Outfielders must start play behind the restraining line (where the grass meets the dirt) when a female is at bat. They may not cross the line until the batter makes contact with the ball. Penalty: the batter is awarded first base. The rover is not an outfielder.

33. Male Walking: If a male is walked on four straight balls, he will advance to second base. The following female batter has the option to automatically take first base or bat with 2 outs. If less than two outs, the female batter has to bat!!!