



Campus Recreation
DIVISION OF STUDENT AFFAIRS

INTRAMURAL SLOW PITCH SOFTBALL RULES

Current U.S.S.S.A. slow pitch softball rules will be enforced with the following exceptions:

FIELD DIMENSIONS

- Bases will be 65 feet apart in all games.

PLAYER EQUIPMENT AND UNIFORM

- Closed-toe shoes are required. Gym or running shoes are recommended. Rubber training shoes and single molded plastic/rubber soccer-type cleats are permitted. Metal cleats or spikes of any type are not allowed.
- For a bat to be deemed legal, it must be an official A.S.A. or an official U.S.S.S.A. approved softball bat. It must have a safety grip (no smooth tape) and must be free of rough or sharp edges. Baseball bats and fungo bats are not legal. Fast Pitch softball bats are legal.
- Game softballs will be provided by Sports Programs Staff.
- Teams must use the ball provided.

TEAMS AND SUBSTITUTIONS

- A team must have 8 players present to start the game. Teams starting with 8 or 9 players will **not** be assessed outs for those slots in the batting order. Players arriving late may have their name added to the bottom of the order; but may not add an Extra Hitter after the game has started. All substitutes must report to the plate umpire before batting.
- Injured Player- A player who is bleeding, has an open wound, or has blood on their uniform shall be considered an injured player. Such player may not return to the game until the bleeding has stopped and the wound properly covered, and soiled clothing has been treated with a bleach disinfectant.
- “Shorthanded Rule”- If a player must leave the game and there is no substitute available, it is an out when it is that player’s turn to bat. If a runner must leave the game and there is no substitute available, the runner will be declared out.
- Substitutions will be unlimited. Players must enter sub into the same spot in the lineup every time they enter the game. To bat an Extra Hitter (EH), a team must have 11 players present at the start of the game.

LATE TEAM PROCEDURE

- GAME TIME IS FORFEIT TIME.
- Teams should report to the Intramural Sports Supervisor a minimum of 15 minutes before the scheduled starting time of their game to fill out the score sheet and to conduct the coin toss.
- **GRACE PERIOD:** If a team is late, they have up to 10 minutes to have the required minimum players checked in and ready to play:

- The clock will begin at game time and will run continuously till the end of the game.
- The team that is present at game time will be awarded home team and get to bat first (missing team will forfeit its first at-bat).
- The home team will be awarded one run per minute that the opposing team does not have enough players to play.
- At ten minutes, the game will be a forfeit with the present team winning 10-0.

THE GAME

- The game will consist of 7 innings. In the event of rain or darkness, 4 innings will constitute a game.
- No new inning may be started 45 minutes after game time unless the score is tied. The umpire and/or Supervisor will keep the official game time.
- A 7-run limit per inning will be in effect. Once the 7th run legally crosses the plate, the ball will become dead and the inning will be over. The On-Deck batter will bat first in the next inning.
- The 7-run per inning rule will be LIFTED for the last inning of the game.
- The 10-run mercy rule will be enforced after 3 1/2 (or 4) innings, or at the time limit, whichever comes first.
- The home team always gets to complete their half of the inning, even if the visitors go ahead by more than 10 runs.
- The choice of first or last bat (visitor/home) in the inning shall be decided by a coin toss prior to the game.
- Each new at-bat will begin with a 1-1 count (1 ball and 1 strike). Batters will be allowed a courtesy foul once they have reached 2 strikes. (For example: If the batter hits a foul ball on the first pitch, a strike will be assessed, and the count will become 1-2. If the batter swings and misses on the second pitch, they will be out. If the batter hits a foul ball on the second pitch, a courtesy foul will be assessed, and the at-bat will continue.)
- **Base stealing is not allowed.** Runners can leave their bases when a pitched ball has reached home plate or is hit. If the batter does not hit the pitch, baserunner(s) must return to their bases immediately.
- **Bunting or chopping down on the ball is not allowed** and will result in a dead ball with the batter being called out.
- The ball is dead and not in play when:
 - “No pitch” is declared.
 - A foul ball is not caught.
 - A runner is called out for leaving a base too soon.
 - Offensive interference occurs.
 - A defensive player carries the ball out of play (intentionally or unintentionally).
- The ball is in play when:
 - The infield fly rule is enforced.
 - A thrown ball remains in playable territory.
 - A base is dislodged while baserunners are progressing around the bases.
 - A thrown ball strikes an offensive player.
 - A thrown ball or fair-batted ball strikes and umpire.
 - A thrown ball strikes a coach.
- The ball remains alive until the umpire declares time, which will be done when the ball is held by a player in the infield area and, in the opinion of the umpire, all play has ceased.

PITCHING

- At the beginning of each half-inning or when a pitcher relieves another, the pitcher or new pitcher has 1 pitch to warm up. A ball will be called for the batter for each pitch thrown afterward.

- The pitch must have a minimum arc of **6 feet** from the ground. The maximum allowable arc is 10 feet from the ground. If the pitch does not meet these requirements, an illegal pitch shall be called. The batter has the option of taking the pitch for an automatic ball or swinging at the pitch. If the pitch is swung at, the illegal pitch is ignored.
- The pitcher may take a walking start but must have at least one foot contacting the pitching rubber prior to pitching the ball. **The pitcher's foot must remain in contact with the pitching rubber throughout the delivery.**
- If the pitcher does not take a walking start, a step may be taken and can be forward, backward, or to the side provided the other foot stays in contact with the pitching rubber and the step is taken simultaneously with the pitch.
- The pitcher must deliver the ball in a continuous, underhand motion on the first forward swing of the pitching arm past the hip.
- The pitch must be a slow pitched ball, excessive speed is determined by the umpire.

RUNNER AND BATTER-RUNNER

- When a baserunner must return while the ball is in play, they must touch the bases in reverse order.
- No runner may return to touch a missed base or one they left illegally after a following runner has scored. The defense must appeal for the out to be granted. The appeal may be verbal or physical.
- Baserunners must slide or run around a fielder making a defensive play on the ball when trying to reach a base. The runner is responsible for avoiding contact in these situations. When sliding, runners must always slide for the base and will be ejected for purposely sliding into a fielder, or physically running into a fielder.
- Baserunners are entitled to advance but accept the liability to be put out under the following circumstance when:
 - The ball is overthrown into fair or foul territory and remains in play.
 - The ball is batted into fair territory.
 - A legally caught fly ball is first touched.
- Baserunners are entitled to advance without liability to be put out when:
 - A fielder obstructs the baserunner from making a base unless the fielder is trying to field the batted or has the ball ready to touch the baserunner.
 - The ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.
- Obstruction is the act of:
 - A defensive player or team member who hinders or prevents a batter from striking or hitting a pitched ball.
 - A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a baserunner who is legally running the bases.
- Interference is the act of an offensive player or team member who impedes or confuses a defensive player attempting to execute a play.
- The Baserunner is out when:
 - They run more than 3 feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.
 - They pass a preceding baserunner before that runner has been put out.
 - They overrun any base, attempt to advance to the next base, and is legally touched while off base. (A player may overrun first base if no attempt is made toward second base.)
 - They interfere with a fielder attempting to field a batted ball or intentionally interfere with a thrown ball. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play (including shouting or waving the arms to distract the defense), the immediate succeeding runner shall also be called out.

- They are struck with a fair-batted ball while off the base and before it passes an infielder that has otherwise made a play.
- There is any kind of offensive interference with a play being made at home plate involving a runner coming in from third base.
- The base coach at first or third base touches or holds the runner physically to assist them in returning to or advancing from a base.
- A runner interferes with a defensive player's opportunity to make a play on another runner after the original runner is declared out. The runner closest to home plate during the interference is declared out
- Baserunners are not out when:
 - They run around the fielder and outside the baseline to avoid interfering with a fielder attempting to field the ball in the base path.
 - Hit by a fair-batted ball that passed an infielder, excluding the pitcher, and in the umpire's judgment no other infielder had a chance to play the ball. The ball remains "live" under this condition.
 - Hit by a fair-batted ball hits a baserunner after it is touched or touches any fielder.
 - Hit by a fair-batted ball while in contact with a base.
- Pinch/Courtesy Runners
 - Pinch Runners may be used at any point for any batter. The pinch runner must be the last batted out.
 - The pinch runner must be declared to the home plate umpire before entering the game.
 - A courtesy runner may be used for any injured player. The player must be able to reach first base before a courtesy runner is allowed to enter. A courtesy runner does not have to be the last batted out.
- **Homerun:**
 - **To conserve game time, a batter who hits a homerun will not be allowed around the bases. The batter will touch first and return to the dugout. All other runners must cross the plate. The team that hit a homerun, is responsible for getting the ball.**
- Home Run Limit: Each TEAM is limited to 3 unassisted over the fence home runs per game. Any unassisted over the fence home run after the limit has been reached will result in a dead ball, automatic out for the batter.

UP IN THE MIDDLE/HALO RULE

- This rule has been put in place to protect the pitcher.
- A line drive ball hit back the pitcher, within the parameters of toe to head, and arms outstretched, will be deemed a dead ball, and an out.
- All runners will return to their previous base.
- This rule is not up for interpretation; it is solely the judgment of the umpire.
- Ground balls hit back at the pitcher are ok.
- If the pitcher moves away from the mound after the pitch is delivered and a line drive still goes up in the middle, it is still an out.

PROTESTS

- Allowable protests should be first lodged by the team captain to the game umpire prior to the next pitch.
- If unsatisfied with the ruling, the captain must then lodge their protest to the Intramural Sports Supervisor on duty.
- This must be done during the same stoppage of the game that the initial complaint was made.
- The Supervisor will then rule on the protest. A protest of the Supervisor's ruling must be made verbally before the next pitch.

- All protests of the Supervisor's ruling must then be done in writing.

OVERTHROW RULE

- When the ball is overthrown into FOUL TERRITORY, every base runner may advance at their own risk. The ball remains in play and such runners are liable to be put out while advancing. There is no limit on the number of bases a runner may take.
- Should the overthrown ball go into OUT-OF-PLAY TERRITORY (IN DUGOUT/OVER THE FENCE), the ball is dead and the runners are awarded two bases from the last base legally touched at the time the ball left the thrower's hand. The award of bases is determined by the position of the front-runner if there are two runners between the same base at the time of award.

UNSPORTSMANLIKE CONDUCT

- No Unsportsmanlike Conduct will be tolerated by any of the Intramural Sports Staff on duty.
- Unsportsmanlike Conduct directed toward anybody, and everybody can possibly result in an automatic ejection of the player or person displaying the Unsportsmanlike Conduct.
- Anybody that is ejected and removed from the game or facility is automatically suspended from all Intramural Sports Activities.
- Suspensions will not be lifted until the person meets with either the Assistant Director or Coordinator for Sport Programs.
- Suspensions may carry over from other sports if necessary.

CO-REC MODIFICATIONS

- A regulation co-rec team must include 6 males and 4 females or vice versa. A minimum of 8 players is required to start the game, and at least 3 must be female.
- A female may only substitute for a female, a male for a male.
- Teams must alternate positions in the batting order by gender.
- A team consists of 10 defensive players. In addition, a team may legally play with 8 players, provided they have 4 male and 4 female players. A team may play with as many as 12 players (6 of each gender; 10 on defense and 2 extra hitters). Teams may also play with 9 or 11 players. If a team plays with 8, 10, or 12 players, they will not be assessed any automatic outs. Teams playing with 9 or 11 players will be assessed an automatic out because 2 batters of the same gender may not bat consecutively without penalty, unless the lineup turns over to the top of the order. Players arriving late may have their name added to the bottom of the order; but an EH may not be added after the game has started.
- If a team is playing with more than 50 percent of 1 gender, a player of the majority gender must bat first.
- All walks in Co-Rec games will result in the batter getting 2 bases.
- Teams are not regulated as to the number of infielders or outfielders BUT are required to field a legal co-rec ratio on defense.
- Pinch runners must be the last batted out of the same gender.