



SOFTBALL RULES

(M, W, C)

Mission Statement

To Serve, Educate and Promote Wellness

Vision Statement

We are a service-oriented department dedicated to excellent fitness, and recreation programs that enhance the university experience.

I. Eligibility

1. Players are subject to Intramural Sports eligibility rules which are listed in the current Intramural Sports Handbook.
2. Students with current U of A Cat Cards are eligible to participate.
3. Faculty/Staff with current SRC Membership Cards or an Intramural Participation Pass are eligible to participate in Intramural Sports.
4. NO ID- NO PLAY- NO EXCEPTIONS!

II. The Game, Field, Players & Equipment

1. A. S. A. Rules will govern all situations not listed. Sports Assistants and officials reserve the right to act on any situation that may arise that is not specifically covered.
2. The game shall be played between two teams. Ten players shall constitute a team; however, a team may start or continue play with a total of seven players. Teams must always have a catcher, as well as 4 outfielders. It is recommended that the catcher wear a catcher's mask.
3. All defensive players must remain behind their respective boundary lines (outfield behind 180' line, infield behind baseline) until the ball is hit. PENALTY: All base-runners advance one base. Batter receives a ball. Co-Rec: Pitch does not count.
4. Each team shall designate to the official a captain. The captain shall address the official on matters of interpretation or to obtain essential information.
5. A team leading by 20 runs at the end of the 4th or 10 runs after the end of the 5th inning will be declared the winner.

6. Game balls will be provided, but warm-up balls must be supplied by participants. Game bats can be checked-out upon request. (Equipment can be checked out from the on site Sport Assistant with a current student ID card). A participant who checks-out equipment is responsible for that equipment at all times during the duration of check-out. The same item checked-out must be the same item checked-in. Participants are financially responsible (retail cost) for checked-out equipment that is lost or stolen while still in their possession.
7. Only bats stamped "**OFFICIAL SOFTBALL**" shall be legal.
8. Metal or screw-in cleats of any kind are PROHIBITED. Players can not participate in their bare feet or with open-toed shoes. Players must participate in an ATHLETIC TYPE SHOE!

9. **A base extension will be used at FIRST BASE. To avoid possible collisions, base runners are required to touch the first base, base extension. This rule APPLIES to MEN'S, WOMEN'S AND CO-REC. PLAY.**

III. Innings, Time Factors and Substitutions



1. An inning is that portion of a game within which the teams alternate on offense and defense, and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.
2. A game will be seven innings or 60 minutes time limit. Whichever comes first, However no new inning will begin after the 50 minute mark. If an inning is on progress the inning must be completed.
3. To begin the game teams will make a Choice of first or last at bat. This choice shall be decided by a coin toss.
4. There is free substitution. A player who has been replaced may return to the defensive line-up. If the entire roster is not batting, a substituting player must play in the field before batting and must bat in the position of the player they are replacing.

IV. Batting

1. Prior to the start of the game the umpire will explain the ground rules related to stepping "outside/in front" of the imaginary Batter's Box.
2. The batting order of each team must be on the lineup card and must be delivered before the game by the team captain or manager to the plate umpire.
3. The batting order must be followed throughout the game, unless a player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.

4. Teams have the option of batting up to the number of slots on the score cards. The batting order will be established before the game starts.
5. The team at bat will have the ball pitched underhand.
6. The batter must take a full swing. If he/she bunts or chops the ball, it will be an out. Any batter who "throws" a bat with reckless abandon shall be liable for ejection. The umpire's judgment shall prevail.
7. When the batter enters the batter's box he/she will have the count of 1 ball and 1 strike.
8. If a batter has reached 2 strikes and fouls the ball off twice, on the 2nd foul ball the batter will be called out.
9. An infield fly is a fair fly ball which can be caught by an infielder with ordinary effort, when there are runners on first and second, or the bases are loaded with less than two outs. The batter is out and base runners do not have to advance.

V. Pitching

1. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.
2. A legal delivery shall be a ball which is delivered to the batter with an underhanded motion.
3. The pitch shall be delivered at a moderate speed. The speed is left entirely up to the judgment of the umpire.
4. The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
5. The pitcher may use any windup desired, providing:
 -  He/she does not continue wind up after the release
 -  He/she does not pitch the ball behind their back or between their legs.
6. The pitcher shall not attempt a quick return of the ball before the batter has taken his position or when the batter is off balance as a result of a previous pitch.
7. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three pitches to the catcher or other teammate.

8. A 3.5 feet long by 2.0 feet wide strike mat shall be placed directly behind the home plate. 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. Any pitch which makes contact with both the strike mat and home plate simultaneously shall also be called a strike. The catcher must allow the pitch to hit the mat or the ground before returning the ball to the pitcher. 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. If the batter inhibits the ball from striking the mat in any way, the pitch shall be declared a strike.

VI. Base Running

1. There is no base stealing. Runners may leave their base when the ball is hit.
2. The ball is dead when overthrown out of play. All base-runners advance one base past the last base obtained at time ball crosses line.
3. Base runners are allowed to slide.
4. Base runners must attempt to avoid the tag of a fielder who has the ball waiting to tag him/her out. No "**BOWLING OVER**" players.
5. On all possible contact plays at home plate, the base runner **MUST** avoid contact. The base runner can not bowl over the person attempting to make the tag. Any attempt at physical contact will result in an automatic out. Additionally it is the umpire's judgment if either player uses unnecessary force or illegal physical contact.
6. A courtesy/pinch runner shall be allowed only if the batter is physically hurt or impaired but is able to make it safely to base after a successful attempt at bat. The courtesy/pinch runner must be the last recorded out and must be entered prior to the first pitch to the succeeding batter. The courtesy/pinch runner is officially in the game when play ball has been declared by the umpire.

VII. Appeal Plays

1. There are three major appeal plays
 - a. Missing a base
 - b. Leaving a base on a caught fly ball before the ball is first touched
 - c. Batting out of order
2. DEAD: An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught ball. The administering umpire should then make a decision on the play.

3. ALIVE: In all games an appeal may be made during a live ball by touching the base missed or left too soon on a caught fly ball, or tagging the runner committing the violation if he is still on the playing field.

VIII. TIE GAMES

1. Any game ending in a tie shall go extra innings until a winner is determined. During each half inning of the inning used to enforce the tie breaker, the offensive team shall begin its turn at bat with the player who was recorded as the last out during the last inning of regulation play being placed at second base.

IX. Conduct of Players, Coaches and Others

1. Good sportsmanship is vital to the league and is expected from all participants. A team is responsible for the actions of individual team members and spectators before, during and after the game.
2. Team members and spectators must remain behind the imaginary line of the backstop extended. (this area is considered out of play).
3. Alcoholic beverages will not be tolerated. Players listed on the score sheet who are detected having consumed alcohol prior to or during an intramural game will be ejected. NO WARNING OR EXCEPTIONS!!!!!!

CO-REC SOFTBALL MODIFICATIONS

1. A co-rec team consists of nine players (in the field) with a minimum of four females. Teams may play with a minimum of three females and four males. Teams must always have a catcher.
2. Players must bat in alternating order by gender.
3. PITCH TO YOUR OWN TEAM - The team at bat will have the ball pitched underhanded by a member of their own team. Pitchers must toss the ball from the rubber within the circle.
4. Each batter is only allowed 3 pitches.
3. All infielders must remain behind the base paths until the ball is hit.


4. A line will be drawn half-way down the third baseline. Once a runner crosses that line they may not return to third base.
5. **All plays at Home Plate are considered force plays. TO AVOID COLLISIONS RUNNERS "MUST" TOUCH THE HOME PLATE EXTENSION.**


ADDITIONAL INFORMATION


1. No animals are allowed in indoor/outdoor facilities.


 Exception: Assisted living animals


2. Forfeit Policy:

 If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.


 The Sport Assistant will declare a forfeit and award a “win” to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.


 If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.

 A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.


 A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.


 A team may receive a forfeit due to improper team attire.


 Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.


 Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.

 Forfeited games will not be rescheduled.


 If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$20.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.


 If a team forfeits or defaults twice (in league) it is dropped without notice.

 A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a “win” for the opposing team.

 A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

3. Forfeit Penalties:

 Lose right to protest the game

 Will be visitors on the scorecard

- 👤 Will have 3 outs in the inning
- 👤 Start the game with a 4 run deficit

4. Default Policies:

- 👤 As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- 👤 Default is recorded as a loss but does not require a fee payment.

5. ID Policy:

- 👤 Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to “OUR” participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**

NOTE:

The Intramural Sports Staff works for you. We are customer service oriented; however please realize that there must be customer responsibility. The Intramural Sports Staff reserves the right to act on any situation that may arise which is not specifically covered in sport specific rules, this material or any other Intramural Sports literature.