

Faculty/Staff Softball Rules

Mission Statement:

Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to current U of A Faculty/Staff and up to two non-affiliated members per roster.
 - a. Non-Affiliated members will be decided at the discretion of the Intramural Sports staff.
 - b. All participants must be registered through IMLeagues.com.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard or government issued photo identification.
4. No ID, no play, no exceptions.

Rule 2: The Game, Field, Players and Equipment

1. ASA Rules will govern all situations not listed. Supervisors and officials reserve the right to act on any situation that may arise that is not specifically covered.
2. Games shall be played between two teams of 10 players each. Teams must start and end with a minimum of 7 players. There is a maximum of 20 players per team. Teams must always have a catcher and a pitcher. There can never be more than 4 outfielders and 4 infielders (not including the pitcher and catcher).
3. A team must have a minimum of 3 females and 3 males on the field in order to play with 10 players. After the 3 females and 3 males are on the field, it does not matter what gender the other 4 players are. A team can never have more than 7 males or females on the field at a time.
4. A game will consist of seven innings or 60 minutes, whichever comes first. However, no new inning will begin after the 55-minute mark. If an inning is in progress, the inning must be completed unless the home team is ahead in the bottom half of the inning.
 - a. During playoffs, if a game is stopped due to inclement weather and cannot be resumed:
 - i. If at least 4 full innings have been completed, the team who is winning will advance
 - ii. If less than 4 full innings have been completed, the game will be rescheduled and will resume at the exact point in which it stopped (score, time, inning, outs, runners on base)
5. In an effort to maintain the safest environment possible please abide by the following:
 - a. All rings, necklaces, studs, watches, bracelets etc. must be removed prior to playing.
 - b. All braces with metal/hard plastic must be wrapped or removed
 - c. Individuals wearing casts are not allowed to play.
 - d. All body piercings must be removed or covered prior to playing.
6. The Supervisor reserves the right to prohibit any apparel that is deemed unsafe.
7. Each team shall designate to the official a captain. The captain shall address the official on matters of interpretation or to obtain essential information.
8. Game balls will be provided, but warm up balls must be supplied by participants. The Supervisor will have bats to check out, but we recommend bringing your own. Intramural Sports does not supply gloves.

- All defensive players must remain behind their respective boundary lines (outfield behind 175' line, infield behind base path) until the ball is hit. Penalty: The ball is dead, all base runners advance one base, and the batter receives a ball.
- 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.
- Only bats stamped "Official Softball" or with the ASA logo shall be legal.
- Metal or screw in cleats of any kind are prohibited. Players must participate with athletic type shoes. Players cannot participate in their bare feet or with open toed shoes.
- A base extension will be used at first base. To avoid possible collisions, base runners are required to touch the base extension every time when going from home to first base and from third base to home plate.

Rule 3: Innings, Time Factors and Substitutions

- An inning is the portion of a game within which 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.
- 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.
- No more than 10 runs can be scored in each half inning.

Rule 4: Batting

- When the batter enters the batter's box he/she will have the count of 1 ball and 1 strike.
- 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.
- If a batter has reached 2 strikes, that batter will receive one courtesy foul ball. If a second ball is fouled with 2 strikes, the batter will be called out.
- 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 advance at their own discretion.
- If the bases are loaded, a batter gets 5 balls before receiving a walk (instead of the normal 4).

Rule 5: Pitching

- The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitching rubber.
- A legal delivery shall be a ball which is delivered to the batter with an underhanded motion.
- 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.
 - A ball that is pitched with an arc below 6 feet or above 12 feet will be declared illegal at the umpire's discretion. It will automatically be called a ball if the batter does not swing
 - If the batter swings at an illegal pitch, the ball will be played as normal.
- 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.
- There are no warm up pitches after the first inning except when a relief pitching comes in.
- A 3.5 feet long by 2.0 feet wide strike mat shall be placed directly behind home plate. Any legally delivered pitch that makes contact with any part of home plate or the strike mat will 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.

Rule 6: Base Running

1. There is no leading off or stealing in slow-pitch softball. Runners may leave their base when the ball is hit.
2. If a thrown ball goes out of play, the ball becomes dead. All runners advance 2 bases from the point the ball was released by the thrower.
3. A courtesy/pinch runner shall be allowed only if the batter is physically hurt or impaired but is able to make it safely to 1st base after a successful attempt at bat. The courtesy/pinch runner must be the last recorded out of the same gender 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.
4. Base runners are allowed to slide.
5. Base runners must attempt to avoid the tag of a fielder who has the ball waiting to tag him/her out.
6. There are two base extensions on each field; one at first base and one at home. If a batter contacts the inside base, instead of the base extension after leaving home, the batter will be called out.
 - a. Any runner that crosses the midway line between third base and home plate must advance home.
 - b. A runner that is attempting to advance home must always contact the base extension and not the fielder's home plate. If the runner touches the wrong base (whether a play is being made on the runner or not), the runner will be declared out.
 - c. All plays at home plate are force outs. The catcher can still tag the runner as normal if they choose.

Rule 7: 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. 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.

Rule 8: Game Ties

1. Any regular season game ending in a tie shall end in a draw. Any playoff game ending in a tie shall go extra innings until a winner is determined. 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 with one out.

Rule 9: 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 in the out of play area.
3. Alcoholic beverages will not be tolerated. Players listed on the score sheet who are detected having consumed alcohol prior to or during a game will be ejected.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**