

Softball Rules

(Men's, Women's & CoRec)

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 currently enrolled U of A fee paying students and U of A Faculty/Staff that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. **If your team forfeits, \$30 will be charged to the Bursur's account of the captain.**

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 men's or women's teams must have a pitcher as well. There can never be more than 4 outfielders and 4 infielders (not including the pitcher and catcher).
3. A game will consist of 7 innings or 60 minutes time limit, 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.
4. Players of opposing teams must wear contrasting colored jerseys/shirts.
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 or not within the spirit of the game.
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 does not have any equipment available for check out.
9. All defensive players must remain behind their respective boundary lines (outfield behind 175' line, infield behind baseline) until the ball is hit. Penalty: All base runners advance one base. Batter receives a ball.
10. A team leading by 20 runs at the end of the 4th inning or 10 runs after the end of the 5th inning will be declared the winner.
11. Only bats stamped with Official Softball or with the ASA logo shall be legal.

12. Metal or screw in cleats of any kind are prohibited. Players cannot participate in their bare feet or with open toed shoes. Players must participate in an athletic type shoes.
13. A base extension will be used at first base. To avoid possible collisions, base runners are required to touch the base extension at first base. This rule applies to all categories.

Rule 3: 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. To begin the game teams will make a choice of first or last at bat. This choice shall be decided by a coin toss.
3. 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.

Rule 4: Batting

1. When the batter enters the batter's box he/she will have the count of 1 ball and 1 strike.
2. 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.
3. 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.
4. 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.

Rule 5: 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 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.
4. The pitcher may use any windup desired, providing:
 - a. He/she does not continue wind up after the release
 - b. He/she does not pitch the ball behind their back or between their legs
5. 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.
6. There are no warm up pitches after the first inning except when a relief pitcher comes in.
7. A 3.5' long by 2' 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. 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 base stealing. Runners may leave their base when the ball is hit.
2. The ball is dead when overthrown out of play. 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 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.
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. No knocking players over.
6. On all possible contact plays at home plate, the base runner must avoid contact. The base runner cannot knock 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. No bases can be blocked by any member of the defense.

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 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.

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 behind the out of play line.
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.

CoRec Modifications

1. A CoRec team consists of 10 players in the field. If a team has less than 5 females, they can only have one more male than female on the field (if there are 3 females, then only 4 males can play the field.)
2. Teams must always have a catcher.
3. Players must bat in alternating order by gender.
4. 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.
5. Each batter is only allowed 3 pitches.
6. All infielders must remain behind the base paths until the ball is hit.

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