



Intramural Softball Rules



Intramural Sports Handbook

- All participants are required to adhere to the policies of the Office of Recreation and Wellness. Our policies are located online at www.rec.nova.edu/intramurals/index.html.
- In the Intramural Sports Handbook, you will find important information regarding:

Team Information	Participant Information
• Registration	• Eligibility
• Forfeit Procedure	• Participation
• Team Jerseys	• Valid ID's
• Tie Breaking Procedure	• Participant Conduct
• Sportsmanship Rating	• Safety
• Protest Procedure	• Alcohol and Drug Policy

Fields

All games will be played on the softball field located next to the HPD Parking Garage.

Timing

- Games will consist of seven innings.
- Games will have a 50-minute time limit. Any inning that starts before the end of the 50-minute time period will be completed. No innings will begin after 50 minutes.
- Games will end if, after 3 complete innings, either team is ahead by 20 or more runs; 4 complete innings, either team is ahead by 15 or more runs; after 5 complete innings, either team is up by 10 or more runs.
- Ties will stand during the regular season. Extra innings will be used in the playoffs when necessary.
- Games that have completed 4 innings and are suspended for any reason will be considered a complete game.

Players

CoRec Modifications

- The batting order must alternate between male and female batters. If nine players are batting, the first and last batters are allowed to be the same gender.
- A minimum of four players of each gender must be in the lineup. If ten players are in the field, five male and five female players must be in the batting order.

Start of Play

A coin flip will be used to decide home and visiting teams.

Equipment

- ASA approved softball bats must be used. Baseball bats will not be allowed.
- A mask will be provided for catchers to wear. Wearing a mask is highly recommended but not required.

Batting

- Each batter will begin with a one-ball and one-strike count.
- Once a batter has two strikes, s/he will be granted one courtesy foul. If a second ball is hit foul, the batter will be out.

- Any batter that is delaying the game will be penalized with an automatic strike.
- There is no bunting. Batters must take a full swing at the ball. Any player who bunts or chops the ball fair or foul is called out and base runners may not advance.
- If a player throws the bat unintentionally, s/he will receive a warning. Each subsequent violation will result in the batter being out and all runners must return to base. If a batter intentionally throws the bat, s/he will be declared out and ejected from the game.
- An infield fly occurs when all of the following conditions occur:
 - The batter hits a fair fly ball (not including a line drive) that can be caught by an infielder with ordinary effort.
 - There are less than two outs in the inning.
 - There are runners on 1st and 2nd, or bases loaded.
 - When all three conditions are met, the umpire will declare an infield fly and rule the batter out immediately, whether or not the fly ball is caught. The ball is live and runners may advance at the risk of the ball being caught.
- A two-up homerun rule will be used. No team can outnumber their opponents in homeruns by more than two. Any batter who hits a homerun that extends the difference beyond two will be declared out. Example: Team A hits two homeruns in the top of the first. Team B is then allowed to hit four homeruns, but any Team B batter who hits an additional homerun will be declared out (until Team A adds to their homerun total).
- Substitutions may be done in one of two methods but not a combination of both.
 - The first method allows for substitutions to be made at any time with prior notification to the scorekeeper. If a player leaves the game in favor of a substitute, that player may only reenter the game at the same batting position after one full rotation. When a team starts with less than 10 players, any late players may be added to the end of the batting order at the time of their arrival without any penalty being assessed.
 - The second method allows teams to bat with an unlimited numbers of players. The batting order will contain as many players as desired. Any ten players within the order may play the field in a given inning.

Pitching

- Any pitcher that is delaying the game will be penalized with the batter receiving an automatic ball.
- If a ball flops from a pitcher's hand during his/her back swing, the ball will become dead.
- The pitcher must have a pivot foot in contact with the pitching rubber until the ball leaves his/her hand.
- A legal delivery shall be a ball that is delivered underhand and at a slow to moderate speed. The ball must reach a height of at least six feet and no more than twelve feet at the top of its arc. Any pitch that fails to meet these requirements (in the opinion of the home plate umpire) will be declared an "illegal pitch". The pitch will be considered a ball unless the batter chooses to swing, in which case the ball becomes live.
- A strike is a legally delivered ball that hits any part of home plate or the strike mat.

Base Running

- Stealing and leading are illegal. If a runner is off base before the pitch reaches the plate, a dead ball is called and the runner is called out.
- Any player who runs outside the base path to avoid being tagged will be declared out.
- During a double play runners must slide into the base or get out of the way of a thrown ball. Base runners who fail to comply with this will be called for interference and both runners will be declared out.
- When a defensive player has the ball and is waiting for the runner, and the runner remains on his/her feet and deliberately crashes into the defensive player, the runner is declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant

by the umpire, the offending player will be ejected from the game and the runner closest to home will be called out.

- If the ball goes out of play the base runner gets one base past the base he/she is heading to.

Fielding

- A defensive player may not obstruct a runner's path unless he/she is making a play on the ball. It is also an obstruction when a fielder without the ball fakes a tag. In the event that a defensive player obstructs a runner, the umpire will use their judgment to award all runners affected by the obstruction the bases they would have reached had there been no obstruction.
- Once the ball has been returned to the infield and time has been called, any infielder may make a verbal appeal on a runner missing a base, a runner leaving a base too soon, or the batter batting out of order. Appeals must be made prior to the next pitch or before the defensive team has left the field.

Sportsmanship Guidelines

A: Team members participate with excellent sportsmanship within the established rules.

B: Team members occasionally complain to the official or supervisor about rule interpretations. Sportsmanship and understanding of the rules is acceptable, but could be better.

C: A team or team member receives more than one warning for unsportsmanlike conduct.

D: A team member is ejected from the game for unsportsmanlike conduct.

F: A team or team member participates in a fight or multiple players on a team are ejected for unsportsmanlike conduct.

****Please see the Intramural Sports Handbook for detailed information regarding sportsmanship.***

*All rules not specifically covered in this document will be enforced as ASA Softball Rules.
All rules are subject to change by the Assistant Director for Recreation.*