KSU Intramural Sports

Softball Rules

Updated 9/21/2015

Team Requirements

- Games will be played with 10 players on each team.
  - Minimum of 7 players
- Up to 15 players can be checked in per game.
- All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
- If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  - If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
- If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by noon on the day of their game to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  - 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league
  - Following a forfeit, teams must call the Intramural Sports Office by 12:00pm the next day to remain in league
- Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Perch

Player Equipment and Behavior

Player Equipment

- All players must wear appropriate athletic uniform consisting of athletic shorts or pants, sweatpants or jogging pants, a t-shirt or tank top.
- Athletic shoes (sneakers or cleats) must be worn; metal cleats are prohibited.
  - Rubber cleats with a tipped metal material are legal.
- All jewelry must be removed.
  - Medical alert jewelry is the only jewelry allowed and it must be taped down
  - If jewelry is seen by a staff member, it must be removed. It cannot be taped over.
  - Wrist and hand jewelry is not allowed to be worn by any participant
- Players are encouraged to wear the same color.
- All participants who are not an active field player (defense), offensive batter, runner, on-deck batter, or base coach) shall remain in the dugout or behind the fencing.
- Athletic shoes (sneakers or cleats) must be worn; metal cleats are prohibited.
  - Rubber cleats with a tipped metal material are legal.
- All offensive team members outside of the dugout area - at bat, on the base paths, in the on-deck circle, or acting as a base coach - must wear a batting helmet. Helmets are available at each field.
- Participants are encouraged to wear personal safety equipment. Protective face guards for catchers & pitchers are available at the field.
- Participants may provide their own protective equipment.
- A hat/cap is optional
- Game balls will be provided. All games will be played with 12 inch softballs.
• Teams must provide their own gloves
  o Gloves can be rented for free from the SRAC
• Bats will be provided for all games
  o No personal bats will be permitted
• Helmet and bats may not be thrown, spiked, or kicked in an unsportsmanlike manner. Such actions can result in player ejection. Note this is different from a light toss of a bat or helmet at the conclusion of an inning.
• Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  o A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue

Player Behavior
• Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul:
  o Refusal to comply with or abide by a request or decision of an official
  o Intentionally kicking, spiking, or throwing the ball aside from game play
  o Attempting to influence the decision of an official
  o Disrespectfully addressing an official or an opponent
  o Playing or attempting to play without signing in with their KSU ID
  o Participating in a fight (AUTOMATIC EJECTION)
  o Any act deemed by an official to be unsportsmanlike
• Officials should not be pursued off the court to discuss game issues. Harassment of an official or Intramural Staff member will result in suspension from play.
• If a team accumulates 3 unsportsmanlike penalties in a game, they will forfeit the contest
• The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.

Facility Specifications
• The playing field shall have 4 bases spaced out evenly
  o The distance from base to base will be 20 yards (60 feet)
  o The distance from the pitching rubber to home plate shall be 12 feet
• There are not homerun fences or homerun limits
• Outfielders must be at least 6 feet behind the base path
• Infielders should be no further back than 6 feet of the base path (towards the outfield)

Game Length and Timing

Play Periods
• The Lineup Card should be submitted to the scorekeeper 5 minutes prior to game time
• The home and visiting teams will be determined by a coin toss prior to the beginning of the game.
• Each game has a 50-minute or 7-inning limit.
• Any inning started before the end of the 50-minute time period will be completed.
  o No innings will begin after 50 minutes.
• The official start time will be recorded on the score sheet by the scorekeeper/umpires when the Umpire calls the first batter to the plate
• All of the following criteria must be met for the game to be considered complete:
  o One team is behind by the appropriate amount for that inning and has completed batting that inning or both teams have batted

Overtime
- Regular season games can end in a tie
  - If the game is tied after 7 innings or 50 minutes in the playoffs, the last player to be called out in the previous inning will start the next inning on second base. Play will continue until a winner can be declared after a full inning.

**Timeouts**
- There are no timeouts

**Mercy Rule**
- The mercy rule will come into effect if a team is up by
  - 20 runs after 3 innings
  - 15 runs after 4 innings
  - 10 runs after 5 innings

**Rules of Play**

- A game must be started with a minimum of nine (9) players.
  - If a team starts short-handed, the 10th place in the lineup will be recorded as an out.
  - If a player arrives late, the player can be inserted into the lineup in the empty spot.
  - A team must finish a game with 8 players, except in the event of an injury.
  - If a team starts a game with 9, 10, 11, or 12 players and players have to leave with no available substitutes, play will continue as long as 8 legal players are available to play.
- When a player leaves a game early for any reason (injury, disqualification, ejection) and no substitutes are available, an out will be recorded when that player is scheduled to bat.

**Batting**
- Each batter will start with a 1-ball and 1-strike count.
- The batter is allowed one foul ball after s/he has two strikes. However, a second foul ball hit (with a 2-strike count) will be the third strike and an out.
- There is no bunting. The batter must take a full swing at the ball.
  - A batter who bunts or chops the ball (fair or foul) is out.
  - A bunted ball that strikes the ground is immediately dead and runners must return to their original base.
  - Bunted balls that are pop-ups may be caught and any runners may be doubled off (put out); runners, however, may not tag up and advance.
  - Bunt pop-ups not caught still result in an out and an immediate dead ball.
- If a player unintentionally throws his/her bat, the team will be given a warning.
  - Each subsequent offense will result in the batter being called out and all runners returning to the base they occupied at the beginning of the at-bat.
- Any player who intentionally throws his/her bat will be called out and ejected from the game.
- In the first three innings, the maximum number of runs that can be scored in half an inning is seven (7).
  - After the third inning, an unlimited number of runs may be scored per half inning.

**Base Running**
- There is no leading off
- There is no stealing
  - Runners who lead off will be called out
  - Runners who leave the base before the batter makes contact with the ball will be called out
- Base runners who start the play behind a runner may not pass a teammate runner

**Pitching**
• The pitcher must begin with both feet firmly on the ground and with one or both feet touching the pitcher’s plate. The pitcher’s pivot foot must stay in contact with the pitcher’s plate throughout the delivery.

• The pitcher must hold the ball in front of their body, facing the batter to start the pitch. They must use a definite underhand motion in their delivery and deliver the ball on their first forward swing toward home plate. Pitches may not be made behind the back or through the legs.

• The ball must reach a height of at least 6 feet from the ground and cannot exceed a height of 12 feet from the ground. Pitches must be at a moderate speed (The umpire has the sole authority to judge the speed of the pitch).

• The pitcher may not quick pitch the ball.

• The starting pitcher or replacement pitcher may throw five warm-up pitches in the first inning that they pitch. At the start of each inning the pitcher has no more than one minute to throw one or two warm-up pitches.

• The pitcher has 10 seconds from when the umpire calls “play ball” or from when s/he receives the ball from the catcher after a previous pitch. Failure to deliver the ball in 10 seconds will result in a ball being added to the count.

• The strike zone is the space over any part of home plate, between the batter's back shoulder and front knee, when s/he assumes a natural batting stance.

• If the catcher obstructs the view of the home plate umpire as the ball is pitched, the pitch will be ruled a ball.

• A pitched ball is dead once it hits the ground.

• If a team wishes to intentionally walk a batter, it only has to be declared by the pitcher, no pitches have to be thrown.

**Extra Hitters and Substitutes**

• Teams can elect to have an extra hitter in the lineup, the extra hitter can bat anywhere in the lineup.

• In CoRec play, if this option is used, team must have 2 extra hitters, one male and one female.

• The extra hitter cannot be added to the lineup after the team has batted around once.

• The extra hitter cannot be removed from the lineup once the game has started.

• Limited free substitution is permitted in order to encourage maximum participation.

• Limited substitution is available to all players in the line-up.

• Once a substitute has entered the line-up, he/she must play for 6 consecutive outs (a full inning).

• Once a player has been replaced in the batting order, he/she may bat again only if he/she returns to the position in the order which he/she vacated.

• This rule allows for re-entry of both the starter and any subsequent substitutes.

• In the event of an injury, disqualification, or ejection, a substitute may enter the game prior to the 6-out period.

• The sub, or the team captain, should inform the umpire prior to putting their name into the appropriate slot on the game sheet.

**Infield Fly Rule**

• An "infield fly" occurs with all of the following conditions:
  
  o A fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort.
  
  o There are 0 or 1 out in the inning.
  
  o There are runners on at least 1st and 2nd

**Appeal Plays**

• An appeal play is one in which an umpire cannot make a decision until requested by a member of the defensive team.

• Appeals must be made prior to the next pitch or before the defensive team has left the field.
Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), with or without possession of the ball, 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.

The plate umpire should acknowledge the appeal, and the administering umpire should then make a decision on the play.

Base runners cannot leave their base during this period, as the ball remains dead until the next pitch.

**CoRec Modifications**

**Teams**

- A maximum of 16 players may be signed in per game
  - A minimum of 4 and a maximum of 5 of either gender may play in the field at a time
- Male and female players must alternate spots in the batting order
  - A team with unequal number must have the gender with more players bat first
- To have an extra batter, the team must have both an extra male and female, to bat a total of 12
- A team may have no more than 5 of either gender in the field at a time
- The pitcher-catcher combination must be made up of one female player and one male player
- Teams must have 2 female players and 2 male players in both the outfield and the infield
- Teams playing with 7 or more players may have either 3 players in the infield or outfield and have one of each gender as part of the 3
- A male batter that will be followed by a female batter, who receives a base on balls, is awarded first base and second base. The female batter who follows has the option to walk or bat.
  - If a male will follow the male who is walked, the walked batter only receives one base
  - A female player who receives a base on balls is awarded first base only

**Scoring**

- Scoring will be the same for both males and females