

*-University of Delaware -*  
INTRAMURAL SPORTS

# Softball

All games will be officiated based on the [Amateur Softball Association of America \(ASA\)](#) Rules; which will be in effect unless otherwise noted in this supplement. Click on the above link for ASA information.

## THE GAME

- A regulation game is seven (7) innings.
- A Run Rule will be in effect during all games.
  - A game will be called by the 20-Run Rule after three innings (2 1/2 if the home team is winning—middle of the 4th inning) have been completed
  - A game will be called by the 15-Run Rule after four innings (3 1/2 if the home team is winning—middle of the 4<sup>th</sup> inning) have been completed
  - A game will be called by the 10-Run Rule after five innings (4 1/2 if the home team is winning—middle of the 4th inning) have been completed
- Four full innings, or 3 1/2 if the home team is ahead, need to be completed for a game to be called final unless time does not permit. This may be the case for inclement weather.
- In cases of inclement weather, the Intramural office will decide on the field conditions one hour before the scheduled start of play for that day ~ (2:30pm). Once play begins for the day, the Supervisor will decide when games are to be canceled. Games may be canceled and then resumed if conditions allow. Teams should contact the intramural office for up-to-date information.
- Every effort will be made to reschedule all games cancelled due to inclement weather; however, not all may be able to be rescheduled.
- Games that end in a tie at the end of regulation will remain a tie during the regular season.

## GAME TIME PENALTIE

- For all games, the clock will start at the scheduled game time unless the start of the game is delayed by intramural staff for any reason. For every minute a team delays the start of a game that team will be assessed a 1 run penalty. At the five minute mark after the original scheduled game time if teams are still not present and ready for play the game will be declared a forfeit.
- Each game will be 50 minutes long. After 45 minute a new inning cannot be started but the current inning will be completed.
- If both teams are late, but within the grace period, the game will be played as normal with only the clock being started at the normal starting time. NOTE: Both teams must still be signed in and on the field no later than five (5) minutes after the original starting time.

## PLAYERS

- A team shall consist of 10 fielders, but may start the game with 7 players.
- An official line-up is 10 players (co-ed must alternate male/female or take an out in between males). If a team starts short-handed they are not required to have line-up spots for 10 players. However the team may submit a lineup of 10 and take an out for each empty spot if they have more players arriving later. (i.e. if a team is playing with 7 players they will take 3 outs each time through the line-up if they submit a lineup of 10 players.)
- Players may be added up to the tenth batter at any time during the game.
- If a team does not have a substitute for a player who leaves the game for any reason, an automatic out must be taken in that players batting slot.
- If a team drops below 7 players for any reason the game will be declared a forfeit.
- If both teams are not signed in with the minimum number of players required to start the game after the five-minute grace period, the game will be called and scored a double-forfeit.
- Forfeited games will be scored 10-0.

## EQUIPMENT

- Metal spikes are NOT PERMITTED to be worn at any time. Any player caught wearing metal spikes will be ejected. If spiked shoes are worn, they must be one-pieced molded rubber or plastic.

- Sandals, dress shoes and boots are not permitted.
- Metal knee braces of any kind must be covered.
- Only ASA approved bats are permitted in intramural play. For a ruling on the legality of a bat, please see the Supervisor.
- No baseball bats are permitted at any time!
- Titanium bats are not permitted in intramural play.
- For each participant's safety, jewelry will not be permitted to be worn during games.

### SCOREKEEPING & LINE UPS

- All players must sign in with the official before the scheduled game time. Once the game begins each team is responsible for creating their line-up.
- Teams are responsible for the accuracy of the score. It is suggested that the captains verify the score regularly.
- Any scoring discrepancies must be brought to the umpires' attention prior to the first legal pitch of the next half inning or the score will stand as it is.

### PLAYING RULES

- Pitching
  - The pitcher shall take a position with one or both feet firmly on the ground and in contact with the pitcher's rubber.
  - This position must be maintained at least one second and not more than ten seconds before taking one hand off the ball.
  - The pitcher's arm must come to rest holding the ball in front of the body, with a pivot foot in contact with the pitcher's plate.
  - The ball must be delivered toward home plate on the first forward swing of the pitching arm past the hip.
  - The pivot foot must remain in contact with the pitcher's plate until the pitched ball is released.
  - There is no restriction on the position or movement of the free foot except that if a step is taken, it must be toward home plate.
  - The ball must be delivered underhand at moderate speed.
  - The ball must be delivered with a perceptible arc of at least 6 feet from the ground but no more than 12 feet at its highest point from the ground. Speed and height are left solely to the judgment of the umpire.
  - EFFECT -- (1. A - H) Any infraction of (1. A - H) is an illegal pitch. The umpire shall call a ball on the batter and base runners do not advance.
  - EXCEPTION: If a batter swings at any illegal pitch after the umpire has called the pitch illegal, it shall be a live ball and there shall be no penalty for such an illegal pitch. The ball shall remain in play if hit by the batter. If an illegal pitch is called during an appeal play, the appeal is canceled.
  - No pitch shall be declared when:
    - The pitcher pitches during suspension of play.
    - The pitcher attempts a quick return of the ball before the batter has taken his/her position or is off balance as a result of the previous pitch.
    - The runner is out for leaving the base too soon.
    - The pitcher pitches before the base runner has returned to his/her base after a foul ball has been declared and the ball is dead.
    - The ball slips from the pitcher's hand during his/her wind-up or during the back swing.
  - EFFECT -- (I 1-5) The ball is dead and all subsequent action on that pitch is canceled.
- Batting
  - If an official is calling strikes and balls they will be the sole determiner of whether a pitch is a ball or strike. Any arguing over balls and strikes is an ejectable offense.
  - If a strike zone mat is used behind home plate, and the pitch touches any portion of the mat with the proper speed and height, it will be called a strike.
  - **The batter should be declared out if he/she chops, bunts, or bunts downward at the ball.**
- Infield Fly Rule: Batter should be called out immediately when he/she hits an infield fly (a ball which in the umpire's judgment, can be easily caught by a fielder on or near the infield area) with runners on first and second or first, second, and third with less than two outs.

- The batter will start with a count of 1 ball and 1 strike.
- After a batter has two strikes, the batter may hit one foul ball. Any additional fouls will be called a strike and the batter declared out.
- Runners may tag-up and advance at own risk after the ball is caught on a fly-ball out; otherwise, the ball becomes dead and the runners may not advance.
- Base Running
  - STEALING: Under no circumstances is a runner permitted to steal a base.
  - The base-runner may not leave the base that he/she is occupying until the ball has been hit legally by the batter, or the batter is awarded a base on balls.
  - A runner may not run outside the three (3) foot line to avoid a tag or to run to interference with a fielder. EXCEPTION: A runner may run outside the three (3) foot line to avoid interfering with a fielder who is attempting to play the ball.
  - A runner must slide or avoid contact at any base. The runner may not attempt to knock the ball from a fielder to prevent being called out. Any runner who initiates the contact will be AUTOMATICALLY EJECTED.
  - It is illegal to slide head first into any base at any time. A feet first slide is required. Any player sliding head-first when defensive play is being made will be called out regardless of the outcome of the play.
  - It is the responsibility of the runner to avoid contact at home plate when a defensive play is being made at home plate. If there is contact the runner must slide FEET FIRST or avoid the catch without contact. If there is contact the runner will be called out regardless of the outcome of the play.
  - No fielder may intentionally block a base to prevent the runner from reaching the base. The penalty is an automatic one additional base awarded to the runner.
- Overthrows
  - An overthrow into dead ball areas is considered out of play and the runner is awarded two bases from where he/she was at the time the ball was release.
- Appeal Play
  - Appeal plays will be dead ball situations.
  - During an appeal, runners may not advance.
  - Any infielder may make an appeal.
  - The tag on the player or the base in question is not necessary to make an appeal, a request to the umpire to rule on the situation must be made.
- Substitutions
  - Substitutions in the field are not tracked
  - Substitutions in the batting order are tracked and must be reported to scorekeeper
    - Re-entry Rule: A starting player may re-enter the game one time.
    - The starting player may return to the line-up, but must take his/her original position in the batting order.
    - If a non-starting player is substituted for a second time, he/she may not return to the game after the second substitution.

## INJURIES

- If a player is injured while running the bases, he/she may have a pinch runner. The runner must be the person who made the last out. If it is the first inning, the pinch runner will be the person who made the last out or if there are no outs it will be the last person in the lineup.
- If the injured player returns to the field or bats again, the player must also run and cannot use a pinch runner.
- If the injured player cannot return to the game to bat or field, a substitute must enter the game.

## CO-ED RULES

- Teams may not have more than 5 men in the field at any time. Teams must have a minimum of 2 females in the field at all times
- Batting orders must alternate men and women. An automatic out must be taken at any time a male bats after a male.
- If a male batter receives a walk he may automatically advance to 2nd base and the female batter following has the option of taking first base with no liability to be put out or she may opt to become a batter.

- **If a male batter is walked the automatic out for back to back male batters is ignored. The male still gets 2<sup>nd</sup> base.**
- All other rules apply.

#### **MISCELLANEOUS RULES**

- Teams at bat must remain behind the dead ball line during their at-bat except for the batter, base-runners, first and third base coaches and the on-deck batter.
- Alcohol & tobacco products are not permitted during Intramural events.
- Base Coaches may not have fielder's gloves in the coaches box

#### **EJECTION**

- In the case of an ejection, the player must immediately leave the facility (out of sight and sound) and meet with the Coordinator of Intramural Sports before she/he may participate in the next activity.

**THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY!!!!!!**