Colorado School of Mines ~ Intramural Sports

Softball Rules

I. Eligibility
1. All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.
2. Max of 2 Club Baseball players and 1 Ex-Varsity (Softball or Baseball) player.

II. Game, Players, and Equipment
1. Co-Rec softball will follow ASA Slow Pitch Rules with some modifications.
2. A game shall consist of 7 innings, or 50 minutes, whichever comes first. The time limit begins with the first pitch of the game. No new inning shall be started after the time limit has expired; however, if an inning is in progress that inning must be completed.
3. A substitute may enter the game as long as the umpire is notified at the time the substitute enters. There are NO limits on how many times you can substitute.
4. A team may score a maximum of 10 runs per inning.
5. If a team is ahead by 15 or more runs after 4 ½ innings (if home team is ahead) or 5 innings (if away team is ahead), the game will be recorded as complete.
6. Teams shall consist of ten (10) players. Teams may start and continue a game with a minimum of eight (8) players. Twenty (20) players MAX on roster. Teams may bat 12 players and play 10 players in the field.
7. You may play (in the field) with the following combinations:
   i. 10 players = 5 males and 5 females.
   ii. 9 players = 5 males and 4 females or 4 males and 5 females.
   iii. 8 players = 4 males and 4 females.
8. Equipment
   i. Metal cleats are NOT allowed.
   ii. Balls, bats, and bases will be provided by the IM Staff. Players may bring their own bat and glove.
   iii. All bats MUST be marked with the official ASA Certified Stamp by the manufacturer and approved by the umpire to ensure safety for all players.
9. The distance between bases shall be 60 feet. The distance from home plate to the pitcher’s stripe shall be 45 feet.
III. **Pitching**

1. The pitch shall be released underhand, at a moderate speed. The speed is left entirely up to the judgment of the umpire. The ball must be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet.

2. At the beginning of each inning, or when a pitcher relieves another pitcher, no more than one minute may be used to deliver no more than 3 warm up pitches.

IV. **Batting**

1. The order delivered to the umpire must be followed throughout the game, unless a player is replaced by a substitute who must take the place of the removed player in the batting order.

2. Teams must bat in alternating order by gender (male-female-male-female, etc.).

3. There will be NO bunting or chopping at the ball.
   i. The batter must attempt a complete swing and the ball must travel past the pitcher. *It will be the umpire's discretions, whether or not they felt the batter took a complete swing.*

V. **Running**

1. A runner may not leave their base until the ball is contacted by the batter.

2. NO lead-offs or stealing.

3. Runners are always awarded 2 bases on overthrow which go out of play or become blocked as a result of hitting loose equipment belonging to the defensive team that does not belong on the field. The 2 bases are awarded from the last base touched at the time the ball left the hand of the fielder.

VI. **Extra Innings**

1. If the time limit has been reached and the score is tied at the end of the inning you are playing, extra innings will ensue. We will play as many extra innings as it takes to decide a winner.

2. Each team will receive 3 outs per half inning like normal, but the innings will be played as follows.
   i. The last out from the inning prior will start on 2nd base.
   ii. Each batter will only receive 1 pitch. The batter has the option to swing or not swing. The pitch could result in a batted ball, a strike out or a walk.
   iii. The 10 runs per inning rule still applies.
VII. **Sportsmanship**

1. All players are expected to play with good sportsmanship and uphold Intramural Sports Spirit of Competition.

2. All teams must obtain a 3.0 or better sportsmanship rating for each game in order to advance in the tournament.

3. **HAVE FUN!!**