

## Softball

**\*\*\*A.S.A. rules apply with the following exceptions:**

### Teams and Players

- A. Men's or Women's slow pitch teams consists of ten players. Games may be played with a minimum of 8 or 9.
- B. Corec teams will consist of 10 players, five men and five women. A game may be played with four men and four women. Men and women must bat alternately. A corec team can play short with 9 players but no more than 5 of any one gender can be in the lineup.
- C. Men and women may be placed defensively at the team's discretion.
- D. During Corec games if the pitcher walks a man the next batter (a woman) has the choice to bat or automatically walk. If the woman walks; the man preceding her advances to second; if the woman chooses to bat the man preceding her remains at first.
- E. Teams not organized and ready to play by 10 minutes past the scheduled playing time will forfeit.**

### The Game

- A. A regulation game will consist of 5 innings. For league play only, a new inning may not begin 55 minutes after the start of the game. Officials and captains are responsible for recording the time at which the game began.
- B. Games cancelled due to bad weather will not be made up. League standings will be determined by number of wins and losses. Tournament games cancelled due to bad weather will be made up, time & weather permitting. If weather persists or time constraints inhibit additional tournament games, the team with the best record (wins/losses, points, then coin toss if records are identical) will advance.
- C. In the case of a tie game, an extra inning may be played. The winner will be determined by the following priorities:
  - 1. Whichever team is leading at the end of the extra inning.
  - 2. Furthest bases in possession previous to last out.
  - 3. Total bases in possession previous to last out.
  - 4. If there is still a tie situation, an additional inning may be played if time permits, otherwise the game shall be declared a regulation tie game.

### Equipment

- A. Only balls provided by Campus Recreation may be used (gray dot softballs).
- B. NO BASEBALL BATS. Players may use their own bats if they are regulation softball bats (ASA Approved with proper rubber grip) and are approved by the umpire, and they are made available to the opposing team.
- C. Metal, or fiberglass cleats, and street shoes are illegal. Shoes normally approved for play consist of rubber sneakers or all-rubber or composition cleated shoes.

### **Co-Rec Batting Order:**

- A. Everyone will bat. All players in the batting order must have been in the field by the end of the third inning.
- B. In Corec ball the batting order must alternate: boy, girl, boy, girl. If there is an uneven ratio of male to female participants, the team must take an out at the bottom of their lineup.
- A. Every player that is going to play will be on the score sheet/ lineup card at the beginning of the game. If you have 20 players there will be 10 men and 10 women on the score sheet.
- D. Sliding is illegal in Corec B games.

## General

- A. Home team will be determined by rock, paper, scissors.
- B. Teams must be ready to play within 10 minutes of scheduled starting time.
- C. Ground rules will be discussed by umpires, captains and coaches before play begins.
- D. Protests must be announced to the umpire before the next pitch is made to the batter. The field supervisor must then be notified, and whenever possible, the disagreement should be settled on the spot. The nature of the protest and the situation at the time of the protest must be noted in writing on the back of the score sheet and signed.
- E. Judgment calls may not be protested.
- F. Eligibility protests: consult the Intramural Policies.

## **HIGHLIGHTS OF SLOW PITCH SOFTBALL:**

- Legal Pitch:** The ball must have at least three feet arch from the time it is released. Speed of the pitch and height are left entirely up to the judgment of the umpire.
- Overthrows:** The base runner shall receive two bases in relation to his position when the thrower releases the ball.
- Base Running:** The base runner must remain in contact with the base until the pitch has been hit. No stealing.
- Interference:** The act of a defensive player which hinders the batter from hitting a pitched ball (catcher's interference), or the act of an offensive player which hinders the fielding team while attempting to play the ball. The involved base runner is out and if in the judgment of the umpire, it was an obvious attempt to prevent a double play, the other runner may also be ruled out.
- Obstruction:** The act of a fielder, while not in possession of the ball, which impedes the progress of a base runner. The obstructed runner shall advance to the base he would have reached, in the umpire's judgment, had there been no obstruction.
- Infield Fly:** With less than two outs and runners on first and second, or bases loaded, any fly ball which may be easily caught by an infielder shall be ruled as an infield fly. The batter is automatically out, and the runner may advance at his or her own risk.
- Batter's Box:** It begins six inches from home plate and is three feet wide, it is seven feet long (from the middle of the plate it extends four feet towards the pitcher and three feet toward the backstop), completely out of the area to be ruled out (including stepping on home plate).
- Strike Zone:** The space over home plate which is not higher than the batter's back shoulder or lower than the knees when he assumes his natural stance.
- Leading Off:** No leading off is allowed. The runner can leave base only when the ball is hit.