IM Softball Rules and Information

Current ASA Softball Rules will govern play except for the following modifications.

I. PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled, fee-paying students, Emory University faculty/staff members, spouses, and Alumni.

2. All players must have an Emory University ID or Government Issued photo ID (i.e. Driver’s License) at each game to sign-in. **ID Cards will be checked EVERY GAME.**

3. All players MUST be listed on the printed scoresheets and cannot be written in at gametime.

4. Varsity players are not eligible to participate in similar intramural sports. Each team can have up to two club players in a similar sport. Teams who violate this policy will receive a forfeit loss for each game the violation has taken place and will be ineligible for the playoffs.

II. TEAM COMPOSITION & SUBSTITUTIONS

1. **GAME TIME IS FORFEIT TIME.** You must have the required number of players at game time in order to avoid a forfeit.

2. Players can compete on only one men’s or one women’s team, regardless of division. Participation in the men’s or women’s league and co-rec league is permitted.

3. Ten (10) players constitute a team. Teams may also use a maximum of two (2) extra hitters (EH). If extra hitters are used any ten (10) players in the line-up may play defense. Extra Hitters CANNOT be added once the game has started.

4. Teams must have at least 8 players to start a game. Players arriving late must be added to the end of the line-up.

5. Batting Order Substitutions: A substitute may enter the game in place of a starter. This substitute will bat in the same spot in the lineup as did the starter he/she is replacing. All starters are eligible to return once, again, in their same spot in the lineup. Once a substitute comes out of the game, he/she is no longer eligible to return again. **There will be no courtesy pinch runners at any time.**

6. Field Substitutions: There are no restrictions concerning field substitutions, but once the game has begun the batting order must remain the same. Players arriving late MUST be added to the end of the batting order.

III. EQUIPMENT & PLAYING AREA

1. Softballs will be provided.

2. In slow pitch softball, the bases are 65’ apart and the pitching rubber is 50’ from home plate.

3. Bats must be stamped “Official Softball”. Baseball bats are prohibited. IM Staff will determine bat legality issues.

4. All players must use gloves.
IV. MATCH TIME, LENGTH, & SCORING

1. Each game will consist of either 6 innings, or 50 minutes (whichever occurs first). No new inning will begin once the 50-minute time limit has expired; however, any inning which has been started prior to the time limit expiring will be completed. If time runs out, the full inning in progress will be completed and the team with the most runs wins.

2. During the regular season, there will be no extra inning play. During the playoffs extra innings will continue until there is a winner. There will be no time limit on playoff games.

3. In the event of inclement weather, a game is considered complete after 5 innings (or 4 ½ innings if the home team is winning).

4. If a game is stopped before it is complete, it will resume exactly where it stopped.

5. The home team bats last in each inning.

6. RUN RULE: 15 run lead after 3 innings, 12 run after 4 innings & 10 run lead after 5 innings

V. RULES OF PLAY

1. All batters start with a 1 and 1 count (3 balls is a walk and 2 strikes is an out). Each team will receive 3 outs per inning.

2. If a batter has two strikes, and hits a foul ball, then he/she will be allowed to have one more (courtesy foul). A strike or another foul ball after the courtesy foul will result in the batter being declared out.

3. Strike zone: A legally pitched ball that crosses the plate between the front shoulder and back knee of the batter and hits the strike zone mat located behind the plate.

4. Bunting, stealing, and leading off base are not permitted.

5. Pitching

Pitchers must:

   a. Have one foot in contact with the pitching rubber until the ball is released.

   b. Present the ball for at least 1 second.

   c. Pitch with a continuous motion.

   d. Release the ball below the hip.

   e. Step in any direction once the ball is released, all motion must be forward prior to the ball being released.

   f. The pitch must be a slow to moderate speed in the umpire’s judgment.

The ball must reach a height of at least 6 feet, but no greater than 12 feet.

6. A runner will be declared out when:

   a. Running more than 3 feet out of the base path to avoid being tagged.
b. Touched by a fielder who has possession of the ball, when not on a base.

c. In a force-out situation, the fielder contacts the base before the runner reaches it.

d. Passing another runner that has not already been called out.

e. Leaving a base before a fly ball has been touched by a fielder, or dropped to the ground, and the runner is tagged before returning to his/her original base. (The runner must “tag up”)

f. Interfering with a defensive player’s effort to field a ball, or attain proper position.

g. Struck by a fair, untouched, batted ball, if not on a base.

h. Intentionally crashing into a fielder, or intentionally failing to avoid being hit with a thrown ball.

i. Leaving a base before a pitch is hit.

j. Sliding head first, or cleats-up into a base. **Both the runner and fielder must avoid contact at all costs.**

* In the event of a forceful collision (esp. w/ the catcher at home) immediate ejection will result pending further disciplinary action by the Intramural Coordinator.

7. Fielders may not impede the progress of a base runner. If an obstruction is called the ball is called dead and the runner is awarded the base he would have reached and other runners affected by the obstruction will be awarded the base he/she would have reached. Obstruction also includes fake tags and is a call against the defensive team.

8. Runs do not score if the 3rd out is:

   a. A force out

   b. A tag out that is made at any base before the runner crosses the plate. Also, no succeeding run will count if a preceding runner is declared the 3rd out.

9. When the ball goes out of play, the runner will be given an extra base. **EXAMPLE:** If the ball goes out of play on a play at first base, the batter will automatically receive second base.

10. The batter is out if any member of the offensive team interferes with a defensive player attempting to field a ball (This includes base coaches, base runners, batters on deck or the batter).

11. Infield Fly Rule: Only applies when there are fewer than two outs and there is a force play at third (runners on first and second base, or bases loaded). In these situations, if a fair fly ball is hit, and in the umpire’s judgment, is catchable by an infielder with ordinary effort, the batter is out regardless of whether the ball is actually caught in flight and runners return to their bases.

12. Fair and Foul Balls:

   a. If a player who is standing in fair territory reaches over into foul territory to field a ball, the ball is still foul. The call is made depending on where the ball is, not where the fielder is standing.

   b. If a ball travels in the air (without touching the ground inside of 1st or 3rd base) over the base, but its first contact with the ground is completely outside the foul line, the ball is foul. If any part of the ball touches the line, it is fair.

   c. If the ball hits any part of 1st or 3rd base, it is fair.

13. A batter-runner may overrun first base and turn in either direction and not be liable to be put out, UNLESS he makes an attempt to go to second base.

14. Batting Order:
a. Each team’s lineup must be given to the supervisor, and/or umpires assigned to each game, before it begins.

b. If a team is found to be batting out of order:
   
   i. While the incorrect player is still batting: the correct player must enter and assume the current ball/strike count.

   ii. After the incorrect player has batted, and before the next pitch is thrown: the batter will be declared out, and any advancing base runners must return.

   iii. After the incorrect player has batted, and after the next pitch is thrown: the at-bat stands.

VI. CO-REC PLAY

1. Teams must start and play with a minimum of 8 players. If a team plays with 8 or 9 players then they must play with a minimum of 4 women on the field at all times.

2. Teams that play with 10 in the field must have at least 5 females on the field at all times.

3. Teams must alternate sexes in the batting order, starting from the top of the order. If a team bats two men back to back, the second man must bat from his opposite side of the plate.

4. If a female player walks, she takes first base. If a male player walks, he takes second base. The female player following him must bat (she does not automatically take first base).

5. In Co-Rec, one of the two extra hitters must be a female.