



# Softball

## Rules

Revised July 2016

*Current, 2016 ASA Official Softball Rules will govern play. Intramural Policies, Procedures, Eligibility Requirements and specific softball rule modifications take precedent.*

### **WSU INTRAMURAL SPECIFIC RULES**

1. Any foul ball after strike two will be considered an out.
2. The pitch count will start at NO balls and ONE strike. The batter will walk on four balls or strike out after three strikes.
3. Teams are limited to scoring eight (8) runs in one inning. No runs may be scored once the eight run limit is reached.
4. **INTRAMURAL SOFTBALL BATS ARE THE ONLY BAT LEGAL FOR RECREATIONAL PLAY. THESE BATS MAY BE CHECKED OUT FOR THE GAME IN THE CENTER PAVILION AT VALLEY ROAD PLAYFIELD. NO PERSONAL BATS ARE ALLOWED. (Competitive leagues can use personal bats, as long as they are ASA Certified)**

### **THE FIELD**

1. Lines mark fair and foul areas and out of play. All boundary objects are in play unless otherwise specified by intramural staff.
2. The bases are 65' apart and the pitchers' plate is 50' from home.

### **PLAYERS**

1. Teams are comprised of ten players on the field at one time. In Coed Play, teams are comprised of 5 men and 5 women.
2. There is no limit on the amount of players a team may have in their batting order. If a team has more than 10 players they may:
  - a. Select ten players to play. From this point the team may make substitutions, but there may not be re-entry.
  - b. Allow all players to be on the batting order. In this case all players on the team are on the batting order and they may play defense at any time.
3. In Coed play (DOES NOT APPLY TO THE OPEN LEAGUE), the teams must have the following defensive alignments:
  - a. 1 female at either pitcher or catcher;
  - b. 2 females in the infield;
  - c. 2 females in the outfield.
4. The batting order in Coed Play shall alternate between male and female batters. If a Coed team is playing with an odd amount of players, then there will be two players of the same gender batting back to back when the line up starts over. This is an automatic out due to the fact that they cannot alternate without batting out of order.
5. A minimum of 8 players is required to play a game. A minimum of 4 of each gender in coed play.
6. Teams must provide a scorekeeper. Scorekeepers will be responsible for keeping an accurate score and ensuring teams follow the batting order.

## **EQUIPMENT**

1. The Intramural Program will provide regulation softballs and bases. Catcher's mask, bats, and gloves may be checked out at the field with a valid Cougar Card. Teams may sign out bats and gloves from WSU IM Sports only for the duration of their game.
2. Legal Intramural Sports bats are only those that can be checked out at the field. **NO PERSONAL BATS ARE ALLOWED.\***  
*\*Personal bats can only be used in Premier leagues, and they must be ASA certified.*
3. Participants wearing illegal equipment will be called out if illegal equipment is worn to a plate appearance.
4. Players wearing a cast of any kind may play. A soft padding material must cover any brace.
5. Players must wear athletic type footwear that covers the foot completely. Sandals, boots, and open toe shoes are NOT allowed. Cleats are limited to studs or projections that do not exceed ½ inch in length and are made with a nonabrasive rubber or rubber-type material that does not chip or develop a cutting edge. The Sport Supervisor will have the final judgment on what footwear is permissible. Their decision is not protestable.
6. Teams must use game balls provided by WSU IM Sports.

## **THE GAME**

### **A. Timing**

1. Games are six innings in length. Regular season games that end in a tie shall be recorded as ties. Games may be shortened under the following conditions:
  - a. No new innings may begin after 50 minutes of game play, the umpires' watch shall be the factor to determine game time;  
*Note: Semi-final and final games may not be shortened due to the time limit.*
  - b. If the IM Staff determines that inclement weather makes it unsafe to play the game may be suspended or cancelled; A game is considered official after four innings: rain in the middle of the 6<sup>th</sup> inning, score will revert back to the end of the 5<sup>th</sup> inning;
  - c. If a team is leading the game by 10 or more runs in after the completion of 4 innings (3½ if the home team is leading) the game shall end.
2. The home team shall be determined by a pre-game coin flip.
3. Game time is forfeit time. If a team is late the other team may grant a 10-minute grace period. If the team is not there at that time the game will be forfeited. If, during the course of play a team falls below the minimum amount of players (or minimum of a gender in coed) the game shall be forfeited regardless of score. The team that is there can decide whether to be home or away.

### **B. Pitching**

1. The pitcher must begin the pitching motion with one foot on the pitching plate, and facing the batter.
2. The pitch must be made in a smooth motion with no stops or hesitations.
3. The pitch must be delivered at a slow speed and with an arc of 6' to 12'.
4. Failure to conform to any other above, results in an illegal pitch.
  - a. If the batter swings at an illegal pitch, the result of the swing shall stand;
  - b. If the batter does not swing at the pitch, the pitch shall be ruled a ball.
5. The pitcher must give the batter adequate time to ready him/herself before pitching the ball.
6. If the pitcher accidentally drops the ball during her delivery the ball is dead and a 'no-pitch' is declared.
7. The pitcher may 'declare' an intentional walk at any time. This declaration is irrevocable.

### **C. Batting**

1. Each batter shall start with a 0 balls and 1 strike count.
2. Any foul ball after strike two will be considered an out.
3. In coed, when a male batter is walked, they are awarded two bases.
  - a. If a male batter is walked with two outs, the following female batter has the choice of walking or batting
4. The batter is out if:
  - a. They bunt or chop the ball;
  - b. They contact a pitched ball with one foot completely out of the batters' box, or one foot touching the plate;
  - c. They hit an infield fly;
    - i. An infield fly is a fair non-line drive that can be caught by an infielder, pitcher or catcher, with ordinary effort. This condition only applies with runners on at least first and second and less than two outs.
  - d. They hit a fair ball that is intentionally dropped by an infielder;

### **D. Base running**

1. A Safe-Base (Double First Base) shall be positioned so that it is next to where the first would normally be and shall be in foul territory.
  - a. Any batted ball hitting the white base is fair and any batted ball hitting the red base is foul.
  - b. On the initial play at first base the batter-runner must touch the red base first. This does not include:
    - i. Returning to the base after overrunning the base;
    - ii. Running on a base hit to the outfield;
    - iii. Re-touching first base after having already gained first.

2. During a play, that in the judgment of the Umpire is an obvious double play, the runner must slide, or get out of the way of the throw. If the Umpire determines that failure to move on the part of the runner took away a double play the runner going to first may be declared out.
3. Runners may not leave their base until the ball has been hit or crossed the plate. Base stealing is not permitted.
4. If a ball is overthrown, out of play, the runner is awarded the two bases from the last base touched. If the ball is carried out of play the runner is awarded one base.
5. If a player intentionally or carelessly crashes into another player to jar a ball loose, they will be assessed a red card.
6. A runner is out if a fair, batted ball strikes them, when they are not on a base and the ball has not yet passed an infielder other than the pitcher.
7. In the spirit of sportsmanship, Courtesy runners are allowed. Courtesy runners may only be granted if the batter-runner is on base. The last out (of the same gender in coed) of the batting team shall be the courtesy runner.
8. A runner may not deliberately run into a fielder. Any flagrant act will result in a red card.
9. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event of an obstruction, the umpired shall award the obstructed runner affected by the obstruction the bases they would have reached had there been no obstruction.
10. Fake tags by any fielder are illegal. Penalty will result in obstruction. The second offense by any member on the team will result in a yellow card and the third offense will be a red card.
11. A line perpendicular to the third base line, 45' from third base and 20' from home plate is the 'commitment line'.
  - a. If a runners' foot completely crosses this line the runner MUST proceed home;
    - i. If a runner takes a step towards third base after crossing the commitment line, the ball is immediately dead and the runner is out.
  - b. If the runner does cross the commitment line, the play at the plate is a force play and the defensive team must only possess the ball on the plate;
  - c. The runner going home must not touch home plate. The runner simply runs past home plate and the Umpire will determine if the runner has crossed the home 'line' before the defense tags home plate.
    - i. If a runner touches home, the ball is dead and the runner is out.
  - d. The defensive team may not tag a runner that has crossed the commitment line.

#### ***E. IM Field Rules***

1. If a player from another game interferes with a live ball the runners shall be awarded the base they were attempting to gain.
2. Lines will be used to determine out of play areas.
3. Teams are limited to five over-the-fence home runs per game in competitive play and two over-the-fence home runs in recreational play. Any subsequent over-the-fence home runs are singles. In-the-park home runs do not count towards this limit.
4. Defensive players must have both feet in play in order to play an airborne ball.
5. Teams are limited to scoring eight (8) runs in one inning. No runs may be scored once the eight run limit is reached.
6. Blood Rule: Any player who is bleeding must be substituted for until the bleeding is stopped. An intramural staff member or game official has the authority to remove the player. If by removing the player who is bleeding the team falls below the minimum number necessary to play the following will apply: The game will stop and a maximum of five minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five minutes, the team will forfeit the game. THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING, AND THE TEAM CANNOT CONTINUE WITHOUT THEM.