

- Sam Houston State University -
INTRAMURAL SPORTS
SOFTBALL 2010

All games will be governed by the 2009-2010 Amateur Softball Association (ASA) Rules Book with SHSU Intramural Sports modifications:

Players & Equipment

1. Participants must present a SHSU student or faculty/staff ID card in order to participate.
2. **Line-Up:** Teams shall consist of 10 players in the field. Teams must have a minimum of 8 players in order to begin a game. Teams which begin a game with 8 or 9 players may add players to the bottom of its line-up, but may only do so at the top of an inning.
3. Teams must finish the game with at least the same number of players with which it began the game. In the event that a player is dropped from the line-up due to injury an out shall be called when the injured player(s) should bat. For safety reasons, a game will not be continued with fewer than 8 players.
4. Each team must have one of its players occupy the catcher's position at all times.
5. **Extra Player:** Each Men's and Women's team may bat a maximum of 11 players by using an extra player (EP). An (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the team's line-up in the regular batting order. If an EP is used, he/she must be used for the entire game. The EP must remain in the same position in the batting order for the entire game. All 11 players listed in the batting order must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same. The EP may be substituted for at any time; however, the substitute must be a player who has not yet been in the game. The starting EP may re-enter the game. (See Co-Rec Modifications for Co-rec Extra player rules.)
6. **Substitutions:** All substitutes must notify the Home Plate Umpire and the Scorekeeper upon entering the game. Any starting player may re-enter the game once (the player must bat in the same position in the line-up at which he/she started the game). Any substitute (a player who did not start) who is then substituted for is out of the game and cannot re-enter under any circumstances.
7. **The Ball:** All games shall use a regulation ASA approved 12-inch softball, For Co-Rec play, the 12-inch softball shall be pitched to both MALE and FEMALE batters. **All games balls will be provided.**
8. **The Bat:** Bats must be official softball bats. Any bat not approved for play by ASA will not be permitted.
9. **Shoes/Cleats:** Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Sandals, street shoes or metal spikes are not allowed. Players will not be allowed to participate in bare feet. Cleats with any metal showing will not be allowed. Screw-in cleats will be allowed if the screw is part of the cleat and if the shoe meets all other specifications. **CLEATS ARE RECOMMENDED FOR PLAY!**
10. **Jewelry:** Jewelry or any other item deemed dangerous by the official may not be worn. Any player wearing exposed permanent jewelry will not be permitted to play.
11. **Braces:** Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a hard cast or splint be permitted to play.

Game Format

1. A game will consist of seven (7) innings or 50 minutes, whichever comes 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.
2. **Game time is the scheduled game time.** A team must have the minimum number of players to start a game. If there are an insufficient number of players, the forfeit policy will be implemented. The game clock will begin at game time.

Game Time:	TRP wins the coin toss.
At 3 Minutes:	TRP begins receiving 1 run/point every two minutes.
At 10 Minutes:	Forfeit

3. **Extra Innings:** In the event that the score remains tied after 7 complete innings or 50 minutes, a series of extra innings will be played until the tie is broken. If after two extra innings of play the score is tied, the offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.
4. **Run Rule:** If a team is ahead by 15 runs after 3 complete innings or 10 runs after 5 innings the game will be considered complete. The run rule will apply to all games.
5. **Called Games:** In the event of inclement weather, the following will constitute a complete game:
 - A. The time limit has elapsed or 3 innings have been completed (2 1/2 if the home team is leading).
 - B. The time limit has elapsed and the game is called during an incomplete inning in which the home team has not tied the score or taken the lead, at which time the score will revert to what it was at the end of the last complete inning.
 - C. If the game is called due to weather before the time limit or inning limit has elapsed (3 innings), then the game will be replayed from the beginning.

Rules of Play

1. The pitcher shall keep one foot in contact with the pitcher's plate until the ball is released. A step may be taken, but it must be forward and the pivot foot must be in contact with some part of the pitcher's plate until the ball is released. No "windmill" motions or "between-the-legs" pitches will be allowed. All A.S.A. rules in regard to pitching apply with the exception of #3 below.
2. Teams will be given no more than three warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the Umpire (in the event the game is running late or pending inclement weather).
3. The pitch must be thrown at a moderate speed and must arc at least 3 feet and no more than 10 feet from the point of release. This is an Umpire's judgment call. A pitch that does not meet these specifications will be considered an illegal pitch. Any pitch that hits any part of home plate is an automatic ball.
4. The strike zone is defined as a legally pitched ball that crosses the plate between the back shoulder and front knee of the batter (if the batter is standing parallel with home plate). A batter moving up or back in the batter's box will not alter the location of the strike zone as it remains directly over home plate.
5. An at bat will consist of 3 strikes or 4 balls. A foul on the third strike is an out.
6. Bunting, stealing, and leading off bases are not permitted.
7. Sliding is NOT ALLOWED at any base!
8. You may run through any base, first, second, or third. The same rules that apply to running through first base apply to running through second or third. You must run straight through the base without making a turn towards the next base at all. If you turn towards the next base, you are liable to be tagged out.
9. At second and third base, you do not have to step on the base. There is a base painted on the grass on the outfield side of the actual base. You can only use the painted base if there is an opponent standing on the base or obstructing you from touching the base. It is the runner's responsibility to avoid contact with a fielder that is on the base. If you do not avoid contact, you will be automatically called out and possibly ejected from the game.
10. A base runner will be declared OUT if he/she interferes with a play that can be made at home plate with an ordinary effort by the catcher. The base runner must attempt to avoid the tag at the plate. The base runner MAY NOT charge the catcher if he/she is blocking the plate to make a play. The result of this action will be an **automatic ejection**.
11. The Umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. A courtesy runner whose turn at bat comes while he/she is on base will be out. The runner will be removed from the base and come to bat. This rule is to be used if there is any blood present on a player or his/her uniform.
12. The infield fly rule will be in effect. An infield fly is a fair fly ball (not a line drive) which can be caught by any infielder with ordinary effort when first and second bases or first, second, and third bases are occupied and there are less than 2 outs.
13. A dead ball appeal may be made on a non-judgment call. No appeals will be considered on an Umpire's judgment. To appeal a play, a team's pitcher must have the ball during a dead ball period and must stand within an 8 foot radius of the pitcher's plate. He/she must then tell the Home Plate Umpire what he/she is appealing. The Umpire(s) will then render a decision.

14. An out of play line will be drawn parallel to the foul lines. A ball breaking the plane of the out of play line may be caught for an out if the fielder makes the catch while both feet are in play and not touching the out of play line.
 - A. Out of play lines will be drawn on all fields to mark out of play areas.
 - B. A ball hit into these areas if untouched by a defensive player will result in a dead ball ground rule double.
 - C. If a ball which is touched by a defensive player first and then rolls into the out of play area will result in a two-base award from the time of touch and a dead ball.
15. **Dead Ball Territory:**
 - A. If the ball is in play and is overthrown into dead ball territory, then all runners will be awarded two (2) bases based on the positions of the runners at the time the ball left the fielder's hand.
 - B. Runners may return to touch a missed base or a base left too soon.
 - C. If two runners are between the same bases, the award is based on the position of the lead runner.
 - D. If a fielder loses possession of the ball, such as on an attempted tag, and the ball enters dead ball territory, then each runner is awarded one base from the last base touched at the time the ball entered dead ball territory.
 - E. The one-base award also applies when a fielder unintentionally carries a live ball from playable territory into dead ball territory.
16. **Outfield Dead Ball Territory**
 - A. Any ball that crosses the line at the bottom of the hill in right field (lands or rolls past) is an automatic ground rule double. The line will go from the right field foul line to approximately center field.
 - B. Any ball that goes on the hill past where the right field line stops is declared dead as soon as it rolls on the hill. The batter/runners will be given the base they're going to plus one more at the time the ball crosses the line.
17. Teams are responsible for cleaning up their bench area (during and after the game). Failure to clean up litter will result in a reduced sportsmanship grade and possible forfeit of the game.

Co-Rec Modifications

1. Each Co-Rec team must bat and field an equal number of males and females (either 4, 5, or 6 of each).
2. Fielding Positions: Teams must field a male and female as the catcher and pitcher. Teams must have the equal number of males and females in the infield and in the outfield.
3. Co-Rec teams may bat a maximum of 12 players consisting of 10 fielders and 2 EP (one male and one female). An (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the team's line-up in the regular batting order. If an EP is used, he/she must be used for the entire game. The EP must remain in the same position in the batting order for the entire game. All 12 players listed in the batting order must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same. The EP may be substituted for at any time; however, the substitute must be a player who has not yet been in the game. The starting EP may re-enter the game.
4. Teams must alternate males and females in the batting order. Teams are not required to alternate their fielding alignment. The batting order must always remain in alternating fashion. If a team has an odd number of batters, the missing person (male or female) will be an out in the batting order.
5. If a team walks a male batter, he is awarded second base and the female will bat. If a team walks a male batter and the batting team has two outs, the next batter, a female, has the option to walk or to hit. The female must make this decision before the next legal pitch is thrown.
6. All other SHSU Intramural Softball rules and ASA rules apply.