

Department of Recreational Sports | Intramural Sports 2022-23

10v10 Softball Information Sheet

Rules of the Game

1. Players and Substitutes
 - a. Games are played between teams of 10 players
 - b. Each team must have **at least 8 players** to begin a game.
 - i. During the game, a team may play with fewer than 8 if the game remains competitive.
 - ii. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute grace period is given.
 1. If neither team has the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit for both teams.
 2. If one team is present at the start of the grace period (scheduled game time), that team will have the option to start up by the mercy rule (10 runs) when their opponent arrives during the grace period. However, that team may also elect to decline the penalty and start the game with a 0-0 score.
 - c. The team appearing first on the daily schedule is the home team.
 - d. For CoRec games, only half the the players actively participating for a team may identify as the same gender. For example:
 - i. 10 players → gender max 5
 - ii. 9 players → gender max 5
 - iii. 8 players → gender max 4
 - e. **Only two Sport Club or Registered Student Organization team members may be on a team roster in their sport or allied sport.**
 - f. There are a maximum of 10 spots in the lineup, and teams will check in to fill those 10 spots.
 - i. When the number of players checked in surpasses 10, their name will be added next to one of the initial 10 players of the teams choosing.
 - ii. These players are now linked for the entire game in this spot in the lineup, and can only bat and play in the field for each other.
 - iii. For CoRec, the gender policy must be maintained.
2. Warm-Up Rules
 - a. A pitcher may have 5 warm-up pitches prior to the start of the game.
 - b. New pitchers are allowed a maximum of 5 warm-up pitches or 1 minute upon entering the game.
 - c. No infield practice is permitted after the first inning.
 - d. Only 1 warm-up pitch is allowed between innings.
3. “No New Innings” Rule
 - a. An Intramural Staff member will announce “No New Innings” 45 minutes past the scheduled start time.
 - i. If already started, the inning will continue until completed if the visitors are ahead or until the home team is ahead in the bottom half of the inning.
 - ii. If time is to be added for any reason, an Intramural Staff member will announce this separately.
 - b. Once 3 innings have been completed (2 ½ if the home team is ahead), it is considered an official game.
 - i. In this case, the game will not be rescheduled if suspended/canceled due to inclement weather.
 - ii. If a game is suspended midway at any point after 3 innings have been completed, the score will be recorded as it was at the end of the last full inning and the game is considered official.
 1. *Note: Due to time constraints and field availability, regular season games that are suspended/canceled due to inclement weather may not be rescheduled.*
4. Pitching Rules
 - a. The pitcher
 - i. Must have both feet on the ground and at least one foot touching the pitcher’s plate.
 - ii. May step in any direction but a foot must remain in contact with the pitcher’s plate and the step must be simultaneous with the release of the ball.
 - iii. Must come to a complete stop (~1 second) with the ball in front of the body while facing the batter prior to pitching.

- iv. Is not considered in the pitching position unless a catcher is in position to receive the pitch.
- b. A legal pitch
 - i. Must be delivered underhand with an arc 6-12 feet off the ground.
 - ii. Must be released at a moderate speed.
 - iii. Must not be a “quick return” pitch.
 - iv. Must not cause unnecessary delay after the batter is ready.
 - v. Must be delivered in accordance with the rules. All other pitches are illegal. The legality of any pitch is subject to the judgment of the umpire.
 - 1. **Penalty:** Illegal pitch, which will be declared a ball unless the batter strikes the pitch. If the batter strikes at the pitch, it is considered legal and all resulting action stands. A “delayed dead ball” signal is given (left arm extended horizontally).
- c. *No Pitch* - The ball will be declared dead and the action following will be ignored when:
 - i. A base runner is called out for leaving base too soon.
 - ii. A pitch is thrown during the suspension of play.
 - iii. A pitch is thrown before a base runner is able to return to their base following a foul ball.
 - iv. The ball slips from the pitcher’s hand during the windup or during the backswing.
 - v. A pitcher throws to a base other than home while a foot is on the plate.

5. Batting

- a. All at-bats start with a “1&1” count.
- b. The batter shall not:
 - i. Have a foot entirely outside the limits of the batter’s box when the ball is hit.
 - ii. Touch any part of home plate when the ball is hit.
 - iii. Step into the batter’s box with an illegal bat or altered bat.
 - 1. **Penalty:** the ball is dead, the batter is out, and if it is a second offense, the player is ejected from the game. All runners must return to their original base.
 - iv. Delay play by not stepping into the batter’s box after being beckoned by the umpire.
 - 1. **Penalty:** a strike is called on the batter.
 - v. Step out of the batter’s box without first asking the umpire for “time.”
 - 1. **Penalty:** if the batter steps out without “time” being granted, a strike will be called.
 - vi. Hit a second foul ball following the first strike.
 - 1. **Penalty:** the batter is out (i.e., 3 foul balls = out, one swing and a miss then 2 foul balls = out, one foul ball and then on swing and miss = out).
- c. **Bunting is not allowed.** A bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the playing field. Penalty: Batter is out and baserunners may not advance.
 - i. A swing that leads to the ball unintentionally only going a few feet is not considered a bunt.
- d. *Strike Zone* - balls and strikes will be called at the umpire’s discretion.
 - i. If a legal pitch hits the strike mat located behind home plate, it is a strike.
 - ii. If a legal pitch hits home plate, it is a strike.
 - iii. All other legal pitches shall be called balls.
- e. For CoRec, batters can bat in any gender order, provided that it is the order that they checked in.
 - i. The lineup will be limited to 10 active players.
 - ii. Additional players may substitute in through the Scorekeeper and must play a full inning.
- f. If the batter throws the bat after hitting a ball and the bat hits the umpire, the batter will be called out.
- g. In a game where the fielding team has less than 10 players, the team must align themselves in the field prior to the first pitch being thrown to a batter. It is not required to have a full infield.

6. Base Running

- a. Base runners may leave the base as soon as a ball is hit or when the pitch crosses home plate.
 - i. There is no stealing in slow-pitch softball.
- b. When the base slides away from its proper position (when a runner goes into it) the runner is assumed to be on the base and not in jeopardy of being called out unless they try to advance.
- c. *Fake Tag* - a fake tag or simulating the motion of catching a throw is a form of obstruction. The fake tag is a potential safety hazard and is also considered unsportsmanlike conduct.
 - i. **Penalty:** first offense - the team shall be warned; subsequent offenses by any player on that team results in an ejection.
- d. *Out of Base Path* - if a base runner goes out of the base path to avoid being tagged, they are out. A

player is not required to slide into a base, however, a player may not deliberately crash into a fielder who is attempting to make a tag.

- i. The base path is considered 3 feet on either side of a straight line in-between the base and the runner when a play is being made on the runner.

1. Penalty: The runner is out and the ball is dead; flagrant action will result in an ejection.

- e. Players are allowed to slide into bases in an attempt to beat the throw.
- f. The ball becomes dead when it is returned to the pitcher. While the ball is dead, no player may advance bases and no runs can be scored.

7. Ball Out of Play

- a. The turf field perimeter fence and/or painted lines (between Field 2 and Field 3) designate out-of-play areas. A ball that hits a light pole in live-ball territory can be played but cannot be caught for an out.
- b. *Overthrows* - all runners are awarded 2 bases from the last base gained. Determination of bases awarded is governed by the position of the runner(s) when the ball left the thrower's hand.
- c. *Catch and Carry* - if a player catches a fly ball in playable territory and carries it into an out-of-play area, the runner(s) advance 1 base (if intentional, runner(s) advance 2 bases).

8. Mercy Rule

- a. The game will be declared over due to mercy rule if either team is winning by:
 - i. 20 or more runs after 4 complete innings of play (3 ½ if the home team is ahead).
 - ii. 15 or more runs after 5 complete innings of play (4 ½ if the home team is ahead).
 - iii. 10 or more runs after 6 complete innings of play (5 ½ if the home team is ahead).

9. Extra Innings (Playoffs Only)

- a. Regular season games may end in a tie.
- b. If there is no winner at the end of regulation (45 minutes OR 7 innings), there will be extra innings.
- c. Beginning with the first inning following the end of regulation, all subsequent innings will implement the international tie breaker rule.
 - i. Each inning will begin with a runner on second base.
 - ii. The player who would be batting last at the start of the extra inning shall be the runner at second base.
- d. Each team will have an opportunity to bat.
- e. Play will continue in this fashion until a winner has been determined.

Rules not outlined in this sheet will follow the National Federation of State High School Association (NFHS) Rules