

# Kennesaw State Intramurals

## SOFTBALL RULES

Updated 9/3/09

Rules will be governed by the NIRSA Softball Rulebook 2<sup>nd</sup> Edition and the ASA rulebook with the following exceptions/highlights:

**ALL PLAYERS MUST SHOW KSU ID CARD PRIOR TO PLAYING. IF A PLAYER DOES NOT HAVE THEIR KSU ID THEY WILL NOT BE ALLOWED TO PLAY.**

### A. UNIFORMS

1. Like dress is not required, but encouraged.
2. All players must wear athletic attire and footwear.
3. Shoes with metal spikes CANNOT be worn.
4. Caps are not required.
5. Catchers are advised to wear a mask that will be provided by the intramural staff, it is not required.

### B. PLAYERS

**GAME TIME IS FORFEIT TIME, TEAM MUST BE PRESENT AND READY TO PLAY AT THE SCHEDULED GAME TIME. THERE WILL BE NO GRACE PERIOD.**

A game can be started and completed with NINE players.

1. If a team starts short-handed, the 10<sup>th</sup> place in the lineup will be recorded as an out. If a player arrives late, the player can be inserted into the lineup in the empty spot.
  - a. COED: Team can play with no less than 4 and no more than 5 players of either gender.
2. A player can be removed from the lineup and return to the same spot in the order once per game
3. Team can elect to have an extra hitter in the lineup, the extra hitter can bat anywhere in the lineup.
  - a. In co-ed play, if this option is used, team must have one male and one female extra hitter.
  - b. Extra hitter cannot be removed from the lineup once the game has started.
4. Courtesy runners will only be allowed in the case of an injury. A courtesy runner cannot be used for a player with a preexisting condition.

**LINEUPS CARD MUST BE FILLED OUT AND PRESENTED TO SCOREKEEPER 5 MINUTES PRIOR TO GAME TIME**

### C. GAME

1. A COMPLETE GAME shall consist of:
2. Seven (7) innings and not ending in a tie, or
3. Six and one-half (6 1/2) innings with the home team ahead on runs scored, or
4. The fifty (50) minute time limit expires.
  - a. The official start time will be recorded on the score sheet by the scorekeeper/umpires when the Umpire calls the first batter to the plate.
  - b. A new inning will begin as soon as the last out is made in the bottom half of the preceding inning.
  - c. The official time will be stopped to aid injured players.
5. If the game is tied at the end of 7 innings or at the time limit, up to 2 extra innings will be played. In each of the extra innings, the last player to bat in the previous inning will begin the next inning on second base. After 2 extra innings have been played, if still tied, the game will finish as a tie.
6. In the first three innings the maximum number of runs that can be scored in one-half (1/2) inning is seven (7). After the third inning an unlimited number of runs may be scored per half inning.
  - a. All games will use the 20 run lead after three (3) innings rule.
  - b. All games will use the 15 run lead after four (4) innings rule.
  - c. All games will use the 10 run lead after five (5) innings rule.

- d. All of the following criteria must be met for the game to be considered complete:
  - i. One team is behind by the appropriate amount for that inning
  - ii. Both teams have batted in the inning.
7. Games stopped because of inclement weather, before four full innings have been completed, will continue from the point the game was suspended, if time and fields are available. The umpire/scorekeeper should record the time and score at the point where the game was suspended.

#### D. Lineup & Substitutions

1. Intramurals will provide a scorekeeper to keep the score and record changes in the lineup
2. Any change affecting the batting order must be reported to the scorekeeper prior to the change.
3. All starting players may be removed and re-enter the lineup once per game.
  - a. Player must reenter to the same spot in the batting order
  - b. Substituting player must have one at-bat before being removed

#### E. PLAYER EJECTION

Player or manager ejected from a game for unsportsmanlike conduct:

1. Will be ineligible to participate in his/her next scheduled game.
  - c. Player will be ineligible for all IM sports until suspension is served.
2. Shall leave the premises immediately (out of sight and sound) within 60 seconds.
  - a. The team of the ejected player is expected to comply with the player ejection rule concerning that player leaving the premises.
  - b. Failure of the team to satisfy this rule will result in loss of the game by forfeit.

#### F. SLIDING

Sliding is permitted, however with the safety of all players in mind, it is discouraged.

1. The ASA rule concerning sliding will govern sliding with the following exception:
  - a. Malicious contact (intentionally rough contact while on your feet) by a base runner with a fielder will be penalized by being called out and ejected from the game.
  - b. If runner has scored, ejection will be the penalty.
  - c. Such contact will change obstruction to interference with the runner being out (unless they have already scored) and ejected.

#### G. BOUNDARIES

1. All persons must remain outside of the "live ball" area unless they are batting, base coaches, on deck, or an active member of the defensive team.
2. Teams are responsible for keeping their dugout area clear of equipment and the dugout door closed.
  - a. If offensive dugout causes interference, the play will be dead and all runners will have to return to their previous base.
  - b. If defensive dugout causes interference, the play will be dead and runners will receive the base they were advancing to, plus one extra base.

#### H. EQUIPMENT

1. Game balls will be provided. Teams provide their own gloves and bats.
2. Bats and gloves can be rented for free from the SRWC
3. Bats must meet be ASA approved (2000 or 2004).
4. Male players are not allowed to use fast-pitch bats.
5. All equipment must remain behind the fence.

#### J. BATTER

1. Each batter will start his/her bat with a 1-ball and 1-strike count.
2. The batter is allowed one foul ball after s/he has two strikes. However, a second foul ball hit (with a 2-strike count) will be the third strike and an out.

## K. PITCHING

1. Pitcher must start motion with one foot on the mound
2. The pitcher has 10 seconds from when the umpire calls "play ball" or from when s/he receives the ball from the catcher after a previous pitch. Failure to deliver the ball in 10 seconds will result in a ball being added to the count
3. Ball should be pitched in a single, continuous underhand motion with an arc between 6 and 12 feet from the ground.
4. Pitch should be delivered at a moderate speed as determined by the umpire.
5. The strike zone is the space over any part of home plate, between the batter's back shoulder and front knee, when s/he assumes a natural batting stance.
6. If the catcher obstructs the view of the home plate umpire as the ball is pitched, the pitch will be ruled a ball
7. A pitched ball is dead once it hits the ground.
8. If a team wishes to intentionally walk a batter, it only has to be declared by the pitcher, no pitches have to be thrown

## L. FIELD CONSIDERATION:

Due to the size of the field, the following rules are in effect:

1. Three (3) home run limit: after team's third over the fence home run in one game, subsequent hits over the fence will be a single.
2. Outfielders must be in the outfield grass when the ball is pitched
3. Infielders cannot set up on the outfield; they must set up on the infield.

## M. CO-ED MODIFICATIONS

1. Batting order will alternate genders.
2. If a male player is walked, he will automatically go to second base, and all others on base will advance accordingly if forced. Only if there is two outs will the female batter to follow will have option of taking automatic walk or batting; if there is less than two outs, she will hit.
3. Defensive setup: Battery (pitcher & catcher) must be co-ed, infield and outfield must consist of 2 males and 2 females each.
4. Teams will each be allowed option of having an extra hitter in lineup, if they chose to do so there must be one male and one female extra hitter.
5. 200 foot line will be used when female players are at bat. All outfielders must line up behind line 200 feet from home plate. Line cannot be crossed until ball is hit. If rule is violated and ball is caught, batter will be awarded first and all runners will advance one base whether forced or not.
  - a. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue to be in play with runners being liable to be put out.