

Kennesaw State Intramurals

SOFTBALL RULES

Official ASA slow pitch softball rules will govern play with the following exceptions:

A. UNIFORMS

Like dress is required.

1. All players must wear shoes.
2. Shoes with metal spikes CANNOT be worn.
3. Caps are not required.
4. Numbers are required on shirts.
5. Mesh jerseys will be provided if you need them.
6. Catchers must wear a mask that will be provided by the intramural staff.

B. PLAYERS

A game can be started and completed with eight players.

1. If a team begins with nine players and a tenth player comes late, that player must be put in tenth place of the batting order. A player shall not be listed in the starting lineup if they are not present and ready to play when the game begins.
2. If a team starts with ten players and due to an injury a player cannot continue, the place occupied in the batting order by the injured player will be eliminated and the batting order will be continued as follows:
 - a. If the team has a substitute(s), the injured player shall be replaced with a substitute.
 - b. If a substitute is not available the batting order will change by moving all batters below the injured player up one place.
 - c. If the tenth batter is injured, the batting order will not change. The tenth place will be eliminated.
 - d. This rule is to protect a team with an injured player. It does not include a player leaving the game early. A player leaving early does not eliminate a place in the batting order and if he/she cannot be replaced an out will be recorded each time the missing batter's turn at bat comes up.

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:
 - a. Seven (7) innings and not ending in a tie, or
 - b. Six and one-half (6 1/2) innings with the home team ahead on runs scored, or
 - c. The fifty-five (55) minute time limit expires.
 - d. The official start time will be recorded on the score sheet by the scorekeeper/umpires.
 - 1) A new inning will begin as soon as the last out is made in the bottom half of the preceding inning.
 - 2) A tie game could be recorded as a result of the fifty-five (55) minute time limit enforcement.
 - 3) The official time will be stopped to aid injured players.
 - 4) In case of a game suspension, the time at the end of the game will be recorded.

2. 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. A half (1/2) inning will terminate when three (3) outs or seven (7) runs before the 4th inning are recorded.

b. All games will use the 15 run lead after four (4) innings rule.

c. All games will use the ten-runs-after-five rule. All of the following criteria must be met for the game to be considered complete:

1) One team is behind by ten or 15 runs or more,

2) Four (or more) full innings have been completed, and

3) Both teams have batted in the inning.

3. Games stopped because of inclement weather, before five 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 the game was suspended.

4. Failure of a team to field at least eight (8) players at or within five (5) minutes of the scheduled starting time will result in a forfeit. The official starting time will be:

a. A five (5) minute time extension is granted if a team cannot field a team with a minimum of eight (8) players at game time. If eight (8) are present the game will start on time.

b. If a previous game extends more than five (5) minutes beyond the next game's scheduled starting time, a minimum of eight (8) players must be ready to play when the previous game ends. There will not be a five (5) minute time extension in this circumstance.

D. SCORING

1. Intramurals will provide a scorekeeper to keep the score and record changes in the lineup.

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.

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. THE KSU INTRAMURAL & RECREATION SERVICES "STRONGLY" DISCOURAGES THIS PRACTICE.

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, on deck, or an active member of the defensive team.

H. EQUIPMENT

1. Game balls will be provided. Teams will have to provide their own gloves and bats.
2. Bats must meet the ASA requirements of Rule 3 section 1. The bat must not be listed on an ASA non-approved bat list.
3. All equipment must remain behind the fence.

I. EXTRA PLAYER RULE

A team can elect to use the ASA Extra Player rule with the following provisions:

1. If a player leaves the game for any reason other than injury and there is no substitute, an out will be recorded each time the departed player is scheduled to bat.

J. BATTER

Each batter will start his/her bat with a 1-ball and 1-strike count. The batter is allowed to hit one foul ball after they have two strikes. However, a second foul ball hit (with a 2-strike count) is considered an out.

K. PITCHING

1. Ball should be pitched in an underhand motion with an arc between 6 and 12 feet from the ground.
2. 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.
3. If the catcher obstructs the view of the home plate umpire as the ball is pitched, the pitch will be ruled a ball

L. INCLEMENT WEATHER

In case of inclement weather, i.e. icy roads or severe storms; watch local news, listen to the radio or go the KSU home web page at www.kennesaw.edu for University closing information. If the campus is closed, all activities will be canceled.

In case of poor weather prior to the start of a game, a decision on play will be made after 11:00 on the day of the contest. You may contact Intramural and Recreation Services after 11:00 on the day of the game.

If a game is canceled due to inclement weather, the makeup date will be posted within 48 hours.

Co-Ed Modifications

- 1) Batting order will alternate genders.
- 2) If a male player is walked, the female batter to follow will have option of taking automatic walk or batting.
- 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) Team can play with 9 players, but will take automatic out in the 10th position in the batting order

Field Considerations: 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 an out.
- 2) No short field shifts: outfielders must be at least 20 feet deep in the outfield
- 3) Infielders cannot set up on the outfield; they must set up on the infield.