

## **INTRAMURAL SOFTBALL RULES**

Except as designated below, any rule or play interpretation not discussed will be covered by the Amateur Softball Association of America Official Rules of Softball.

Refer to the Intramural Sports Handbook for further information outlining the SDSU Intramural Sports Program.

### **RULE 1 PLAYING PROCEDURES**

#### **SEC. 1 Number of Players**

Teams shall consist of ten (10) players in the field. A minimum number of eight (8) players must be present to start a game.

#### **SEC. 2 Aztec Recreation Center Membership**

Prior to all games, participants must sign a participation agreement. This agreement is located on the reverse of the score sheet. The Team Captain is responsible for monitoring the completion of his/her team's participation agreement. No player may participate in any Intramural Sports contest without prior purchase of an Aztec Recreation Center membership or Day Use Pass.

**ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING.  
NO EXCEPTIONS! NO I.D., NO PLAY!**

#### **SEC. 3 Equipment**

Athletic shoes are required at all times. Metal spikes are prohibited. Bats and balls will be provided by the Intramural Staff. Only bats clearly marked "Official Softball" are allowed. No double- or triple-walled bats are allowed.

#### **SEC. 4 Team Roster**

Team Managers must submit a roster online at <http://arc.sdsu.edu/intramurals> prior to the mandatory managers meeting. Additions to the roster for a given week's game must be made 48 hours prior to the game. All players must participate in at least one regular season game to be eligible for playoffs.

#### **SEC. 5 Starting Time**

At least eight (8) players must be ready to start at game time. Game time is forfeit time. Team Managers are encouraged to report early to complete the score sheet. Participants arriving late may be added to the bottom of the line-up.

#### **SEC. 6 Length of Game**

A regulation game shall consist of seven innings or 50 minutes, whichever comes first. No new inning may start after 50 minutes. Tie games will remain a tie during the regular season. Extra innings will only take place in the playoffs.

#### **SEC. 7 12-Run Rule**

A 12-run rule is in effect for all games, except playoff Championship games. If a team is ahead by 12 or more runs after 4 innings or 45 minutes, the game shall end.

#### **SEC. 8 Home Plate**

Home plate will consist of a plate and plate extension. Any legal pitch not swung at that hits any part of the plate or the plate extension will be called a strike. A runner should touch any

part of the plate extension when scoring a run, NOT home plate. Failure to do so results in the risk of being called out.

## SEC. 9 **Pitching**

The pitching plate will be located 50 feet from home plate. Pitchers must start with at least one foot in contact with the pitcher's plate. One foot must remain in contact with the pitcher's plate until the ball is released.

## RULE 2 **THE GAME**

### SEC. 1 **Legal Pitch**

A legal pitch is a pitch delivered in a continuous motion and at moderate speed. The ball must be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.

Pitches not meeting these requirements will be called illegal pitches. Illegal pitches remain live and all batters may swing at their own risk. Illegal pitches not swung at will be ruled automatic balls. Arguing the height requirement of pitches with the umpire is considered arguing balls and strikes and is cause for ejection from the game.

### SEC. 2 **Balls and Strikes**

Each batter will start with a 0-1 count. With one strike, a caught foul ball that does not exceed the height of the batter is a strike, NOT an out, but with two strikes it is an out. With two strikes, each batter is allowed one uncaught foul ball. A second uncaught foul ball with two strikes will result in a strikeout. Any caught foul ball that does exceed the height of the batter is an out.

If the pitcher desires to walk a batter intentionally, he/she may do so by notifying the plate umpire who will award the batter first base. If two batters are to be walked intentionally, the second walk may not be administered until the first batter reaches first base.

### SEC. 3 **Batting Order and Substitutions**

Teams may bat an unlimited number of players. If a player is injured and no legal substitute exists, the team will take an out each time it is that player's turn to bat. All starters may re-enter the game once but only in their original batting position. Substitutes may not re-enter once substituted.

Unless a player is injured and cannot continue, pinch runners will not be allowed under any circumstance. In the event an injured runner is substituted, a player that is not at all a part of the game may take his or her place in the lineup. If there is no such player, a player who only hits will be able to take their place. If there is no extra player to be used, the last recorded out shall pinch run. An injured runner may not re-enter the game if replaced with a pinch runner.

Defensive substitutions are unlimited.

### SEC. 4 **Bunts**

The ball is dead and the batter is out when the batter bunts or chops down the ball at the discretion of the umpire.

### SEC. 5 **Base Running**

NO stealing is allowed whatsoever. Runners may not leave their base until the batter makes contact with the pitch. Violations of this rule will result in a dead ball and the runner being declared out.

## SEC. 6 **Halfway Rule/Commit Line**

There is a marker placed halfway between third and home plate; any base runner passing the halfway point (marker) is committed to home plate. If a runner does pass the commit line and then goes back to third base, he or she will only be declared out if contested by the other team. All plays at home plate are force plays. Sliding into home plate is not allowed and will result in an automatic out.

## SEC. 7 **Infield Fly Rule**

An infield fly is a fair ball (not including a line drive) which can be caught by an infielder with ordinary effort with runners on first and second or first, second, and third and less than two outs.

On an apparent infield fly, the umpire will immediately call “infield fly, the batter is out” for the benefit of the runners. If the ball is near the foul line, the umpire shall declare, “infield fly, if fair”. Runners may advance at their own risk.

## SEC. 8 **Overthrows**

When the ball is in play and is overthrown into a dead ball area, all runners are awarded two bases. The award will be governed by the position of the runners at the time of the throw. If two runners are between the same base, the award is based upon the position of the lead runner.

## SEC. 9 **Catch and Carry**

When a live ball is unintentionally carried by a fielder from live ball territory into dead ball territory, the ball is dead and each runner is awarded one base from the last base touched at the time the fielder entered dead ball territory.

If, in the judgement of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory, the ball is dead and each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead ball territory.

## RULE 3 **GAME SITUATIONS**

### SEC. 1 **Appeal Play**

An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal may not be made after the next legal or illegal pitch, after the pitcher and all infielders have left fair territory or after the umpires have left the field of play.

Appeals are either live ball appeals (taking the ball to the base or tagging the runner) or dead ball appeals (orally appealing to an umpire once all runners have completed their advancement and time has been called).

### SEC. 2 **Batter's Box**

There is no definitive batter's box, however, any exaggerated effort which results in a player hitting the ball while obviously out of the batter's box will result in a dead ball and the batter being declared out. A batter who steps on or across home plate while making contact with the ball will be declared out. In all instances, the umpire's judgement is final and may not be appealed.

### SEC. 3 **Sliding**

Sliding or diving toward bases is permitted. All sliding or diving must be done in an attempt to avoid a tag. No sliding will be allowed at home plate. **Penalty: The runner is out.**

#### SEC. 4 **Base Running**

Base runners are not allowed to attempt to “break-up” a double play. **Penalty: Umpire will declare interference and call one or more runners out.**

Runners are entitled to advance without liability to be put out when a fielder not in possession of the ball, not in the act of fielding a batted ball or not about to receive a thrown ball impedes the progress of a runner or batter-runner who is legally running the bases.

If the runner is put out prior to reaching the base which would have been reached had there not been obstruction, the ball is dead and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases they would have reached, in the umpire’s judgement, had there not been obstruction. An obstructed runner may not be called out between the two bases where obstructed unless properly appealed for missing a base, leaving a base before a fly ball was touched, for an act of interference or for passing another runner.

If the obstructed runner is put out after passing the base which would have been reached had there not been obstruction, the obstructed runner is out. The ball remains alive.

#### SEC. 5 **Intentional/Malicious Contact**

The runner is out when a defensive player has the ball or is about to receive the ball and the runner remains on his feet and deliberately or maliciously crashes into the defensive player.

With less than two outs, if the runner deliberately crashes into a fielder holding the ball before he is put out, and in the umpires judgement, it was an attempt to break up an obvious double-play, the immediate succeeding runner will also be declared out. If the deliberate crash occurs after the runner was called out, the runner closest to home plate will be declared out.

In all instances, if the act is determined to be malicious, the offender shall be ejected.

### **RULE 4 ADDITIONAL RULES**

#### SEC. 1 **No Designated Catchers**

There are no designated catchers. All teams must supply their own catcher. If a team is short players, they must play short-handed in the field.

#### SEC. 2 **Over-running First Base**

To be in jeopardy of being put out, the batter-runner crossing first base must make an effort to advance towards second (e.g. a feint towards second base is considered an effort). Merely turning to the left in returning to first base does not necessarily constitute an effort.

#### SEC. 3 **Dugouts/Fans**

All spectators must remain in the stands and are not permitted on the field or in the dugouts. All offensive players and coaches must remain in the dugout with the exception of the batter, on-deck batter, and base coaches.

### **Rule 5 UNSPORTSMANLIKE CONDUCT**

#### SEC. 1 **Player Conduct**

Actions that are potentially dangerous to participants, spectators, game Officials or Supervisors and/or conduct that is detrimental to the mission of the Intramural Sports Program will not be tolerated.

No player(s) may physically intimidate or verbally abuse Intramural Sports Staff. Violations of this nature are considered unsportsmanlike conduct and at the discretion of the game Official or Supervisor may result in an ejection. Any player ejected from a contest may not participate in his/her team's next two full games.

## **SEC. 2 Aggressive Acts**

Acts of aggression or physical violence will not be tolerated. These include but are not limited to throwing a punch, kicking an individual or any other aggressive act. Any player guilty of such an act immediately before, during or after an Intramural Sports contest shall be expelled from further participation in Intramural Sports for one calendar year (365 days).

## **SEC. 3 Leaving the Bench Area or Defensive Position to Participate in an Altercation**

A player, coach or bench personnel shall be ejected if he/she leaves the bench or coaching area to participate in an altercation. In addition, any player who leaves his position to participate in an altercation, regardless of his/her intentions, shall be ejected. The penalty is an automatic two-game suspension.

In all cases, the Intramural Sports Handbook's policies on "Fighting," "Fighting with Intramural Sports / Campus Recreation Staff," and "Team Disturbances" shall take precedence.

## **SEC. 4 Sportsmanship Ratings**

In order for a team to advance into the playoffs, it must receive an average or better sportsmanship rating during the regular season. Sportsmanship ratings will be based on the following criteria and are given after each Intramural contest:

- 5 points: Team displays excellent sportsmanship while treating opponent with respect. Players demonstrate excellent sportsmanship at all times. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Maintains an attitude of complete cooperation with staff. Players always display self-control.
- 4 points: Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their decisions without gesture or argument. Mostly cooperative with game Officials and opponent. Team Captain able to control his/her players.
- 3 points: Team competes without incident; wins without boasting, loses without excuses, and does not display any poor conduct. Neither cooperative nor disruptive towards staff. Team Captain unable to control all players on his/her team.
- 2 points: Team has a player or coach who is ejected for abusive language or remarks. There is persistent questioning of game Officials' judgment in the game and/or repeated arguing. Spectators, clearly related to the team, fail to cooperate with the Intramural Sports Staff.
- 1 point: Team has a representative (player or coach) who is ejected for fighting. Players are so antagonistic that the game cannot be played with proper order and control. Representatives of the team display uncooperative nature to Intramural Sports Staff. Players disregard warnings of unnecessary roughness by game Officials.

## **RULE 6 BLOOD RULE**

Whenever a participant suffers a laceration or wound where bleeding occurs, the player must leave the game and take necessary action(s) to stop the bleeding and prevent it from occurring

again before re-entering the game. If a participant's uniform becomes stained with blood, it must be removed before re-entering. The participant may use another number without penalty.

A team may call a thirty-second time-out if it wishes to keep the player in the game, otherwise the player must be removed and he/she may not re-enter until the next dead-ball after the situation has been corrected. The Intramural Staff on duty shall have final approval on any situation relating to blood.

#### Addendum **INSURANCE**

Participation in the Intramural Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent risks involved in the sport of basketball. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.

**THE AZTEC RECREATION CENTER HAS NO INSURANCE FOR ITS PARTICIPANTS.  
INDIVIDUALS PARTICIPATE AT THEIR OWN RISK.**

In the case of an injury during a scheduled contest, participants should immediately notify a staff member, game official, or site supervisor.