

Softball

Standard Intramural rules apply. 2014 USSSA (www.ussa.com) Softball rules will be in effect with the exception of the following ground rules/clarifications. The supervisor on duty will make any clarifications.

General Rules

- Game Time is forfeit time. All teams must show up and be checked in by their designated game time.
 - There is no grace period for Softball.
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play

Teams

- Teams must use at least eight (8) and up to ten (10) players in the field.
- Teams who have eight players to start the game will automatically be the visiting team.
- The extra hitter (EH) will be used (optional); however, the most a team may bat is eleven. Only 10 can play in the field. The EH may switch with any player in the field at any time during the game. Teams starting with the EH must finish with the EH or an out will be recorded at the EH's turn at bat.
- Starters may re-enter the game once, but only in the batting position in which they started. Substitutes can't re-enter the game once they leave the batting order.

Equipment

- Players must wear athletic clothing and closed-toed athletic footwear
 - Cleats are allowed, but cannot have metal
- 12" balls will be used for all men's and Co-Rec leagues and will be provided.
- 11" balls will be used for women's games.
- For safety reasons, only those bats that are listed on the approved bat list will be allowed. All other bats are illegal.

Timing

- All games will be limited to seven innings or fifty-five minutes - no inning starts after 55 minutes.
- There will be a 20-run mercy rule after the 3rd inning, 15 runs after the 4th, and 10 runs after the 5th. Both teams must have equal at-bats for this to apply.
- Flip/Flop rule will be used for all leagues - In the inning when the Run Rule for that particular program is exceeded (after the second inning) and the home team is losing, the home team will remain at bat and become the visiting team. If the new visiting team does not score enough runs to reduce the run difference below the Run Rule the game is over. If they reduce the run difference to below the Run Rule then the new home team will bat. If they subsequently score enough runs to exceed the Run Rule the game will be over; if they do not the Game will continue under that format. If the situation reverses, the teams would flip/flop again.

Gameplay

- All batters begin with a 1 and 1 count. If you foul off strike 3 you are given one extra swing. If you foul that pitch off you are then out.
- All pitches must go between 3 feet high from release and not go higher than 10 feet from the ground, and cross the plate between the knees and shoulders of the batter to be considered a strike.

- There will be no feet-first sliding allowed with the intention to “take out” a player in breaking up a double play. A player can be ejected for an illegal slide. This is a judgment call and cannot be appealed
- At first base, there will be an orange base and white base. The runner should run to the orange bag and the first baseman should use the white base.
- Stealing Rule – Men & Women’s League only.
 - The runner may leave base as soon as the ball reaches the front edge of home plate. If the runner leaves their base before the ball reaches home plate that runner (whichever runner left first if more than one) is out and the ball is dead – no pitch is declared.
 - If the ball does not reach the back of home plate (bounces in front of the plate, on the plate, or to the side of the plate), the ball is dead and the runners must return to their last base touched.
 - A runner may be picked off or thrown out at any base.
- The ball remains live until the pitcher has possession of the ball in the infield (between the foul lines) and all immediate play is apparently completed. Any Runner(s) not advancing to the next base at the time the umpire calls time must return to the last base legally touched without the risk of being put out.
- A runner may advance if
 - A play is made on a runner (any act by the pitcher in possession of the ball, in that the umpires judgment, causes the runner to react; is considered making a play).
 - The pitcher fails to catch the ball.
 - The catcher hits the batter on a throw to the pitcher or to a base during a play.
 - A batter swings and misses the ball.
 - On a foul tip (A batted ball that goes sharply and directly from the bat to the catchers hand(s) or glove / mitt.)
- All outfielders must stay behind the 200ft line when a female is batting. The outfielders can move in front of the line once the ball is contacted.

Co-Rec Rules

All the above rules apply except for the following modifications:

- Team composition is at max 5 males and 5 females. However, a team can play with more women than men. Teams can't play with more men than women, except when playing with 9. Teams can play with 9 players, but it must be 5 women and 4 men without being charged an out. If a team plays with 5 men and 4 women, an out will be recorded between the two males who bat back-to-back.
- There is no stealing allowed in Co-Rec.
- In the field:
 - Pitcher and catcher must be different gender (this rule applies always, even when playing shorthanded)
 - The infield must have 2 men and 2 women
 - The outfield must have 2 men and 2 women
 - All infielders must stay on the dirt when a female is batting
 - A maximum of 2 outfielders and 2 infielders are allowed on each half of the field.
- Batting:
 - Batting order must alternate male/female.
 - If a male is walked, then the male batter advances to 2nd base. If less than 2 outs, the next female must bat, however, if there are 2 outs, the female batter following then has the option to bat or walk to first. Other runners will only advance if forced.
- Extra hitter (EH) will NOT be used for CoRec.