

**MILLERSVILLE UNIVERSITY
CAMPUS RECREATION DEPARTMENT**



INTRAMURAL SOFTBALL RULES

Current ASA (Amateur Softball Association) & NIRSA (National Intramural Recreational Association) shall govern all intramurals rules used for softball unless modified by the Millersville Intramural department for program needs.

Persons subject to the rules are team representatives, including players, substitutes, replaced players, coaches, trainers, spectators & other persons affiliated with the team are subject to the rules of the game & shall be governed by decisions of officials assigned to the game.

All rules apply to coed, men's & women's softball unless otherwise noted

- 1) **It is highly recommended for teams / individuals to arrive 10 minutes early before the scheduled game time.** At the scheduled game time, if a team does not have the required number of players a 10-minute grace period is in effect. If a team/individual does not appear within the grace period, a win by forfeit will be accredited to the opposing team.
- 2) **Illegal / Prohibited Equipment is as listed by not limited to the following:**
 - a. Metal or detachable spiked cleats
 - b. Shorts, pants or jerseys with any pocket (s), belt (s), belt loop (s), exposed drawstring or zippers
 - c. Jewelry: Includes earrings, rings, watches, bracelets, necklaces
 - d. Any exposed body or facial piercing must be taken out
 - e. Any item containing exposed knots: Includes bandannas, do-rags & stocking caps
 - f. Hard & unyielding leg & knee brace material
- 3) **Legal Equipment**
 - a. Softball bats, balls & catcher mask will be provided.
 - b. Personal bats are community bats = everyone can use your bat!
 - c. A molded rubber spiked cleat will be permitted.
 - d. Players must have a glove to be on the field.
- 4) **The game shall be played between 2 teams of 10 players.**
 - a. **Men's & Women's**
 - i. The tenth player may be positioned anywhere on the field.
 - ii. 8 players are required to start the game to avoid a forfeit
 - iii. Rosters are limited to 15 players.
 - b. **Coed**
 - i. 8 players are required to start the game to avoid a forfeit (**4 women and 4 men**)
 - ii. If 9 players start a game the ratio **MUST** be (**5 women and 4 men**)
 - iii. If 10 players start a game the ratio **MUST** be (**5 women and 5 men**)
 - iv. **THERE MUST BE AN EQUAL NUMBER OF WOMEN AND MEN OR MORE WOMEN THAN MEN!!!**
 - v. The tenth player may be positioned anywhere on the field.
 - vi. Rosters are limited to 15 players.
 - vii. **Odd/Even rule will be in effect**
 1. An imaginary line is drawn from home plate through center field
 2. If a women plays third a man has to play shortstop and vice versa
 3. If a man plays shortstop a man may play second base, same applies for women

RULES CONTINUE ON NEXT PAGE

PLAYING REGULATIONS

- 1) The game will be 45 minutes or seven innings:
 - a. A new inning will not begin 35 minutes after the start of game
 - b. Complete innings must be played & the home team must have the opportunity to bat the bottom half of the inning.
 - c. If a game is tied when 45 minutes is reached the game shall end in a tie.
 - d. During playoffs:
 - i. A new inning will not begin 35 minutes after the start of the game
 - ii. Complete innings must be played
 - iii. The home team must have the opportunity to bat the bottom half of the inning.
 - iv. The game shall not end in a tie
 - v. Games are scheduled on the hour to compensate for more time during playoffs
- 2) Scoring
 - a. If a runner gets a base, makes the turn & then the ball is overthrown the runner can advance two bases
 - b. If a team is leading by 15 or more runs after 3 innings the game is over @ bottom of that inning.
 - c. If a team is leading by 10 or more runs after 5 innings the game is over @ bottom of that inning.
- 3) Pitching
 - a. Speed and height are left entirely to the judgment of the umpire!
 - b. In delivering the ball, the pitcher must throw it with moderate speed, below the hip, with a perceptible arch (from the time it leaves the pitcher's hand) of at least six feet and not more than twelve feet, above ground, before the ball reaches home plate.
 - c. Illegal pitches will be counted as balls.
 - i. **Four (4) illegal pitches at an at-bat by the same pitcher results in an immediate pitching change. The illegal pitcher MAY NOT pitch again in that game.**
 - d. **NO SPINNING THE BALL!!!**
 - e. **No forehand spinning!**
 - f. **Every pitch has to be underhand!**
- 4) Hitting
 - a. **No designated hitters!!!**
 - b. Bunting or chopping a ball downward is not allowed.
 - c. A batter is out if they hit a foul ball after two strikes.
 - d. If the ball strikes the plate & there are less than 2 strikes then it is counted as a foul ball.
 - e. If the ball strikes the plate & there are 2 strikes then is an out.
- 5) Runners & Base stealing
 - a. **Base runner cannot leave the base until the pitched ball has crossed home plate or is hit by the batter.**
 - b. In a ground ball situation @ first base, the runner must tag the orange part of first base to decrease injuries/ collision
 - c. A team may **designate a runner due to player injury before or during game**
 - i. A girl may run for a girl, a girl may run for a guy & a guy may run for a guy
 - ii. **A guy CANNOT run for a girl!!!**
 - iii. **The designated runner runs ONLY after the hitter has reached first base.**
 - d. **No base stealing allowed!!!!**
 - e. **No head first sliding = Automatic ejection will occur!!!**
 - f. **A player may NOT block or interfere with a runner's ability to tag a base**
 - g. **A runner may NOT collide or run over a player/ catcher to tag a base**
 - h. **A runner must make an attempt to go around the player / catcher to tag a base**
 - i. **A player may dive back into a base head first**
 - j. **Softball bases move during play, after contacting the base = safety concern**
 - i. **If a runner causes a base to move because of momentum, the play is dead**
 - ii. **If the runners status was "safe" @ that base that runner remains "safe"**
- 6) Strikes & Outs
 - a. After 3 strikes a player is out & this out shall count towards total team outs for that inning.

- b. If the player @ bat has incurred 2 strikes & the player fouls the ball / or foul tips the ball on third pitch that player is out & this out shall count towards total team outs for that inning.

7) Infield Fly Rule

- a. **Infield fly rule remains an umpire's judgment!**
- b. An infield fly is a fair fly ball that can be caught by an infielder with ordinary effort with less than two outs and runners on first and second or with the bases loaded.
 - i. When a team is positioned in normal field positions, once a fielder turns her / his back to the infield when going for a ball, it is almost certainly not an infield fly due to the fielder will not catch the ball in an ordinary effort.
 - ii. When a team is playing in to prevent a run & is not in normal field positions, regardless if a fielder turns his or her back, it is almost certainly not an infield fly due to the position in which the fielder began and thus the fielder will not catch the ball in an ordinary effort.
- c. Any ball that becomes an ordinary fly ball & bounces untouched into foul territory between home and first or home and third is considered an infield fly ball.
- d. A line drive or a bunted ball cannot be declared or ruled an infield fly.
- e. Wind conditions will be considered when calling / judging an infield fly ball.
- f. The following arbitrary limitations shall not be considered in determining an infield fly:
 - i. Sunny conditions
 - ii. Outfield grass or baselines

8) Overthrows

- a. Balls overthrown to either the first- or third-base player and hitting the fence are considered LIVE BALLS. The ball is in play!

- 9) Out of bounds area will be determined & explained to captains before the start of each game.

10) Weather concerns

- a. In case of bad weather or darkness, a game shall be declared completed after 4 1/2 innings.
- b. The score for a game, which lasts longer than 4 innings but less than 7 innings shall revert back to the last complete inning.