



INTRAMURAL SPORTS

Softball Rules

SECTION 1: PLAYERS AND EQUIPMENT

1. As a team manager it is your responsibility to notify all of your team members of all policies and procedures relating to Intramural Softball. Notify all team members of place, date and time of the contest and see that everyone is ready to play at the scheduled game time. It is suggested that team members show up at least 15 minutes prior to their scheduled game time. ***Game Time is Forfeit Time... No Excuses!***
2. Each participant must be currently enrolled at Tarleton and provide a current, valid Tarleton ID card in order to play. Players must have cards at every game in order to play. **No Exceptions** will be made.
3. All team members must sign a Roster/ on www.imleagues.com
4. **Team Roster:** Will be limited to 20 players. Teams may add to roster throughout the season at the Vance Terrell Complex Intramural Office during their game night. The deadline to add to a roster is prior to completion of the teams' final game. Upon completion of the teams' final game all rosters will be frozen.
5. **Former Athletes:** Only 2 former athletes of Tarleton baseball or softball program may be on the same team. A former athlete is defined as having lettered in their respective sport. Red shirt baseball or softball players are not eligible to play.
6. **Participation:** Players are only allowed to compete on 1 man's/women's and 1 Co-Rec team per season. Any player who plays on more than 1 team within a division will be declared ineligible for all intramural sports for the rest of the academic year. The games in which he/she played will be declared forfeits.
7. **Players:** A team will consist of a minimum of 9 players Men's/Women's and a maximum of 11 if an extra player (EP) is used. In Co-Rec a team will consist of a minimum of 4 male/5 female or 4 female/5 male players to a maximum of 6 males/6 females if an EP is used. (must have 6/6 in Co-Rec to use EP) If an EP is used, he/she must be used for the entire game.
 - a. *Any team that starts a game with 9 players may add players to the bottom of its line-up, but may only do so at the top of an inning.*
8. **Blood Rule:** If there is any blood present on a player or his/her uniform he/she must leave the game until the situation has been resolved. (See courtesy runner) A Courtesy fielder may be used on defense until the player can return. This is a substitution, however the player in question may re-enter the game at any point.
9. **Ejection:** If an official removes a player from a game, he/she will not be eligible to participate in any intramural event until they have met with the Assistant Director. Ejected players are required to leave the facility for the remainder of the night. It is the responsibility of the ejected player to contact the Assistant Director the following day to set up a meeting. (254.968.0746)
10. **Equipment / Uniforms:**
 - a. **Shoes:** The players may wear regular baseball/softball cleats (rubber, plastic or detachable plastic) or tennis/running shoes. No open toed shoes, boots or bare feet will be allowed. **METAL SPIKES ARE NOT ALLOWED!**
 - b. **Jerseys:** Teams must wear like shirts. No duplicate numbers will be allowed. Jerseys are available for checkout at the Vance Terrell Complex Intramural Office.
 - c. **Jewelry:** No jewelry or any other item deemed dangerous by the official may be worn during play. Any player with exposed permanent jewelry (i.e. body piercing) will not be permitted to play unless the jewelry is removed.
 - d. **Catcher's Mask:** The catcher for each team is not required to wear a catching, but catcher's masks are available for checkout by intramural staff.
 - e. **Gloves:** All players in the field of play are required to have a glove on at all times.
 - f. **Bats:** The use of illegal bats is prohibited; all bats must have an official A.S.A. 2000 or 2004 certification mark. A list of non-approved bats will be available on site at the Vance Terrell Complex or online at asasoftball.com. Any bat brought into question will be compared to the A.S.A. non-approved bat list and disallowed if found by the supervisor to be illegal. Bats that are thought to be illegal must be brought to the attention of the umpire in order to be checked.
 - g. **Balls:** Balls will be .44 cores and will be provided.
11. **IM Weather Hotline:**
 - a. In the event that there is inclement weather that could affect games please call **254.968.0764** for updated information regarding the status of games. Information will be updated as changes in weather occur.

12. Scheduling / Playoffs:

- a. **Game Times:** Games will be played Monday – Thursday starting at 5:00PM. **GAME TIME IS FORFEIT TIME!**
- b. **League Night:** Teams will be playing on the league night that they chose. The only reason for playing off a league night is in the case of make-up games and playoff games. Make-up games could be scheduled on a weekend. In cases of inclement weather please call 254.968.0764 for updated information regarding game status.
- c. **League Format:** Games will be played in a Round Robin format.
- d. **Playoffs:** Playoffs will begin on the Sunday following the last night of league play; schedules will be posted that Friday by noon. The top 2 teams from all divisions will advance to the playoffs. Ties will be determined on head-up play; point differential will be used if teams are tied in head-up play.

SECTION 2: RULES OF PLAY

1. *The rules governing softball will be the official rules of A.S.A. with some Tarleton Intramural Sports modifications*
2. *Home Team/ Visitor Team are designated on the schedule.*
3. **Format:** The game will consist of seven innings, or a 50 minute time limit. There will be a 12 run rule in effect after 4 ½ or 5 innings. At the end of 3 complete innings if a team is winning by 25 runs the game will be called.
4. **Game Time is Forfeit Time:** A team must have nine (9) players in order to start the game. Any combination of 5/4 Co-Rec. If a team does not have the minimum number of players necessary to start the game that team must forfeit the game... **No Excuses!**
 - a. *Forfeit Fee: A team that does not show up or have the minimum number of players necessary to play the game will be charged a \$20 forfeit fee. Forfeit Fees are to be paid in the Recreational Sports office (between 8AM and 5PM, M-F) prior to the teams next regularly scheduled game. Two (2) forfeits back to back will result in a team being dropped from the league.*
5. **Line-Up Card:** The line-up card must have ALL starters and subs listed prior to game time. (Please Print) Please indicate each player's jersey number and position on the line-up card. Any team that begins a game with less than 10 players may add players to the bottom of its line-up, but may only do so at the top of an inning.
6. **Batting Order:** The batting order is the official listing of starters in the order listed on the line-up card. The batting order must be followed completely; any player batting out of order will be called out.
7. **Inclement Weather:** A game called by an umpire after 40 minutes or 5 completed innings will be counted as a complete game.
8. **Courtesy Runner:** The umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. This rule will be used if there is any blood present on a player or his/her uniform. The runner must be the batter whom was at bat when the last out was made.
9. **Thor Guard:** If you hear one 15-second horn sound and see the flashing light on top of the press box, this means there is a chance of lightning or there is lightning in the area. If this occurs, everyone will be informed immediately to vacate the complex and wait in their vehicle for further information or for three 5-second horn sounds. (This indicates that conditions have improved and play can resume.) If after 15 minutes the lights at the Vance Terrell Complex shut off than games for the remainder of the night have been cancelled.
10. **Home run:** Any ball hit over the fence that is in the field of play (outfield fence) will be ruled a home run. All base runners/batter runners will be awarded a run and are not required to round the bases.
11. **Appeals:** A dead ball appeal may be made on non-judgment call. No appeals will be considered on an Umpires judgment. To appeal a play, a team's pitcher must have the ball during a dead ball period and be standing within an 8ft radius of the pitchers rubber. He/she must then tell the Home Plate Umpire that he/she is appealing. The Umpire(s) will then render a decision.
12. **Breakaway Base:** 1st base will have two bags. The white base (inside) will be for the outfield team. The orange base will be for the batting team. The batting team must use the orange base on hits to the infield; however they can use the white base on hits to the outfield.
13. **Substitutions:** The only stipulation is that each player must play 1 complete inning before leaving the game.
 - a. **Batting Order:** When substituting for another player, you must bat in the same order as the player you are substituting for.
 - b. **Defensive Positions:** Defensive positions may be changed, but the batting order must remain the same.
 - c. **Pitcher:** The pitcher must complete pitching to the current batter before he/she can be replaced.
14. **Out of Play lines:** An out of play line will be drawn parallel to the foul lines, on any field where a fence is not present or an obstruction exists.
 - a. A ball breaking the plane of the out of play line may be caught for an out if the fielder makes the catch while at least one foot is in play and not touching the out of play line.

- b. Any thrown ball that goes beyond the out of play line will be considered dead, and players will advance the base they were going to plus one more from the time of the throw.
- c. Any fair batted ball crossing over the out of play lines will result in a dead ball ground rule double.

SECTION 3: Pitching Regulations

1. Each Batter will assume a 1 ball / 1 strike count to begin the at bat. The batter will walk when the count has a total of 4 balls, and will be out when the count has a total of 3 strikes. On the batters third strike, he/she will be allowed to have 1 courtesy foul ball. This rule has been put into effect to help speed up the game.
2. The pitcher shall take a position with both feet firmly on the ground and one foot in contact with the pitching rubber.
3. The ball must be delivered under hand, and at a moderate speed. The ball must be released from below the hip and with a perceptible arc of at least 6 feet while not exceeding a maximum of 12 feet from the ground.
4. The umpire shall warn the pitcher who delivers a pitch with excessive speed. On the second excessive pitch, he/she will be removed from the pitching position.
5. Quick Pitch: A pitch made with the obvious attempt to catch the batter off balance is deemed illegal.
6. Teams will be given no more than 3 warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the umpire (in the event that a game is running late or pending inclement weather).
7. The strike zone is defined as a legally pitched ball that crosses the plate between the back shoulder and the front knee of the batter (if the batter is standing parallel with home plate). A batter moving up or back in the batter's box will not alter the location of the strike zone as it remains directly over home plate.

SECTION 4: BASE STEALING

1. **Co-Rec and Women's:** Under no condition is the runner allowed to steal a base; a runner may advance only on a batted ball. If a base runner leaves his/her base before the ball crosses the plate, he/she is ruled out.
2. **Men's:** The A.S.A. stealing rule will be in effect. A runner is allowed to steal a base on a legally pitched ball that has crossed the plate.
 - a. A player caught leaving the base prior to the ball crossing the plate will be ruled out.
 - b. Any runner stealing on a pitch that was deemed illegal by the umpire will have to return to his previous base.
 - c. A runner may not steal on a pitch that lands in front of, or on home plate.
 - d. A runner making an aggressive move that initiates intent to steal will not have the option to return to the previous base. The base runner's intent will be at the discretion of the Umpire.

SECTION 5: CO-REC RULES

1. Pitcher and catcher must alternate male/female. Teams are not required to alternate any other fielding alignment.
2. Teams must alternate males and females in the batting order. The batting order must always remain in alternating fashion.
3. If a team walks a male batter, that male batter is automatically awarded second base.
 - a. If a team walks a male batter with 2 outs, the next batter, a female, has the option to automatically walk or bat. The female must make this decision before the next pitch is thrown.

SECTION 6: BATTER IS OUT

1. If he/she fouls the ball twice with 2 strikes
2. When he/she bunts or chops the ball downward.
3. When he/she hits an infield fly with a base runner on first and second, or first, second and third with less than 2 outs. An infield fly is a fair ball (not a line drive) which can be caught by an infielder with ordinary effort.
4. Steps on or across home plate.
5. When a batter makes contact with the ball with 1 or both feet outside the batter's box.

SECTION 7: EXTRA INNINGS

1. If at the end of regulation play the game is tied extra innings will be played until the tie is broken. No time limit.

- a. All extra innings will be played using a 3 ball / 2 strike format. Each batter will have a 3/2 count to begin his/her at bat. (Courtesy foul will still be in effect).
- b. The offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.

SECTION 8: ACCIDENTS AND INJURIES

1. *Participation in the Intramural program is voluntary and at the participants own risk. Tarleton State University and the Recreation Sports Department do not assume financial responsibility for any injuries. It is strongly recommended that each participant be certain he/she has some form of insurance which would cover claims resulting from accidental injury during Intramural participation. The participants or their insurance companies are responsible for any expenses, due to injuries occurring while participating in the program. Each person must sign a team roster prior to participation in any intramural event.*
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