

University of Wyoming
INTRAMURAL SPORTS

SOFTBALL RULES

(Updated 9/06)

1. THE GAME

- a.) Prior to the start of the game, a coin toss (or some other random method) shall take place. The winner of the toss shall have the privilege of selecting whether his/her team will home or away. The home team will take the field first and the away team will bat first.
- b.) Scheduled game time is start time, unless other arrangements have been made prior to game time. In order to avoid a forfeit, a team must have the required number of players present with their full names written on the scorecard before 10 minutes after start time has expired. Any team that does not continue play because they are reduced to too few players will forfeit that game.
- c.) Each game will consist of 7 innings with a 50-minute time limit. If a game is ended by a time limit, the final result will be the score at the end of the inning the game was in when the time limit was reached.
- d.) League games may end in a tie. All playoff tournament games must be played to a conclusion that produces a winner. At the end of 7 innings, extra innings shall be played until the tie is broken.
- e.) In the event the game is terminated by the umpire or the supervisors due to time, weather or any unusual situations, the score shall revert back to the end of the last complete inning.

EXCEPTION: *If reverting to the previous inning results in a tie, the game shall be replayed as arranged by mutual agreement between the teams and the Intramural Sports Office.*

2. PLAYING FIELD AND EQUIPMENT

- a.) Baselines will be 65' in length; the pitching distance will be 50' in length. In Men's and Co-rec leagues, the pitcher must pitch from the back plate. In Women's competition, the pitcher may choose to pitch from the front plate.
- b.) The Intramural Sports Office will provide bases and game softballs. Teams must provide warm-up balls. Teams are responsible for all equipment on their field and will be charged replacement costs for lost equipment.
- c.) Players need to supply their own gloves and bats. Bats must be official ASA approved softball bats, must have grips and must not have any foreign substance added to them.
- d.) All players must wear shoes. **NO METAL CLEATS ARE ALLOWED.** Teams caught using these types of shoes will automatically forfeit the game in which they are playing.

3. PLAYERS AND SUBSTITUTES

- a.) Each team shall consist of 10 players. A minimum of 8 players are needed to begin a game.
- b.) A team may play with fewer than 10 players with no penalty, and players may be added up to 10 after start time.
- c.) Any number of players may bat, but only 10 are allowed to play on the field at any one time.
- d.) Each player may re-enter the game only once. The player's position in the batting order must remain the same each time s/he enters the game.
- e.) A courtesy runner may take the place of an injured base runner with the consent of the opposing team captain and the understanding that both players are eligible for further participation in the game. The courtesy runner shall be the runner on the batting team who made the last out.
- f.) If a player or players leave a game for a reason other than injury and is not replaced with a substitute player, every time that player would have batted will be an out.

4. PITCHING REGULATIONS

- a.) Prior to pitching, the pitcher must come to a full stop facing the batter with the ball in front of the body and with at least one foot on the pitcher's plate.
- b.) The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- c.) The pitcher must not use a windup in which there is a stop or reversal of the pitching motion and must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhand motion.
- d.) The pivot foot must remain in contact with the pitcher's plate until the ball leaves the pitcher's hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.

- e.) The pitcher must not pitch the ball behind his/her back or through his/her legs.
- f.) The pitch shall not be delivered from the glove.
- g.) **The ball must be delivered at an acceptable arc and reach a height of at least 6' from the ground, while not exceeding a maximum height of 12'.**
- h.) The catcher must be within the boundaries of the catcher's box until after each pitch is delivered, and must return each pitch not hit immediately to the pitcher.
- i.) Any ball delivered by the pitcher not in accordance with the above regulations will be an illegal pitch. Upon the call, the batter has the option to take the pitch (automatic ball) or swing, in which case it becomes a legal pitch and the ball is live.
- j.) Strike Zone: When a batter assumes a natural batting stance adjacent to home plate, the strike zone is that space over any part of home plate between the batter's back shoulder and front knee.

5. BATTING

- a.) The batting order of each team must include each player's first and last name and social security number. **THE ORDER PLAYERS SIGN UP ON THE SCORECARD IS THE ORDER THEY WILL BAT.** The lineup card should be delivered before the game by the captain to the plate umpire. The plate umpire shall submit it to the captain of the opposing team for inspection.
- b.) The batting order must be followed throughout the game, unless a player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.
- c.) A team may bat more than 10 people in a game. Players must always bat in the same order.
- d.) If a team lists all players in the batting order and a player is removed for the game, an out will be recorded each time that player should have batted, except if removal was caused by injury.
- e.) Batting out of order is an appeal play. If it is discovered before the at-bat is completed, the correct batter shall assume the ball-strike count. If it is discovered after the at-bat is completed, the batter is out and all runners should return to the bases occupied before the infraction. However, if another player has batted since the infraction, all action stands and the illegal batter is not out.
- f.) The count starts at one ball and one strike. There is no courtesy foul ball on the 3rd strike.
- g.) Automatic outs are called for bunted balls and intentionally chopped balls in which the batter does not complete a full swing.
- h.) A fair ball is a legally batted ball which:
 - 1.) settles or is touched in fair territory between home and first base or between home and third base.
 - 2.) settles or is touched on home plate.
 - 3.) bounds past first or third base in fair territory or on the foul line.
 - 4.) touches first, second or third base.
 - 5.) touches a body, clothing, or equipment of an umpire or player while in fair territory.
 - 6.) first falls or is touched in fair territory or on the foul line beyond first or third base. A fair fly ball must be judged according to the relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time he/she touched the ball.
 - 7.) hits a foul line pole on the fly. If the ball hits the pole above the fence level, it is a home run.
 - 8.) while over fair territory, a runner interferes with a defensive player attempting to field a batted ball.
- i.) A foul ball is defined as a ball that:
 - 1.) bounds or rolls past first or third base on or over foul territory.
 - 2.) first touched on foul ground beyond first or third base.
 - 3.) touches the batter or bat a second time while the batter is within the batter's box.

6. INFIELD FLY RULE

- a.) A fair fly ball which can be caught by an infielder with ordinary effort with runners on first and second or first, second and third bases with less than two outs will result in an automatic out charged to the batter, and all runners may advance at the risk of the ball being caught.
- b.) When an infielder intentionally drops a fair fly ball, including a line drive, with runners on first and second or on first, second and third bases with less than two outs, the batter shall be declared out.

7. HOME RUN RULE

- 1) A League: A "two-ahead" home run rule will be in effect. Teams will be allowed to hit two more home runs than their opponents. The batter is ruled out for any in excess. **NOTE:** *Any fair fly ball touched by a*

defensive player which goes over the fence in fair territory shall be declared a four-base-award and shall not be included in the total of over the fence home runs.

- 2) B League: A "one-ahead" home run rule will be in effect. Teams will be allowed to hit one more home run than their opponents. The batter is ruled out for any in excess. **NOTE:** *Any fair fly ball touched by a defensive player which goes over the fence in fair territory shall be declared a four-base-award and shall not be included in the total of over the fence home runs.*

8. RUN AHEAD RULE

The game shall be called when the winning team is ahead by:

- a.) 15 runs after 4 innings.
- b.) 10 runs after 5 innings.

9. BASE RUNNING

- a.) Under no condition is a player allowed to steal a base. He/she may leave the base when the ball has been hit. If the ball is not hit, it is dead and runners must stay at their bases. If a base runner leaves his/her base prior to the ball being hit, a dead ball will be ruled, and the runner will be declared out.
- b.) Any runner that intentionally and flagrantly crashes into a fielder with the intent of breaking up a play will be declared out.
- c.) If a fielder catches the ball and he intentionally carries it into dead ball territory, the ball is dead after the catch and any runners shall move up one base. This applies to any fielder.
- d.) If a ball rolls under or bounces over a fence or into any other unplayable area while fair, the runners are each awarded two bases from the time of the pitch.
- e.) When a runner is called out for interference on the bases, all other base runners must return to the last base that was legally touched before the infraction.
- f.) When a fielder is called for obstruction of a runner, runners should be given the bases that they would have reached had the obstruction not occurred. Runners may attempt to advance further at the risk of being put out.
- g.) If a batted ball strikes a runner:
 - 1.) before passing an infielder, the runner is out.
 - 2.) after passing an infielder, the ball is live and the runner is not out.
- h.) The umpire shall call, "Time!" after play has ceased, the ball is in control, and the ball is in the hands of an infielder.

10. THE APPEAL PLAY

- 1) Live Ball Appeal: In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if the runner is still on the playing field.
- 2) Dead Ball Appeal: This appeal may be made once all runners have completed their advancement and time has been called. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. All appeals must be made a) before the next legal or illegal pitch has been thrown, b) at the end of an inning before all players vacate the field, or c) after the last play of the game before the umpires vacate the field.

- 11. OFFICIALS:** Both officials/umpires have equal responsibilities for decisions on all violations with the exception of batting decisions, and should discuss any and all major decisions. Neither official/umpire has the power to overrule the other unless an overruling is requested by the other umpire/official.

12. SPORTSMANSHIP

- a.) A team is responsible for the actions of all individual members and spectators directly related to the team before, during, and after the game. Any individual that is involved in any type of physical altercation or flagrant unsportsmanlike conduct may be automatically suspended along with the entire team. Sportsmanship ratings will be assessed after each game.
- b.) Scorekeeping is the responsibility of each team during their at-bat period. It is expected that scorekeepers demonstrate the best of sportsmanship and honesty. The umpire must check the scorecard during the exchange after each half inning.

13. PROTESTS

- a.) The protesting team's captain, in the presence of the officials and opposing team's captain at the time and place of the incident, must make all contest protests. The protest must be made immediately, before the ball becomes live, following the incident. The officials can call the supervisor and he/she will make the final decision. Once play has resumed following a protest, the protest is complete.
- b.) Any player eligibility protests should be submitted in writing to the Intramural Sports office on the next office day.

- 14. JEWELRY: NO JEWELRY WILL BE PERMITTED** in Intramural Softball. Jewelry includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes. The only exception to this rule is a medic alert bracelet or necklace. In that case it must be taped down. If you refuse to remove your jewelry you will not be allowed to participate. **TAPING OF JEWELRY TO THE BODY WILL NOT BE PERMITTED. ALL JEWELRY MUST BE REMOVED PRIOR TO THE INTRAMURAL EVENT.**

The Intramural Sports Staff reserves the right to stop any game whenever such a stoppage is in the best interest of safety and/or the program goals. The Intramural Sports Staff also reserves the right to combine divisions and move teams to another classification for tournament competition.

CO-RECREATION SOFTBALL RULES

The following rules are in addition to the University of Wyoming Intramural Sports Softball Rules that are also in effect for co-recreation play.

1. EQUIPMENT

A red-stitch 12 inch ball with a COR of .440 and a max compression of 375 lbs shall be used for male batters. A red-stitch 11 inch ball with a COR of .440 and a max compression of 375 lbs shall be used for female batters.

2. BATTING ORDER

- a.) Males and females must alternate in the batting order.
- b.) A team may bat more than 10 players as long as they continue to alternate the batting order.
- c.) A team must take an out between batters of the same sex. **EXAMPLE:** A male at the end of the order followed by male at the beginning of the order results in an out between batters.

3. THE GAME

- a.) A minimum of 8 players, four male and four female, are needed to start a game.
- b.) Teams may start with less than 10 players with no penalty, unless there is an uneven number of males and females in the batting order. Teams may add up to 10 players after the start of the game.

4. THE WALK RULE

Any walk to a male batter will result in a two-base award. The next batter (a female) will bat. With two outs, the female has the option to walk or bat.

5. OUTFIELD POSITION LIMITATION

All outfielders must remain behind the 150 ft. line until the ball is hit. Violation of this rule results in an automatic one base award to the batter and all base runners.

- 6. JEWELRY: NO JEWELRY WILL BE PERMITTED** in Intramural Softball. Jewelry includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes. The only exception to this rule is a medic alert bracelet or necklace. In that case it must be taped down. If you refuse to remove your jewelry you will not be allowed to participate. **TAPING OF JEWELRY TO THE BODY WILL NOT BE PERMITTED. ALL JEWELRY MUST BE REMOVED PRIOR TO THE INTRAMURAL EVENT.**