

SAMFORD

CAMPUS RECREATION

Softball Rules

The following is a summary of rules and regulations for softball. It is not the complete set of rules but includes those rules most frequently in question. All rules adopted by the National Federation Softball Rules will govern play, with the following modifications:

Home Facility

The home facility for Softball is the Intramural Complex. All reschedules, defaults, forfeits and additions/deletions must be made at the Campus REC office.

Questions

Please feel free to contact Campus REC office with any questions or concerns that you may have. The Campus REC Office is 326 Seibert Hall at 726-2194

General Information

- 1) All participants must have their current valid SUID to check-in.
- 2) Each team will be scheduled 3 season games. Shall weather or facility space cause a cancellation, games may or may not be able to be re-scheduled – but a diligent effort will be made to reschedule. Please see the Intramural Sports Handbook for playoff eligibility.
- 3) Games will take place at the Intramural Field Complex.
- 4) There will be a grace period of 5 minutes from the scheduled start time
- 5) Equipment - Bats, balls, and field space will be provided. *Participants should bring their own glove; a very limited quantity of gloves are available shall one be needed.
- 6) All bats and balls used must have ASA Softball, or USA Softball manufacturing label onto the item.
- 7) Athletic shoes and cleats are legal to wear while playing (No Metal Spiked cleats allowed)
- 8) Participants must be in clothing that is deemed safe by SUIM Staff
- 9) Teams are recommended to arrive in alike colors

Eligibility Requirements

- 1) Intramurals are open to current Samford students, faculty, and staff with their SUID.
- 2) While jewelry will be permitted, it is strongly recommended to remove all jewelry prior to start.

Teams

- 1) Men/Women Maximum # of players=Ten (10) play the game, Minimum # of players= Eight (8),
- 2) Coed Maximum # of players=Ten (10) (5 males/5 females) play the game, Minimum # of players= Eight (8) (3 gender minimum), *COED- IF playing with 9 your team will take an out in the lineup where two of the same gender batters hit back-to-back. Ex. male/female/male/female/male/out/male/female*
- 3) Games are played 10v10, but teams can bat up to 12 players. Players who field MUST bat.
Ex: 10 fielders all must bat plus 2 additional bench players may also bat.
- 4) In the event in that a Coed team has only 9 players, the team may select to use all 9 players and take an out in the position of the 10th batter; so that all 9 players may play defense OR the team may bat 8 players taking no outs in the batting order but using only 8 fielders.
- 5) At any point in the game when the 9th, 10th player(s) shows up, he/she can be added immediately after checking in with the supervisor. No team shall be permitted to start or to continue a game with less than eight (8) players.
- 6) Only four (4) club baseball and/or softball players per team

Time Regulations and Length of Game

- 1) Games will start at the scheduled time if both teams have at least the minimum number of players. There will be a 5-minute grace period for a team to get the required number of players present. For each minute past game time the team that is ready to play with the required number of players will earn 1 run for each minute. End of 5 minutes score 5-0
- 2) The game shall consist of 7 innings or 55 minutes, whichever comes first. No new inning will start 45 minutes after the game scheduled start time. Time is kept by the supervisor.
- 3) If the game must be called for weather, lights, etc., 4 completed innings will constitute an official game or 3 ½ if the home team is winning.
- 4) **Mercy Rule:** 15 after 4 innings, 10 after 5 innings.
- 5) Captains must fill out the score sheet in the correct batting order before play begins.
- 6) Any regular season game ending in a tie will be recorded as a tie - no additional time will be given to break the tie. During playoffs or tournaments, extra innings will be played until a winner is declared.

Playing Rules and Scoring

1). Batting

- A. Team at bat will furnish a pitcher. Only 3 pitches are permitted to hit a fair ball or batter is out. If a batted ball hits the pitcher - batter is out, ball is dead, runners return to their original bases. A foul on the 3rd pitch- batter is out.
- B. Batting (can bat up to 12 batters) order must remain consistent
 - Substitutions are allowed, however, only for the same person each time
- C. In the case of Coed teams playing shorthanded with (9) players, one out must be taken at the spot of the lineup where the same gender bats back-to-back.
- D. The batter cannot hit a ball that bounces. A batter may not step on home plate in the process of hitting the ball.

2) Homeruns will be limited to 5 home runs per game.

3) Defensive Positioning

- A. There are no restrictions of where defensive players must line up, however, each team is required to play a player at the "Catcher" position.

4) Pitching Rule

- A. **Pitchers will be members of the batting team**, and catchers will be members of the fielding team. Pitchers don't have to be listed as one of the batters in the lineup, so there can be a designated pitcher who never bats.
- B. A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning all other innings gets one (1) warm-up pitch. Mid-inning replacement pitchers get **no** warm-ups. Pitchers may only be changed for new batters. No attempt to delay the speed of the game will be tolerated.
- C. **No strike outs or walks. Batter must hit the ball fair in three pitches, or the batter will be out.**
- D. Pitcher shall wait until the fielding team is ready before delivering the pitch.

5) Illegal Pitches

- A. Legal pitches must have an arc of at least 6 feet and be no higher than 12 feet. (If the pitch is called "illegal" by the umpire the pitch becomes dead. Counts as 1 of the 3 pitches)

6) The batter is out:

1. If the official batting order is not followed.
 2. If the batter attempts to hinder the catcher from fielding or throwing the ball.
 3. Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk once the ball has been touched.
 - Runners who choose to advance are not force outs (must be tagged)
 4. If the batter bunts the ball. (NO Bunting)
 5. If the batter hits the ball fair or foul while stepping on home plate
 6. Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.
 7. Hits the ball and it hits the "offensive" pitcher, or if the pitcher interferes with the defense while trying to make a play.
 8. If batted ball hits the batter outside of batter box
- 7) Baserunners are out:
1. If the runner interferes with the play being made at a base.
 2. If the runner fails to avoid a fielder attempting to field a batted ball.
 3. If the runner leaves the base before the batter contacts the ball. No base stealing allowed.

No leading off.
 4. If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared, and the batter is awarded 1 base.
 5. If the runner passes a preceding base runner before such runner has been legally put out, the passer is out, and the ball is still in play.
 6. If the runner deliberately slides or dives into any base with the intent to cause injury to the fielder, they are automatically declared out and ejected from the game.
 7. If it is a close play the runner should try to slide and avoid contact. Players are encouraged to wear pants or long socks to avoid injury to skin.
- 8) Overthrow
- A. Two bases shall be awarded for an overthrow that goes out of play. This shall be determined from when the player (thrower) releases the ball. It shall be two bases from point of release. If overthrown into an "in-play" area, runners advance at their own risk.
- 9) Running
- A. Runners must stay in the baseline while running the bases.
 - B. Runners may slide on close plays if they choose to, however, must slide feet first.
 - 1st time will be a warning
 - 2nd time will be an out

Additional

- A) Supervisors and officials may issue the following penalties:
1. Offensive delay of game
 - a. Warning
 - b. Batter is out
 - c. Batting team forfeits
 2. Defensive delay of game
 - a. Warning
 - b. Batter is awarded a home run
 - c. Fielding team forfeits

Tie Games and Extra Innings

- A. All regular season games that are tied at the end of 7 or after the time limit will end in a tie.
- B. The following procedure will be used for playoffs:

If at the end of 7 innings/time limit the score is tied, the last batter from the previous inning will start on second base when each team comes to bat each inning, and play will continue until there is a winner.

Sportsmanship

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Team receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident.