

Bellarmine University Intramural Sports

SOFBTALL RULES

ELIGIBILITY RULES:

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

***** Official ASA slow-pitch softball rules will govern play when not modified by Intramural rules. If you wish to read the full book of rules, please come to the Intramural Office*****

THE GAME

1. There will be a "5 Minute Grace Period". At game time the clock will start and the team who is present will receive 1 run every minute. At the end of 5 minutes if the opposing team has not shown up the game will be declared a forfeit. The team that is present will win the game 6 – 0 (1 goal at the start of the clock and 1 goal each minute). If a team shows up during the grace period the contest will begin with the score that accumulated during the that 5 minute period (the team shows up 3 minutes late and will be down 4 – 0 with 12 minutes to go in the first half).
1. Play in each league will be on a round robin basis. A single elimination tournament will decide the champion(s). Players may play on either a Men's/Women's (Single Sex) team, and a Co-Rec team.

PLAYERS

1. **Team:** A team may have a maximum of 10 players in the field. A team must have 8 players to start and/or continue a game. If you have less than 10 players, an out will be placed in your batting order until it is filled by a player. The extra players (EP) can play in the field. A team must be on the field and ready to play at the scheduled game time. Teams may add players throughout the regular season as long as he/she has **not** played for another team. In a Co-Rec game if a team bats 11 players, the 12th spot will be an out.
2. **Turf Shoes:** Tennis/running shoes and rubber molded cleats are permitted. Spikes and cleats with metal exposed are prohibited. Any player caught wearing spikes will be asked to change their shoes immediately

3. **Scorer:** Each team is responsible for keeping score while their team is on offense. Captains should confirm score after each half inning with the home plate umpire.
4. **Down a Player:** If a team goes below the required number of participants to play due to injury.

PLAYING REGULATIONS

1. **Game:** A game will consist of seven innings or fifty minutes of play, whichever occurs first. No new innings will begin after 50 mins has been called. Umpires will carry a stopwatch to keep the exact time.
2. **Equipment:** Participants must use the bats and balls provided by the Intramural Program. Anyone using another bat will be declared out. Gloves may be checked out at HPER.
3. **Pitching Rules (ASA Rule in effect):**
 - a) One foot on rubber
 - b) One second pause.
 - c) Catcher must be in box.
 - d) Arch 6ft to 12ft from ground.
 - e) Illegal pitch swung at becomes legal.
 - f) No pause on back swing.
 - g) Must be released first pass of hip.
 - h) No continuing of arm after ball released.

Note: Each team must provide a pitcher, based on the number of teams registered the tournament will either be a 1 pitch or 3 pitch tournament. Each pitcher will pitch to their own teammates and have either 1 or 3 pitches for the batter to hit. If the batter doesn't place the ball in play they are ruled "out".

4. **Strike Zone:** Batters back shoulder and their front knee.
5. **The Count:** Each batter will start with a 1 ball, 1 strike count. The batting count will consist of three strikes constituting an out with the third strike foul being an out and four balls will be a walk.
6. **Batting Order/Roster Limit:** The same batting order must be maintained throughout the game. Defensively, a team may field any 10, but at least 8, players from their batting order. After the batting order has been submitted and a team wishes to add new players, an added player must become a substitute and replace an original player. If the original player wishes to re-enter the game, the substitute becomes ineligible for the remainder of the game.
7. **Automatic Out:** When a batting order is vacated an automatic out will take place when that position is scheduled. Players not present at the start of a contest may be added to the line-up. If not present when scheduled to bat, an automatic out will take place. 8 players must be present for the game to begin
8. **Batter's Box:** The batter's box is not lined. If, on a batted ball (fair or foul) a batter steps on home plate or over an imaginary line running parallel with the right or left side of the plate the batter is out. If the batter stands too far outside of where a normal batter box would be, the official may ask the batter to move.
9. **Mercy Rule:** If a team has a twenty (20) or more run lead in the third full inning of play, a fifteen (15) or more run after the 4th inning of play, or a ten (10) or more run lead in the fifth full inning of play or thereafter, the game will be called.
10. **Appeal Play:** A captain may appeal a play by requesting that one umpire get assistance from another umpire in making a call. To appeal a play after a dead ball, the pitcher must announce

his/her appeal only. A "play" is not necessary. The ball does not have to be thrown or taken to the base/player. The ball remains dead during the entire process. No runner(s) may advance. Teams may also appeal a rule interpretation as long as it is at the time of the infraction.

11. Player Ejection:

- a. A player will be ejected from the game if he/she maliciously runs over the fielder that is holding the ball. (Example: the shortstop catches the ball and tags second base for a force out. The runner who is out, maliciously contacts the shortstop in an effort to make him/her drop the ball. The player will be ejected.)
- b. The runner will be called out if he/she does not avoid contact to get around a fielder that has the ball and is waiting to make the tag.
- c. An ejection may result for fake tags after one warning has been given to the team.
- d. A fielder may not intentionally block the runner from the base/plate.

12. Profanity or Tobacco Use: May result in a player being ejected.

GROUND RULES

1. **Note:** If a ball caught in playable territory is carried to out of play territory, the ball becomes dead and all base runners are advanced one (1) base, in addition to the base they are advancing too.
2. **Ball in Play:** Any ball inside the fence is playable.
3. **Sliding:** No head first sliding or diving back to a base is allowed. Penalty: automatic out.
4. **Fences:** On an overthrown ball that hits the fence, the runner may advance as far as possible at his/her own risk. If the ball becomes stuck in a fence or on the sideline, or goes through the gate, the overthrow rule will be in effect for awarding these bases.
5. **Home Runs:** A home run will be a batted ball that clears the designated home run fence. A ball that hits the supports for the home run and bounces back onto the field is playable. A ground rule double will be a batted ball that rolls under or bounces over the designated home run fences whether touched or not by an opposing fielder.
6. **The Field, Players/Fans, and Substitutes:**
 - a. Substitute players must remain outside the fence at all times unless they are coming into the game.
 - b. Player Equipment Bags, etc. must remain outside the field of play to avoid interference with a thrown ball.
 - c. Fans must also be outside of the fence at all times for their own safety.
7. **Infield Fly Rule:** A pop-fly in the infield with the runners on first and second or the bases loaded, with less than two outs, will result in an automatic out.

CO-REC RULES

1. Must have minimum of eight (8) players to begin a game, with an even number of both genders. Max of 12 players.
2. Defensive players can play any position in the field.

3. A male batter, who receives an intentional walk or a base on balls, is awarded first base and second base, and the female batter who follows, has the option to walk or bat.
4. If a team only has nine players, there will be a vacant spot in the batting order, which will result an out.
5. All male batters must bat opposite of their strong hand.
6. All other regular, ASA Co-Rec softball rules apply.

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