

Softball Rules

All games will be governed by the 2007 Official ASA Slow Pitch Rule Book with the following Berry College Intramural Sports modifications:

Players & Equipment

1. Eligibility - See Intramural Handbook.
2. Each Men's and Women's, team shall consist of 10 players. Each team must have a minimum of 7 players in order to begin a game. Any team that begins a game with 7 players may add players to the bottom of its line-up (to a limit of 11 batters).
3. If at any time, a team fields 9 or more players, the team must finish the game with at least the same number of players with which it began the game. In the event that a player is dropped from the line-up and cannot be replaced, an "out" shall be called when the missing player(s) should bat. For safety reasons, a game shall not be continued with fewer than 7 players.
4. Each team must have one of its players occupy the catcher's position at all times.
5. **Additional Hitter:** Each Men's and Women's team may bat a maximum of 11 players by using an additional Hitter (AH). An (AH) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the team's line-up in the regular batting order. If an AH is used, he/she must be used for the entire game. The AH must remain in the same position in the batting order for the entire game. All 11 players listed in the batting order must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same. The AH may be substituted for at any time, however, the substitute must be a player who has not yet been in the game. The starting AH may re-enter the game.
6. **Substitutions:** All substitutes must notify the Home Plate Umpire and the Scorekeeper upon entering the game. Any starting player may re-enter the game once (the player must bat in the same position in the line-up at which he/she started the game). Any substitute (a player who did not start) who is then substituted for is out of the game and cannot re-enter under any circumstances. The starting player and his substitute may not be in the line-up at the same time.
7. Men's Upper and Lower and Women's Upper shall use a regulation ASA approved 12-inch softball, and Women's Lower shall use a regulation ASA approved 11-inch softball.
8. All bats must be official softball bats. Titanium bats and any bats not approved for play by ASA will not be permitted.
9. **Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear.** Sandals, street shoes, hiking boots, combat boots, or metal spikes are not allowed. **No player will be allowed to participate in bare feet.** Cleats with any metal showing will not be allowed. No steel cleats or shoes with detachable steel cleats that screw onto the shoe may be worn.
10. **No jewelry** or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.

11. Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a hard cast or splint be permitted to play.
12. Equipment is expensive and in order to continue to provide equipment, we need you help. Please return all equipment promptly and help us out.

Game Format

1. A game will consist of seven (7) innings or 60 minutes, whichever comes first. No new inning will begin once the 60-minute time limit has expired, however, any inning which has been started prior to the time limit expiring will be completed. Championship games will not have a time limit.
2. **Game time is forfeit time.** A team must have the minimum number of players to start a game. The minimum number of players to start a game is seven (7)
3. A coin toss will be held during the captain's meeting to determine which team will be the home team and which will be the visiting team.
4. **Extra Innings:** Extra Innings will only be played in the playoffs. In the event that the score remains tied after 7 complete innings or 60 minutes, a series of extra innings will be played until the tie is broken.
5. **Run Rule:** If a team is ahead by 20 runs after 3 complete innings (2 1/2 if the home team is ahead), 15 runs after 4 complete innings (3 1/2 if the home team is ahead), or 10 runs after 5 innings (4 1/2 if the home team is ahead), then the game will be considered complete. The run rule will apply to all championship games.
6. **Called Games:** In the event of inclement weather or power failure of more than 15 minutes, **the following will constitute a complete game:**
 - A. The time limit has elapsed or 4 innings have been completed (3 1/2 if the home team is leading).
 - B. The time limit has elapsed and the game is called during an incomplete inning in which the home team has not tied the score or taken the lead, at which time the score will revert to what it was at the end of the last complete inning. If the game is called due to weather before the time limit or inning limit has elapsed (4 innings), then the game will be replayed from the beginning. If it becomes necessary to stop play due to inclement weather, the final decision will be made by the Intramural Supervisor on duty.
7. **Line-up sheets should be turned into the scorekeeper 10 minutes prior to the games.** Line-ups may be changed without penalty before the first pitch. Keep your lineup sheet on your bench and do not expect the scorekeeper to constantly be reminding you who is batting next. That is your job. **You can add "late comers" to the lineup but they have to bat at the end of the lineup, as they arrive.**

Rules Of Play

1. The pitcher shall keep one foot in contact with the pitcher's plate until the ball is released. All ASA rules pertaining to pitching will apply. Reminders: The pitched ball must arc between 6 feet from the ground and 12 feet high. Any pitch that hits any part (including the black) of home plate is an automatic ball.

2. Teams will be given no more than three warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the Umpire (in the event the game is running late or pending inclement weather).
3. The strike zone is defined as a legally pitched ball that crosses the plate between the back shoulder and 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.
4. Bunting, chopping the ball downward, stealing, and leading off bases are not permitted. **Sliding IS legal, however sliding is not allowed at home plate and will result in an automatic out.**
5. A baserunner will be declared OUT if he/she interferes with a play that can be made at home plate with an ordinary effort by the catcher. The baserunner must attempt to avoid the tag at the plate. The baserunner MAY NOT charge the catcher if he/she is blocking the plate to make a play.
6. The infield fly rule will be in effect. An infield fly is a fair fly ball (not a line drive) which can be caught by any infielder with ordinary effort when first and second bases or first, second, and third bases are occupied and there are less than 2 outs.
7. A dead ball appeal may be made on a non-judgment call. No appeals will be considered on an Umpire's judgment. An appeal must be made before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory. To appeal a play, a team's pitcher must have the ball during a dead ball period and must stand within an 8-foot radius of the pitcher's plate. He/she must then tell the Home Plate Umpire what he/she is appealing. The Umpire(s) will then render a decision.
8. **Dead Ball Territory:** Out of bounds- The lines extending from the backstop fence to the outfield fence mark out of bounds. If a fielded ball goes past this line it is a two base penalty. A batted ball in this area that is fair is a ground rule double otherwise the ball is out of play. If the ball is in play and is overthrown into dead ball territory, then all runners will be awarded two (2) bases based on the positions of the runners at the time the ball left the fielder's hand. Runners may return to touch a missed base or a base left too soon. If two runners are between the same bases, the award is based on the position of the lead runner.
 - A. When the first throw is made by an infielder trying for a first play, the award is made from the batter's/baserunner's position(s) at the time of the pitch.
 - B. When an infielder makes a second attempted play or throw, or on any throw from the outfield, the award is made from the last base touched by a runner. If a fielder loses possession of the ball, such as on an attempted tag, and the ball enters dead ball territory, then each runner is awarded one base from the last base touched at the time the ball entered dead ball territory. The one-base award also applies when a fielder unintentionally carries a live ball from playable territory into dead ball territory.
9. The batting team is responsible for retrieving all balls hit out of the playing area (over the fence, foul territory, etc.)
10. No stalling for time or intentional delay of the game will be tolerated between innings.
11. An intentional walk may be granted by notifying the umpire. You do not need to pitch out.

12. Courtesy runners may be used in case of injuries with the permission of the opposing team. The runner must reach base themselves before the courtesy runner can be used. The courtesy runner must be the player who was the last out or a substitute. The Injured person may not return into the game.
13. **A foul ball on a 3rd strike is an out.**
14. Any unsportsmanlike acts may result in expulsion from the game, the premises, or forfeiture of the game.
15. Unsportsmanlike conduct will not be tolerated. Following are some things which may cause ejection from a game, suspension from several games, expulsion from the league, or forfeiture of a game:
 - a. Unruly behavior directed at officials, players, spectators, etc.
 - b. Profanity
 - c. Arguing with an official
 - d. Taunting another player or official
 - e. Any other act judged as unsportsmanlike by an official, supervisor, or intramural director. (g) Participation, while under the influence of alcohol or drugs.
16. Rules for 3-pitch softball are the same as the above except that each batter will start each at bat with a 2 ball, 1 strike count.