

## **2009-2010 INTRAMURAL SOFTBALL RULES**

### **New Updated Rules**

2-Pitch softball games are governed by the Division of Campus Recreation Intramural 12" Softball Rules with the following exceptions:

#### **GENERAL**

1. All Intramural volleyball games are played at the COMPLEX FIELDS Located on Florida Avenue and Lincoln Avenue in Urbana.
2. All participants must have their University of Illinois Student Identification Card (I-Card) with them at all times.
3. Forfeit time has been established as game time. Before each game, teams should report to the Intramural Supervisor a minimum of 15 minutes before the scheduled starting time of the game in order to fill out the score sheet. Each team will also sign the disclaimer form with each individual team member signing their name, signature, and student I.D. number. The score sheet must list first and last names. Please print the names legibly. Each player prior to every game must present a current student I-card to the umpire before participation will be permitted. If a team fails to appear at the appointed time, the Intramural Supervisor will declare the contest a forfeit. The team captain for the team who is ready to play may choose to give the opponent ten (10) minutes to obtain the necessary number of players. If the team is not able to play at the end of ten (10) minutes a forfeit will be declared. The game time is reduced by whatever portion of the ten (10) minutes was used to avoid a forfeit.
4. The Division of Campus Recreation will furnish one or two umpires per game as available. He/she will call balls/strikes, safe/out, and arc/height of pitches.
5. Protests based upon the score will not be allowed. Questions should be directed to the umpire(s) or Intramural Supervisor on duty.
6. The fitness of the ground will be decided by the Assistant Director for Intramural Sports or his/her designated representative, and such decisions will be made at 3:00 p.m. on the day of the scheduled game (by 12:00 noon on Sundays). Call the rain line at 244-0329 for information regarding cancellations due to poor weather or playing field conditions. When games are canceled, please do not use the fields. Damaged fields may cause additional cancellations.

#### **THE PLAYING FIELD**

1. Bases will be 65 feet apart in the men and women's competition.
2. Umpires will establish ground rules prior to the game regarding out of play areas, permanent obstacles in the field of play, etc.

#### **NO SHOW PROCEDURE FOR 10 MINUTE WAIT PERIOD**

Teams not ready to play within 10 minutes after the scheduled starting time (not when the preceding game finishes) will receive a forfeit loss. The team ready to play at game time shall automatically become the home team. If the opposing team is not ready to play by 5 minutes after game time, they will lose their first "at bat." Teams who forfeit twice will not be eligible for the playoffs. A team winning by forfeit will be credited with 5 runs and given an "A" sportsmanship rating.

## **THE GAME**

1. The game will consist of 7 innings. In the event of rain or darkness, 5 innings or 4 ½ if the home team is ahead, will constitute a game. A 15-run rule will be in effect after 3 innings and a 10-run rule after 5 innings.
2. No new inning may be started, unless the score is tied, after **50** minutes have elapsed from when the game began. The umpire and/or Intramural Supervisor will keep the official game time.
3. The choice of first or last bat (home/ visitors) in the inning shall be determined on the scorecard prior to the game.
4. Base stealing is not allowed. Runners can leave their bases when a pitched ball has reached home plate or is hit. If the batter does not hit the pitch, base runners must return to their bases immediately.
5. Bunting or chopping down on the ball is not allowed, and will result in a dead ball with the batter being called out.
6. Players start with a one strike and one ball count when at bat.
7. Infield practice is not allowed after the first inning.

## **FAIR AND DEAD BALLS**

### **The ball is dead and not in play:**

- a. When no pitch is declared.
- b. When a foul ball is not caught.
- c. When a runner is called out for leaving a base too soon.
- d. When offensive interference occurs.
- e. When a defensive player carries the ball out of play (intentionally or unintentionally).

### **The ball is in play:**

- a. When the infield fly rule is enforced.
- b. When a thrown ball remains in playable territory.
- c. When a base is dislodged while base runners are progressing around the bases.
- d. When a thrown ball strikes an offensive player.
- e. When a thrown ball or fair-batted ball strikes an umpire.
- f. When a thrown ball strikes a coach.

**The ball remains alive until the umpire declares time, which will be done when the ball is held by a player on the infield area and in the opinion of the umpire all play has ceased.**

**A foul ball must reach a height of six feet or more to be legally caught for an out.**

## **PITCHING RULES, BALLS AND STRIKES**

1. Each batter will start with a 1 ball and 1 strike count. The regulation 4 balls will result in a walk and 3 strikes is an out. **With a two-strike count, the batter will be allowed one foul ball called a “courtesy foul.” The batter will be declared out on the second foul ball of a two-strike count.** The ball is dead and runners may not advance. Exception: If a player catches a foul ball, the ball is live and runners may tag and advance at the risk of being put out.
2. The strike zone is the zone over home plate from the bottom of the batter's knees to the top of the shoulders. Pitches should have an arc of 6-12 feet. An “illegal pitch” will be called if the

pitched ball does not meet this requirement. All “illegal” pitches are considered “balls” unless they are the batter chooses to swing, in which the result of the play will count.

3. A pitched ball striking a batter does not entitle them to first base. The pitch shall be a strike or a ball as the case may be.
4. If the pitcher desires to walk a batter intentionally, the pitcher notifies the plate umpire who awards the batter first base.
5. Each pitcher is permitted five warm-up pitches at the beginning of the game only. No warm-ups or infield throws will be allowed between innings. \*Substitute pitchers will be allowed three pitches, or one minute, before they begin pitching.
6. The pitcher must pause with at least one foot contacting the rubber prior to pitching the ball. The pitcher's foot must remain in contact with the rubber throughout the delivery.
7. The pitcher must deliver the ball in a continuous, underhand motion on the first forward swing of the pitching arm past the hip.
8. If a step is taken it may be forward, backward, or to the side provided the foot stays in contact with the rubber and the step is taken simultaneously with the pitch.

### **BATTING RULES**

1. A batted ball in the out-of-play area is a dead ball and may not be played.
2. A batter shall be out if the batter bunts or intentionally chops the ball downward.
3. If a batter throws their bat, a team warning will be issued. After the warning, any team member throwing the bat will be called out, the ball will become dead, and all runners will return to their original base.
4. A batter who steps on the plate or clearly and completely in front of the plate while contacting the ball will be called out.

### **RUNNER AND BATTER-RUNNER**

1. When a base runner must return while the ball is in play, he/she must touch the bases in reverse order.
2. No runner may return to touch a missed base or one he/she had left illegally after a following runner has scored. The defense must appeal for the out to be granted.
3. Base runners must slide or run around a fielder making a defensive play on the ball when trying to reach a base. The runner is responsible for avoiding contact in these situations. When sliding, runners must always slide for the base and will be ejected for purposely sliding into a fielder, or physically running into a fielder.
4. **Base runners are entitled to advance but accept the liability to be put out under the following circumstances:**
  - a. When the ball is overthrown into fair or foul territory and remains in play.
  - b. When the ball is batted into fair territory.
  - c. When a legally caught fly ball is first touched.
5. **Base runners are entitled to advance without liability to be put out:**
  - a. When a fielder obstructs the base runner from making a base unless the fielder is trying to field the batted ball or has the ball ready to touch the base runner.
  - b. When the ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.
6. **Obstruction is the act of:**

a. A defensive player or team member, which hinders or prevents a batter from striking or hitting a pitched ball.

b. A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a base runner who is legally running the bases.

**7. Interference is the act of an offensive player or team member, which impedes or confuses a defensive player attempting to execute a play.**

**8. Base Stealing - Base stealing is not allowed.** Each base runner may leave his/her base when a pitched ball is batted or reaches home plate, but must return to that base immediately after each pitch not hit by the batter.

**9. The Base runner is out:**

a. When in running to any base he/she runs more than three feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.

b. When the base runner passes a preceding base runner before that runner has been put out.

c. When the base runner legally overruns first base and makes an attempt to advance to second base and is legally touched while off base.

d. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play (including shouting or waving the arms to distract the defense), the immediate succeeding runner shall also be called out.

e. When a base runner is struck with a fair-batted ball while off base and before it passes an infielder that could have otherwise made a play.

f. When, with a base runner on third, the batter or any offensive player interferes with a play being made at home base.

g. When, in the umpire's judgment, the base coach at first or third base touches or holds the runner physically to assist a runner in returning to or advancing from the base when a play is being made on him/her.

h. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference shall be declared out.

**10. Base runners are not out under the following circumstances:**

a. When a base runner runs around the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.

b. When a base runner is hit with a fair-batted ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment no other infielder had a chance to play the ball. The ball remains "alive" under this condition.

c. When a base runner is hit by a fair-batted ball after it is touched or touches any fielder.

d. When a base runner is hit by a fair-batted ball while in contact with a base.

## **OVERTHROW RULE**

1. When the ball is overthrown into foul territory, every base runner may advance at their own risk. The ball remains in play and such runners are liable to be put out while advancing.

There is no limit on the number of bases a runner may take.

2. Should the overthrown ball go into out-of-play territory, the ball is dead and the awarding of bases automatic. Balls that rebound from the light poles are in play until they pass beyond the pole line.

3. **IN DETERMINING THE AWARD OF BASES:** Runners are awarded two bases on overthrows. The two bases are from the last base touched at the time the ball left the thrower's hand. The award of bases is determined by the position of the front runner if there are two runners between the same base at the time of award.
4. **CATCH and CARRY Rule:** If a fielder catches a fly ball and carries it into out of play territory, the ball is dead and all runners are awarded one base.

### **Injured Runner**

If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner will be permitted. If no substitutes are available, the runner will be declared out.

### **EQUIPMENT**

1. Closed-toed shoes are required. Gym or running shoes are recommended. Rubber training shoes and single molded plastic/rubber soccer-type cleats are permitted. Metal cleats or spikes of any type are not allowed. Shoes with screw in cleats of any kind are **illegal**.
2. In order for a bat to be deemed legal it must be an official A.S.A. approved softball bat. It must have a safety grip (no smooth tape) and must be free of rough or sharp edges. Baseball bats and fungo bats are not legal.
3. Game softballs will be provided by the Division Campus Recreation. Teams must use the ball provided.

### **NUMBER OF PLAYERS**

Ten players constitute a softball team. A team may play with eight (8) players without being considered a forfeit. A team must start play with 8 players present. Players arriving late may be added to the bottom of the batting order at any time. If a team drops below 8 players for any reason, they may continue playing if the umpire feels they still have a legitimate chance to win the game.

### **SUBSTITUTION RULES**

1. A batting order must be turned in before game time. **Unlimited substitution is permitted at each position in the batting order.** Player A & B may "share" a spot in the batting order - either may bat or either may play the field, but may not play in the field at the same time. Once a player enters the game, either as a starter or substitute, he or she may only re-enter the game in the same batting position.
2. Unless a player is injured and cannot continue no pinch runners will be allowed under any circumstance. If players are sharing a spot in the order, the player that begins an at-bat must finish the at-bat. The player sharing the position may not pinch run unless the other player is too injured to continue. See Injured Runner Rule.
3. If a team begins with less than 10 players there is no penalty for the empty spots in the batting order. Players arriving late may be added to the bottom of the line-up at any time. If a team begins with a full batting order (10 players) and a player is injured or cannot otherwise continue and the team does not have an eligible substitute, then the team must take an out for that spot in the order. An eligible substitute is one who has yet to have played in the game, either as a batter or fielder.

## CO-REC SLOW PITCH SOFTBALL RULES

**Current Men's and Women's Intramural Slow Pitch Softball Rules will be in effect for all games with the following emphases and modifications:**

1. A female may only substitute for a female, a male for a male. **Exception:** Exception: If a team has more females than males in the line up, a male may substitute for a female in order to bring the team to a 5/5 ratio, as long as the batting order alternates.
2. Teams must alternate positions in the batting order by gender. **Note:** If there are more females than males in the line-up then at some point two or more females will bat back-to-back.
3. A team consists of 10 defensive players. In addition, a team may play legally with 8 players, provided they have four male players and four female players. A team may play with as many as 12 players (6 men, 6 women; 10 on defense and 2 Extra Hitters). Teams may also play with 9 or 11 players. If a team plays with 8, 10, or 12 players, they will not be assessed automatic out. Teams playing with 9 or 11 players will be assessed an automatic out because two batters of the same sex may not bat consecutively without penalty. Players arriving late may have their name added to the bottom of the order; but an Extra Hitter(s) may not be added after the game has started. All substitutes must report to the plate umpire before batting.
4. If a team is playing with more than 50 percent of one sex, a player of the majority sex must bat first. **Example:** If a team has 5 females and 4 males and wishes to play all 9 players, females must be listed in the 1st, 3rd, 5th, 7th, and 9th batting order slots. The males must be listed in the 2nd, 4th, 6th, and 8th slots. An out will be recorded in the 10th slot. If a male shows up after the start of the game he may be added to the 10th slot. Extra Hitters, the 11th and 12 slots, cannot be added after the game starts.
5. On a walk to a male batter (intentional or not) the male batter will advance to second base and the following female will bat for herself. All base runners will advance to the next base forced to, on a walk to a male batter. If a male batter is walked and there are two outs, the female may be given the option of hitting or receiving an automatic walk.
6. Males and females do not have to alternate defensively on the bases or in the outfield. The catcher and pitcher do not have to be of opposite sexes and are considered infielders. Teams are not regulated as far as the number of infielders or outfielders or gender of each.
7. **An arc will be placed at 180 feet from home plate.** The arc will extend from the left field foul line to the right field foul line. **ALL outfielders will be required to remain behind this line when a female is batting until the ball reaches the plate or is swung at by the batter.** If the pitch is not swung at and the outfielder is in front of the line, there is no penalty. If the ball is caught by an outfielder who was illegally across the line, the ball is dead. The batter is awarded first base and all runners are awarded one base whether they are forced to advance or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue to be in play with runners being liable to be put out. If batter fails to reach first base or runners are put out, then the ball is declared dead. Play is then enforced as if ball was caught in front of line.

## **INTRAMURAL SOFTBALL 2-PITCH RULES TOURNAMENT RULES**

- 1.** Teams can field up to 9 defensive players. Co-Rec teams may not play with more than 5 players of the same gender (teams must play with five men & four women or five women & four men. Four men & four women are also legal). The offensive team provides the pitcher.
- 2.** The pitcher pitches to his/her own team. Each batter receives a maximum of 2 pitches. If a fair ball is not hit after 2 pitches, the batter is out.
- 3.** A batted ball that strikes the pitcher is an automatic out and runners cannot advance.
- 4.** The Extra Hitter (EH) rule will be in effect for the 2-Pitch Softball tournament (2 in Co- Rec, 1 in Men's and Women's). Co-Rec teams may **ONLY** field 9 players, but may bat 10 in their lineup. If they have 2 EH then they may bat 12 batters. (Teams batting 9 or 11 will take outs when same gender bats consecutively.)