



**UNIVERSITY**  
**RECREATION**

## University of West Georgia Intramural Sports **Softball Rules**

Updated on 09/15/2016

*University Recreation does not provide accident insurance coverage for injuries received by Intramural Sports participants. Each participant should make sure that they have coverage either through family policies or the student insurance plan. Softball is a contact sport and injuries are a possibility. UREC Intramural Sports assumes no responsibility for injuries. However, basic First Aid will be available.*

### **Program Rules**

- a. Each player must present their valid University of West Georgia Student ID to participate in each and every game, **No Exceptions**
- b. Participants must play on only one team per LEAGUE
- c. Jewelry may not be worn: including, earrings, necklaces, watches, and bracelets.
- d. The following equipment may NOT be worn: hard cats, billed hats or visors, metal spikes/ cleats, hooded sweatshirts, medical braces with exposed metal, any headgear with knots of any kind, sunglasses.

### **The Players & Team**

1. The game shall be played between two teams of 10 players
  - a. Co-rec: 5 females and 5 males or fewer males than females
2. Each team must have at least 8 players on the field in order to start play, must field a catcher and your own pitcher.
3. Jerseys are also available by Intramural Sports if teams are unable to provide their own. To rent a jersey please present your UWG ID to a staff member at trailer check in. Jerseys are available first come first serve!
4. Jerseys must be matching in color for all team members
5. Jerseys must contain a one or two digit number on the back of the shirt. NO written numbers, taped numbers, or numbers contain three or more digits are acceptable!
6. Teams **MUST** tuck shirts in at all times.
7. Teams must wear the jerseys provided if team is not wearing matching jerseys

### **Equipment**

1. All bats **MUST** be approved by an intramural official and **MUST** have a valid ASA stamp

2. Gloves are the responsibility of all participants! Limited quantities are available at the check in trailer for check out.

### **The Game**

1. For all games, no new inning will start 45 minutes after the game begins.
2. If the time limit has not passed when the third out of the bottom half of the inning is completed, a new inning will be played.
3. Complete game:
  - Completion of 7 innings or 6 ½ innings with the home team ahead.
  - Game completed when inning is ended after the 45-minute time limit has expired.
  - Game completed in situation of a mercy rule, when a team is ahead by 20 runs or more after three innings, 15 runs or more after four innings, or 10 after five innings..
4. The batter starts with a count of one ball and one strike.
5. Bunting is not allowed
  - Batter will be out
6. Any foul ball after two strikes is considered an out.
7. There will be **NO STEALING**
8. Overthrow Rule: Any time a thrown ball goes out of bounds):
  - Runners receive 1 base from their position at the time of the pitch.

### **Offensive interferences:**

1. Interference is defined as the “act of an offensive player or team member which impedes, hinders, or confuses a defensive player attempting to execute a play.”
2. Defensive players must be given the opportunity to field the ball anywhere on the playing field.
3. Base running interference includes a runner or batter-runner that interferes with a fielder, a runner or runner batter who is hit by a fair, untouched batted ball and a thrown ball which strikes any illegal loose equipment, detached part of a uniform or miscellaneous item left in playable territory by the offensive team.
4. When a runner interferes with a fielder, it may be in the form of physical contact, verbal contact, visual distraction or any other type of distraction that would hinder the fielder in the execution of a play.
  - The umpire must determine if the interference occurred before or after the runner who interfered was put out and then apply the proper rule.
5. It is also interference if, in the judgment of the umpire, there is obvious attempt to prevent a double play.
  - In such a situation, the runner closest to home plate shall be called out.

### **Pitching Regulations:**

1. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher’s mark.
2. The pitcher’s pivot foot must be in contact with the pitcher’s mark throughout the delivery.
3. Preliminary to pitching, the pitcher must come to a full and complete stop, with the ball in front of the body, facing the batter.
4. This position must be maintained for at least one second before starting the delivery.
5. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.
  - The pitch starts when the pitcher makes any motion that is part of his windup after the required stop.
  - The pivot foot must remain in contact with the pitcher’s mark until the pitched ball leaves the hand.
  - It is not necessary to step, but 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 mark and the step is simultaneous with the release of the ball.
6. A legal delivery shall be a ball, which is delivered to the batter with an underhand motion.
7. The pitch shall be released at a moderate speed.

- The speed is left entirely to the umpire's judgment.
  - The umpire shall warn the pitcher who delivers a pitch with excessive speed.
  - If the pitcher repeats such an act after being warned, he shall be removed from the pitcher's position for the remainder of the game.
8. The hand shall be below the hip.
  9. A legal pitch (designated as a strike) must reach 6ft and go no higher than 12ft.
    - If the pitch does not fall in this range, the umpire must declare "illegal" and the pitch is an automatic ball.
    - If swung at, although it was ruled illegal, it is a strike or played as a normal, live ball.
  10. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "playball."
  11. The pitcher may use any windup desired, provided:
    - He does not make any motion to pitch without immediately delivering the ball to the batter.
      - i. No pump fakes
    - His windup is continuous motion.
    - He does not use a windup in which there is a step or reversal of the pitching motion.
    - He delivers the ball toward home plate on the first forward swing of the pitching arm past the hip.
    - He does not continue to wind-up after he releases the ball.
    - He does not pitch the ball behind his back or between his legs.
  12. There will be no quick pitches, the pitcher will wait until the batter takes position in the batter's box or when the umpire says "play ball."
  13. If the pitcher is taken off the mound but remains in the game, he/she may return to the mound any time later in the game.
  14. If the pitcher is replaced by a substitute he/she may not pitch again the rest of the game.

### **Substitutions:**

1. A substitute may take the place of a player whose name is in his/her team's batting order.
2. The following regulations govern the substitution of players:
  - a. The team captain of the team making the substitution shall immediately notify the plate umpire.
  - b. Violation of the re-entry rule results in the use of an ineligible player.
    - i. A forfeit shall be declared when the violation is brought to the attention of the umpire by the offended team, and not until then.
3. The illegal substitute is considered in the game if a pitch has been made.
4. Substitute players will be considered in the game when reported to the plate umpire.
5. Any player may be removed from the game during any dead ball.
6. The original player and the substitute may not be in the line up at the same time.

### **Re-Entry Rule:**

1. Starting players may leave the game and re-enter once in the same batting position that they left the start at the start of the game, and must replace only the person that substituted for them.
2. Substitutes may enter the game only once and have to bat in the same position as the player they replaced.
  - a. Once the substitute leaves the game he/she is done playing that game.
3. Violation of the re-entry rule results in the use of an ineligible player.
4. Violation of the re-entry rule results in the ejection the illegal player when the violation is brought to the attention of the umpire by the offended team.
  - a. However, all play that occurred while the illegal re-entry was in the game will stand.

## **Offense**

1. If the illegal player is discovered by the defense after one legal or illegal pitch has been thrown while he is at bat, he is ejected and a legal substitute assumes the ball and strike count.
2. If the illegal player is discovered by the defense after he has completed his turn at bat and prior to the next legal or illegal pitch, or before the defensive team has left the field, the illegal player is called out and any advance from a walk or a hit is nullified.
3. If the illegal player is discovered by the defense after he has completed his turn at bat and after the next legal or illegal pitch, or after the defensive team has left the field, the illegal player is ejected and any advance by runners while the illegal batter was at bat is illegal.

## **Defense**

1. If the illegal player is discovered by the offense after he makes a play prior to the next legal or illegal pitch, or before the defensive team has left the field, the offensive team has the option of taking the result of the play, or having the last batter re-bat and assume the ball and strike count he had prior to the discovery of the illegal player, with each runner returning to the base at which he was, prior to the play. a. The illegal player is ejected.
2. If the illegal player is discovered by the offense after a legal or illegal pitch to the next batter, all plays stand but the illegal player is ejected.

## **Infield Fly Rule**

1. Infield Fly Rule will be in effect with runners on first and second or first, second and third and less than two outs.
2. The Infield Fly Rule is at the discretion of the home plate umpire
3. If this happens the umpire will yell, "Infield Fly Batters Out."
4. The batter will be out and runners move at their own discretion.

## **Co-rec Rules**

1. A team shall consist of 10 players (five females and five males, a minimum of four females and four males is needed to start the game).
2. The batting order must alternate sexes.
3. If a team is short either a male or female the following rules apply:
  - a. When 2 males hit in a row the team must take an out between them
  - b. When 2 females hit in a row, the team will take no penalty
4. If extra hitters are used, there must be two extra hitters (one male one female).
5. If a pitcher walks a male batter (intentionally or not) the next female in the batting order has the option to hit or take a walk.
  - a. After the first pitch, legal or illegal she has to hit.

## **Sportsmanship Policy and Ratings**

The Sportsmanship Rating System is intended to be an objective scale by which team's' attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after an Intramural Sports game is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it. At the conclusion of each game, the Intramural Sports Staff present will assign each team a Sportsmanship rating based on a grading scale of "0-5".

- Outstanding sportsmanship will earn a team a "5" rating for that game.
- Poor sportsmanship will result in a rating of "3", "2" or "1" depending on the level of sportsmanship.

- Teams losing by no-show or incomplete roster forfeit will receive a “0” rating for sportsmanship.
- A game that is defaulted will result in both teams receiving sportsmanship ratings of a “4.”
- Any team that is assessed a sportsmanship-related technical foul/unsportsmanlike conduct penalty/yellow card during a game cannot receive a Sportsmanship Rating higher than “3” for that game.

Please refer to the Intramural Sports Policies and Procedures document for a breakdown of each sportsmanship grade.

Any team that receives 3 technical fouls/unsportsmanlike conduct penalties/yellow cards during a single game will forfeit the match to its opponent.

Repeated display of “poor sportsmanship” (players from the same team repeatedly receiving technical fouls/unsportsmanlike conduct penalties/yellow cards) may result in the team being ruled ineligible for participation and possible referral to the Office of Student Conduct.