TEXAS STATE
INTRAMURAL SPORTS

INTRAMURAL SPORTS SOFTBALL RULES

THE GAME, PLAYERS, AND EQUIPMENT

I. GENERAL INFORMATION

- **The Players**
  - The game shall be played between two teams of 10 players.
  - Eight (8) players are required to start or continue play.
  - In a men's or women's game a team **does not** take outs for not having 10 players to bat.

- **Substitutions**
  - Substitutions may be made at any dead ball situation for fielders
  - The batting order must stay the same for the entire game, unless a player is removed from the game due to injury or other circumstances (that player may not play for the rest of the game if this occurs)

- **Persons Subject to the Rules**
  - Team representatives including: players, substitutes, replaced players, coaches, fans, and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions supervisors assigned to the game.

II. EQUIPMENT

- **The Ball**
  - Game balls will be provided by the Intramural Staff and teams must use these balls that have been provided. **NO EXCEPTIONS!**

- **Footwear**
  - Shoes must be worn at all times.
  - Shoes must be closed toe (no sandals).
  - Only smooth pliable or hard rubber cleats are allowed. **No metal spikes are allowed!!**

- **Bats**
  - Only official ASA softball bats are legal.

- **Gloves**
  - Gloves must be worn by all players.
  - Only the catcher and 1st baseman may use mitts.
  - A glove must be worn at all times.
  - In the event that a player throws a glove to try and stop a ball from its normal flight or path shall result in the runners gaining 3 bases from the last base obtained before the infraction.
  - If the infraction occurs on an overthrow, runners are allowed 2 bases from the last base obtained at the time of the throw.
  - The player who threw the glove shall be warned for the first infraction and ejected if the infraction happens again in the game.

III. THE GAME

- **Game Duration**

- Game time is forfeit time.
- **Games are 50 minutes or 7 innings, whichever comes first.**
- No inning will start after time has expired.
- The game will also automatically end if the home team is winning and time expires in the bottom half of the inning.
- A game shall be considered "official" after 2 complete innings, if the game is stopped due to inclement weather (rain, lightning, etc.).
- If the score is tied at the end of regulation in the regular season, the game ends in a tie. If a game is tied in the playoffs, the game will go into extra innings.

- **Forfeit**
  - Game time is forfeit time, if there are no players present from a team.
    - 10-minute grace period if a team has a player present
  - Once a team forfeits TWO (2) games, they will automatically be dropped from the league.

- **Mercy Rule**
  - If a team is down by 10 runs at the top/end of the 5th inning, or down by 12 at the end of the 4th inning, the game will be called.
  - In other words, 12 runs after 4 innings or 10 runs after 5 innings.

- **Pitching Regulations**
  - The pitcher must maintain contact with at least one foot while conducting their pitching motion on the pitching rubber.
  - The pitcher may take one step that is simultaneous with the delivery of the ball.
  - Once the pitcher begins the pitching motion, the ball must be thrown or it is declared a ball.
  - They may not "fake out" a batter.
  - After the ball is released, the pitcher may leave the pitcher's rubber to assume a defensive position.
  - The ball must have an arc of at least 6 feet and no more than 12 feet.
  - Pitches must be delivered underhand. No windups are allowed.

- **Batting**
  - Players must bat in the order listed on the scorecard.
  - The batter shall not interfere with the catcher by stepping out of the batters box (area) or intentionally hinder the catcher while in the batter box.
  - **The batter shall not step on, over, or in front of the plate to hit a ball (batter will be declared out).**
  - The batter must lay down the bat after a completed swing**.**
  - **A BAT THAT SLIPS OUT OF THE HAND AND STRIKES THE CATCHER OR UMPIRE WILL RESULT IN THE BATTER BEING DECLARED OUT AND ANY RUNNERS ON BASE WILL RETURN TO THEIR BASE OF ORIGIN.**
  - Only 10 runs may be scored per half inning. If a team scores 10 runs before making 3 outs, the half inning is considered over immediately when the 10th run is scored.

- **Starting Count**
  - Players will begin their at bat with a one ball and one strike count.
  - They will be allowed one courtesy foul ball: This being if the player fouls a ball with two strikes they receive another opportunity to hit.
  - If they foul a ball after the courtesy foul then they will be **called out**.

- **Strikes**
  - The strike zone is the home plate and home plate extender
  - If the pitched ball makes contact with part of home plate or home plate extender, it is considered an out

- **Fair/Foul Ball**
  - A fair ball is a ball that lands in fair territory between home and first base or home and third base, or is on or over fair territory when bounding toward the outfield, **or touches first or third base,** or first falls on fair ground beyond first or third base.

- A foul ball is a ball that does not meet the criteria for a fair ball.
- **The foul line is in fair territory.**

- **Infield Fly Rule**
  - An infield fly is a fair fly ball that can be caught with relative ease by an infielder with ordinary effort when first and second or first, second, and third are occupied with less than two outs.
  - The ball is live and runners may advance at their own risk of being thrown out.
  - Tag-up rules still apply.
- **Baserunners**
  - Baserunners must stay on the base until the batter contacts the ball, no leadoffs
  - Stealing is not allowed

IV. DEAD BALL

- **Out of Play Areas -** Every field is marked with dead ball areas. If the ball enters a dead ball area, all play must stop. The areas are defined with a chalk line or fence.

- **Ball Thrown into Dead Ball Territory -** If a ball is thrown into dead ball territory on an overthrow; the runners are awarded two bases from the last base obtained. The award will be based on the based obtained at the time of the release of the throw. (Example: An overthrow at first will give the batter runner second base if they had not touched first base by the time of the release).

- **Ball Carried into Dead Ball Territory -** A foul ball that is caught in live ball territory and then is carried into dead ball territory will cause play to stop and all runners will advance one base from the last base obtained. The batter will be out as a result of the play if both feet were in fair territory when the ball was caught.

VI. FIELDS GROUND RULES

- **Bobcat Village Field 1 -** The dead ball area is the backstop extended down the first and third base lines.

- **Bobcat Village Field 2 –** The dead ball area is the fence along the third base side and the backstop extended down the first base side. If the ball is hit in the air over the fence it is a home run.

VII. SLIDING RULE

- Sliding feet first is legal at all bases **except home**. On the third base line there will be a line that is 10 feet from home, **once a runner crosses that line all plays at home will become a force.**
- Sliding headfirst is **illegal.**

CO-REC MODIFICATIONS (all of the above rules apply with the following modifications)

- **Players**
  - A Co-Rec team consists of 10 players (5 males and 5 females).
  - A minimum of 8 players (4 males and 4 females) are needed to start or continue play (must have a catcher).
  - If an extra player (EP) is used the team must have 12 players, 1 EP male and 1 EP female. You can bat **10, 12, 14 etc.** but not 11, 13, 15 etc.

- **Batting Order**
  - Must alternate sexes.
  - A team may bat with 9 players but the following will occur:
    - A team that bats with **5 males** and 4 females, will record an **out** in the 10th spot.

- A team that bats with **5 females** and 4 males, **will not receive an out in the 10th spot.**
- A team that bats with 8 players (4 males and 4 females) will not receive outs in the 9th or 10th spots.

- **Pitching Regulations**
  - The pitcher must maintain contact with at least one foot while conducting their pitching motion on the pitching rubber.
  - The pitcher may take one step that is simultaneous with the delivery of the ball.
  - Once the pitcher begins the pitching motion, the ball must be thrown or it is declared a ball.
  - They may not "fake out" a batter.
  - After the ball is released, the pitcher may leave the pitcher's rubber to assume a defensive position.
  - The ball must have an arc of at least 6 feet and no more than 12 feet.
  - Pitches must be delivered underhand. No windups are allowed..

- **Batting**
  - Players must bat in the order listed on the scorecard.
  - The batter shall not interfere with the catcher by stepping out of the batters box (area) or intentionally hinder the catcher while in the batter box.
  - **The batter shall not step on, over, or in front of the plate to hit a ball (batter will be declared out)**.
  - The batter must lay down the bat after a completed swing**.**
  - **A BAT THAT SLIPS OUT OF THE HAND AND STRIKES THE CATCHER OR UMPIRE WILL RESULT IN THE BATTER BEING DECLARED OUT AND ANY RUNNERS ON BASE WILL RETURN TO THEIR BASE OF ORIGIN.**

- **Starting Count**
  - Players will begin their at bat with a one ball and one strike count.
  - They will be allowed one courtesy foul ball: This being if they foul a ball with two strikes they receive another opportunity to hit.
  - If they foul a ball after the courtesy foul then they will be called out.

- **Fielding Positions**
  - Pitcher and catcher must be of opposite sex, and there must be two males and females in the infield and outfield.

- **Baserunners**
  - Baserunners must stay on the base until the batter contacts the ball, no leadoffs
  - Stealing is not allowed