

Department of Recreational Sports
Intramural Sports

Softball Rules

I. GOVERNING RULES

ASA Official Softball Rules will apply in all cases except where a special Oregon State University Intramural Sports rule applies.

II. ELIGIBILITY

All participants must be either students registered at Oregon State University or Faculty/Staff/Affiliate with a Recreational Sports Membership. For more information on eligibility, consult the Intramural Sports Handbook.

III. UNIFORMS/EQUIPMENT

- A. **No Jewelry (earrings, necklaces, bracelets, rings, etc.) will be allowed on the field at any time. Players will need to remove items immediately or leave the game. Taping over jewelry is not allowed.**
- B. Batting helmets for each player are recommended for your protection.
- C. Players are permitted to wear baseball caps, but they must be worn in the forward position. The exception is for base running.
- D. Teams must provide their own gloves and bats
- E. The Intramural Sports Program will provide the game ball.
- F. **No baseball or ASA banned bats!** All umpires will have a list with pictures of bats that are deemed illegal by ASA and umpires will have the final say for a bat's eligibility. Each team is responsible for providing its own bats.
- G. All players must wear shoes. **No metal-cleated** shoes will be allowed. Only molded cleats will be allowed with single soled shoes. No sandals or boots are permitted.
- H. The Intramural Sports Program will provide bases.

IV. THE PLAYING FIELD

- A. The base lines will be 70 ft. The pitching distance is 50 ft. The dead ball territory is outside the fences.
- B. A fair ball, landing on, bouncing on, or rolling on to a paved area (equipment pads) is an automatic homerun.
- C. If the ball is hit into the other field, the ball will be played as normal, as long as the ball or the outfielder is not interfered with by the other game. If interference occurs, then the batter is awarded a triple.
- D. No food (including sunflower seeds), gum, or bikes will be allowed at Student Legacy Park.**

V. PREGAME

- A. Managers must participate in captains meeting prior to game.
- B. A coin toss by the umpire at the beginning of the game will determine the home team.

VI. GAME TIME

- A. Game time listed on the schedule is the official game time.
- B. A defensive team shall consist of ten (10) players.
- C. You must have seven (7) players on the field ready for play at game time; otherwise a forfeit will be awarded to the opposing team.
- D. The umpire will keep track of innings, score, and the game time.
- E. Teams are responsible for keeping the scorebook that will be verified at the end of each half inning by the umpire.

**Department of Recreational Sports
Intramural Sports**

Softball Rules

IV. PLAYING TIME

- A. The game will consist of 7 innings or a 50-minute time limit. A new inning begins immediately after the final out of the previous inning. If a game is in progress when the 50-minute time limit expires, the following stipulations will govern the game:
 1. When the time limit expires in the top half of the inning, the visiting team will complete their turn at bat. If the visiting team is ahead after completing their turn at bat, the home team will take their turn at bat. If the home team is ahead after the visiting team completes their turn at bat, the game is officially over and play is terminated (the home team will not bat).
 2. When the time limit expires during the bottom half of the inning and the home team is ahead, the game will terminate. If the home team is behind they will continue to bat until the inning is over or they take the lead, where upon the game will terminate.
- B. Substitutions: Substitutes must report to the umpire before entering the game and must bat in the same position each inning.
- C. Tied Games: If game is tied at the end of 7 innings or the 50-minute time limit, additional innings will be played until a winner is determined. The offensive team will start with the last batter from the previous inning on second base.
- D. Mercy Rule: A game is complete if a team is leading by 15 runs after 3 innings or 10 runs after 5 innings. Complete innings must be played unless the home team scores the total to go ahead by the limit while at bat.
- E. Game Over: At the completion of the game each manager must sign the score sheets.

VII. PITCHING REGULATIONS

- A. The ball must be delivered at a slow to moderate speed, underhand below the hip, with a perceptible arc of at least 6 ft., while not exceeding a maximum height of 10 ft. Any pitch under 6' or exceeding the 10' limit will be called an illegal pitch.
- B. The strike zone is defined as the point where the ball crosses the front of the plate between the batter's arm pit and knees. It does not matter where the batter is standing in the box.
- C. Any pitch that hits the plate is a ball.

VIII. BATTING SUBSTITUTIONS

- A. Men and women's teams may elect either (1) or (2) below for a batting line up and substitution procedure. A team must state prior to the start of the game what procedure will be used and it cannot be changed during the game.
 1. All players on the roster bat, and play defense with 10 players. Free substitutions may occur as long as the batting order stays the same.
 2. Play with 10 defensive players and only bat those individuals. Substitutes must sign in with the umpire to change the batting line-up.
Reentry Rule: Players are allowed to reenter the game once after a substitution. This player must return to his/her original position in the batting order.
- B. Batters will start with a one ball, one strike count. Batters are allowed one foul ball with 2 strikes. If the batter hits a 2nd foul ball with 2 strikes, he/she will be called out.
- C. A batter is out if he/she enters the batter's box with an illegal bat or are discovered using an illegal bat.
- D. A batter is out if he/she bunts or chops the ball.
- E. A batter is out if his/her is completely out of the box when contact is made whether fair or foul.

Department of Recreational Sports
Intramural Sports

Softball Rules

IX. BASE RUNNING

- A. Stealing and leading off is not allowed. Each base runner may leave the base when a pitched ball is hit.
- B. In cases where a thrown ball goes into dead ball territory, each runner shall be awarded two bases and the award will be governed by the position of each runner and the last base the runner touched **when the ball left the fielder's hand**.
- C. If a fielder catches the ball and their momentum carries him/her into dead ball territory, the batter is out and each runner shall be awarded one base from the last base touched at the time the fielder entered dead ball territory (*Catch and Carry Rule*).
- D. If the base slides out from under the runner, the call is made before the base slides, not after. The base runner may continue to the next base with liability to be put out.
- E. A runner will be called out if the runner interferes with a fielder attempting to field a batted ball or interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to break up a double play, the immediate succeeding runner shall also be called out.
- F. Runners will be called out if a batted ball hits them, unless the infielder could not have made a **reasonable play**, in the umpire's opinion.
- G. When a defensive player has the ball and the runner remains on his feet and deliberately crashes into the defensive player, the runner is out. This ball is declared dead and all other base runner(s) will return to the last base touched at the time of the collision (*Interference Rule*).
- H. Courtesy runners are legal provided that the courtesy runner is the batter in the lineup who made the most recent out in the inning or the preceding inning.

X. APPEAL PLAY

A play in which an umpire cannot make a decision until requested by a manager, coach, or player. The appeal must be made before the next pitch or before the defensive team has left the field. At the conclusion of the game, an appeal can be made up until the umpire leaves the playing field.

XI. INFIELD FLY RULE

A fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second, and third bases are occupied with less than two outs will result in the batter being called out.

XII. FOUL TIPS

Any foul tip that does not go directly to the ground or directly into the catcher's glove with any arch may be caught as an out. The ball does not have to go above the head of the batter.

XIII. INCLEMENT WEATHER

- A. In the case of inclement weather, an "official" game will consist of 4 or more innings or a 30-minute time limit. If the 4th inning is started and later in the inning the game is called, the game will not count unless the home team has tied or taken the lead in the bottom of the fourth inning. However, if a game progresses into the fifth or sixth inning and is called due to rain, the game score will be the score at the end of the last complete inning. If the game has not reached the fourth inning after 30 minutes of play, the game will be considered "official" when the inning being played is completed.
- B. A game that is called off due to rain or is considered "unofficial" would not be replayed unless

Department of Recreational Sports
Intramural Sports

Softball Rules

both teams are in contention for a playoff berth.

- C. **To check on rainouts, call the Intramural Sports Rainout Number (541-737-2048) one hour before game time.**

XIV. CONDUCT

- A. The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

XV. EJECTIONS

- A. Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Coordinator of Intramural Sports and Sports Coordinator to determine the length of suspension and any other sanctions. The following action will result in ejections from Intramural Sports:
1. Improper language
 2. Unsporting conduct

CO-REC MODIFICATIONS

I. PLAYERS

- A. Each team will consist of ten (10) players; five (5) men and (5) women. A minimum of 8 players (4 men and 4 women) is needed to start a game. A 5-4 ratio of men to women or women to men may be used.
- B. Teams will play with 10 defensive players.
- C. A team's batting roster can consist of all players or the 10 defensive players, and will alternate male and female batters. If fewer women are playing than men, or vice versa, the batting order will reflect the odd number of players in the male/female rotation. If there is an odd number of players (9 or 11), an automatic out will be given each time the same gender bats back to back.
- D. Substitutions are allowed on a man-for-man and women-for-women basis. Substitutes must sign in with the umpire to change the batting line-up.
- E. Males and females may play any position.
- F. There must be an equal number of men and women in the infield unless teams are playing down a player. Rule applies to outfield positioning as well.
- G. Courtesy runners are allowed on a man-for-man and woman-for-woman basis, provided that the courtesy runner is also the batter who made the most recent out in the inning or the preceding inning.

II. WALKING A MALE:

- A. With less than 2 outs, if a male is walked he automatically moves to second base and the female following will complete her at bat.
- B. With 2 outs, if a male is walked he automatically moves to second base and the female following has the option to bat or can automatically move to first base.

III. All other Intramural Sport Policies and Softball Rules will apply.