

Morehead State University

INTRAMURAL SPORTS

SOFTBALL RULES

Last update: August, 2021

SOFTBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

Intramural Fee

The intramural Fee is \$10 a person for a semester. You will pay when you sign up for the sport. We accept cash, persona check, credit/debit card, and BeakerBUCKs. If you pay with Check, Beaker Bucks, and Cash you will have to sign up at the front desk of the Rec Center. Debit/Credit can be used to purchase the pass online at recreation.moreheadstate.edu

LEAGUE SCHEDULES

Schedules for league play will be posted on FusionIM and will be available generally 2-4 days before your league is scheduled to start.

QUESTIONS

Please feel free to contact the Coordinator, Zach Martin with any questions or concerns at 606-783-5284 or at zmartin@moreheadstate.edu

LOCATION OF PLAY

Games will be played on the softball field at the Morehead City Park across the street from the University. These fields are considered an extension of campus during Intramural softball games, so Campus Recreation and University policies will be in effect and enforced. The presence and/or consumption of alcoholic beverages and tobacco products are prohibited during Intramural softball games.

Please use the Intramural Sports Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest!!

GENERAL PROCEDURES

Please use the Rules and Regulations Manual as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

PLAYERS & EQUIPMENT

1. Each participant must present a current MSU student or faculty/staff/RWC ID card in order to be eligible to participate.

2. Each Men's, Women's, and Co-Rec team shall consist of 9 players (5 men and 4 women or 4 men and 5 women for Co-Rec play). Each team must have a minimum of 7 players (4 men and 3 women or 3 men and 4 women for Co-Rec play) in order to begin a game. Only those players that are present and checked-in with the staff may be listed in a team's line-up.

3. If at any time a team fields 7 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. A team may choose to have a maximum of nine (9) batters in the team line-up and substitute batters in the line-up according to substitution rules (no additional hitter).

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 (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 can re-enter. The starting player and his substitute may not be in the lineup at the same time.

7. Free substitutions will be permitted for positions in the field provided that the player(s) are in the line-up.

8. The batting team must substitute a player for the pitcher from its own team when the pitcher's turn comes up in the batting order line-up. Free substitutions will be permitted for the pitcher and starting pitchers and substitutes may re-enter as is necessary (no limit).

9. All League play shall use a regulation ASA approved 12-inch softball provided by the Intramural department

11. All bats must be official softball bats. Titanium bats and any bats not approved for play by ASA will not be permitted.

12. Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Sandals 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.

13. 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.

GAME FORMAT

1. A game will consist of seven (7) innings or 50 minutes, whichever comes first. No new inning will begin once the 50-minute time limit has expired; however, any inning which has been started prior to the time limit expiring will be completed.

2. Game time is forfeit time. A team must have the minimum number of players to start a game. If there are an insufficient number of players, the opposing captain has the option of taking the win or waiting for the

minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and the game clock will begin at the scheduled game time. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a maximum of 5 minutes. Play will start as soon as the opposing team has the minimum number of players present. The minimum number of players to start a game is seven.

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(Playoff's Only): In the event that the score remains tied after 7 complete innings or 50 minutes, a series of extra innings will be played until the tie is broken. The offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.

5. Home Run Limit: Limits for home runs hit over-the-fence will be enforced for designated leagues. On any home run that exceeds the limit, the ball is dead, it will be counted as a pitch, and runners may not advance. Any fair ball that goes over the fence after a defensive player touches it is declared a four-bases award and does not count toward the total of over-the-fence home runs. Limits are designated as follows:

All Leagues – 6 home runs

6. 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.

7. 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.

RULES OF PLAY

1. Each batter will receive three (3) pitches delivered from his/her team's own pitcher to put the ball in fair play. Any illegal pitch will count as one of the three maximum pitches. There will be no walks. Failure to put the ball in play after three pitches will result in the batter being called out.

2. The pitcher shall keep one foot in contact with the pitcher's plate until the ball is released. One or more steps may be taken in any direction with the free foot, provided it is taken prior to or simultaneously with the delivery of the ball. After assuming the pitching position, the pitcher must present the ball in front of his/her body for at least one second before starting the delivery motion. All ASA rules in regard to pitching apply.

3. 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).
4. The pitch must be thrown at a moderate speed and must arc at least 6 feet after leaving the pitcher's hand. This is an Umpire's judgment call. A pitch that does not meet these specifications will be considered an illegal pitch. Illegal pitches will be counted as one of the batter's three pitches.
5. Bunting, chopping the ball downward, stealing, and leading off base are not permitted. Sliding IS legal if feet first. Head first sliding is illegal into a base. It is legal if going back to a base.
6. The batting team's pitcher may not field any balls (may protect self). If a batted ball hits the pitcher, it is interference. The ball will be ruled dead, the batter is out, and all runners must return to their bases.
7. A thrown ball that hits the pitcher is ruled as if it had hit the ground unless it is ruled intentional interference. The lead runner is out and other runners return to the base occupied at the time of interference. The umpire will rule in these cases.
8. A baserunner will be declared OUT if he/she deliberately and forcefully runs into the defensive player who clearly has the ball and is waiting for the baserunner. The offender shall be ejected, the ball becomes dead and all players must return to the last base touched at the time of the collision.
9. 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.
10. 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.
11. Dead Ball Territory: 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.
12. The batting team is responsible for retrieving all balls hit out of the playing area (over the fence, foul territory, etc.)

CO-REC RULES

1. Teams must alternate males and females in the batting order (no additional hitter). If batting an odd number of players, a team may have one (1) occurrence in the line-up where two males or two females bat consecutively. No penalty or out will be recorded. Note that the difference between the number of males and females may not exceed one.
2. Any player that takes a position in the field must be listed in the batting order and participate as a batter.
3. Position requirements are as follows: A. The infield and outfield must each have two males and two females.
4. All other MSU Intramural Softball rules and ASA rules apply.