

# UNIVERSITY OF TENNESSEE

## Intramural Sports



<http://recsports.utk.edu>

### SOFTBALL RULES HANDOUT

#### ELIGIBILITY RULES

1. You must have a University of Tennessee ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly RecSports for a period determined by the Intramural Program Coordinator.

**\*\*\* Official ASA slow-pitch softball rules will govern play when not modified by Intramural rules. If you wish to read the full book of rules, please come to the Intramural Office\*\*\***

#### THE GAME

1. Game time is forfeit time. Any team that forfeits a game will not be eligible for playoffs.
2. Play in each league will be on a round robin basis. A single elimination tournament will decide the All University Champion. Players may play on either a Men's or Women's team, and a Co-Rec team.
3. Due to the number of teams playing and the time available, teams with one loss may be eliminated from playoffs.

#### PLAYERS

1. **Team:** A team may have a maximum of 10 players in the field. A team must have 8 players to start and/or continue a game. If you have less than 10 players, an out will be placed in your batting order until its filled by a player. The extra players (EP) can play in the field. A team must be on the field and ready to play at the scheduled game time. Teams

may add players throughout the regular season as long as he/she has **not** played for another team. In a CoRec game if a team bats 11 players, the 12<sup>th</sup> spot will be an out.

2. **I.D. Card:** All players must bring their I.D. cards to each game.
3. **Turf Shoes:** Tennis/running shoes and rubber molded cleats are permitted. Spikes and cleats with metal exposed are prohibited. Any player caught wearing spikes will be ejected from the game.
4. **Scorer:** Each team is responsible for keeping score while their team is on offense. Captains should confirm score after each half inning.
5. **Down a Player:** If a team goes below the required number of participants to play due to injury. It will be up to the manager to decide whether to forfeit the contest or continue play.

## **PLAYING REGULATIONS**

1. **Game:** A game will consist of seven innings or fifty minutes of play, whichever occurs first. No new innings will begin after 50 mins has been called. Umpires will carry a stopwatch to keep the exact time.
2. **Equipment:** Participants must use the bats and balls provided by the IM Department. Anyone using another bat will be declared out. Gloves may be checked out at HPER.
3. **Pitching Rules (ASA Rule in effect):**
  - a) One foot on rubber
  - b) One second pause.
  - c) Catcher must be in box.
  - d) Arch 6ft to 12ft from ground.
  - e) Illegal pitch swung at becomes legal.
  - f) No pause on back swing.
  - g) Must be released first pass of hip.
  - h) No continuing of arm after ball released.
4. **Strike Zone:** Batters back shoulder and their front knee.
5. **The Count:** Each batter will start with a 1 ball, 1 strike count. The batting count will consist of three strikes constituting an out with the third strike foul being an out and four balls will be a walk.
6. **Home Run:** Batter hit homerun over fence, batter and all runners on base go to team area. All runs score.
7. **Batting Order/Roster Limit:** The same batting order must be maintained throughout the game. Defensively, a team may field any 10, but at least 8, players from their batting order. After the batting order has been submitted and a team wishes to add new players, an added player must become a substitute and replace an original player. If the original player wishes to re-enter the game, the substitute becomes ineligible for the remainder of the game.

8. **Bat-Around Rule:** All members of the team may bat, regardless of whether they have played defense.
9. **Automatic Out:** When a batting order is vacated an automatic out will take place when that position is scheduled. Players not present at the start of a contest may be added to the line-up. If not present when scheduled to bat, an automatic out will take place. 8 players must be present for the game to begin
10. **Batter's Box:** The batter's box is not lined. If, on a batted ball (fair or foul) a batter steps on home plate or over an imaginary line running parallel with the right or left side of the plate the batter is out. If the batter stands too far outside of where a normal batter box would be, the official may ask the batter to move.
11. **Mercy Rule:** If a team has a twenty (20) or more run lead in the third full inning of play, a fifteen (15) or more run after the 4<sup>th</sup> inning of play, or a ten (10) or more run lead in the fifth full inning of play or thereafter, the game will be called.
12. **Appeal Play:** A captain may appeal a play by requesting that one umpire get assistance from another umpire in making a call. The appeal play after a dead ball is changed to allow the pitcher to make an appeal play by "announcing" his/her appeal only. A "play" is not necessary. The ball does not have to be thrown or taken to the base/player. The ball remains dead during the entire process. No runner(s) may advance. Teams may also appeal a rule interpretation as long as it is at the time of the infraction.
13. **Player Ejection:**
  - a. A player will be ejected from the game if he/she maliciously runs over the fielder that is holding the ball. (Example: the shortstop catches the ball and tags second base for a force out. The runner who is out, maliciously contacts the shortstop in an effort to make him/her drop the ball. The player will be ejected. )
  - b. The runner will be called out if he/she does not avoid contact to get around a fielder that has the ball and is waiting to make the tag.
  - c. An ejection may result for fake tags after one warning has been given to the team.
  - d. A fielder may not intentionally block the runner from the base/plate.
14. **Profanity, Sun Flower Seeds, or Tobacco Use:** May result in a player being ejected.

## **GROUND RULES**

1. **Note:** If a ball caught in playable territory is carried to out of play territory, the ball becomes dead and all base runners are advanced one (1) base, in addition to the base they are advancing too.
2. **Ball in Play:** Any ball inside the fence is playable.
3. **Sliding:** No head first sliding or diving back to a base is allowed. Penalty: automatic out.

4. **Fences:** On an overthrown ball that hits the fence, the runner may advance as far as possible at his/her own risk. If the ball becomes stuck in a fence or on the sideline, or goes through the gate, the overthrow rule will be in effect for awarding these bases.
5. **Home Runs:** A home run will be a batted ball that clears the designated home run fence. A ball that hits the supports for the home run and bounces back onto the field is playable. A ground rule double will be a batted ball that rolls under or bounces over the designated home run fences whether touched or not by an opposing fielder.
6. **The Field, Players/Fans, and Substitutes:**
  - a. Substitute players must remain outside the fence at all times unless they are coming into the game.
  - b. Player Equipment Bags, etc. must remain outside the field of play to avoid interference with a thrown ball.
  - c. Fans must also be outside of the fence at all times for their own safety.
7. **Infield Fly Rule:** A pop-fly in the infield with the runners on first and second or the bases loaded, with less than two outs, will result in an automatic out.

### **CO-REC RULES**

1. Must have minimum of eight (8) players to begin a game, with an even number of both genders. Max of 12 players.
2. Defensive players can play any position in the field.
3. A male batter, who receives an intentional walk or a base on balls, is awarded first base and second base, and the female batter who follows, must bat, unless there are two outs and then she has the option to walk or bat.
4. If a team only has nine players, there will be a vacant spot in the batting order, which will result an out.
5. All other regular, ASA Co-Rec softball rules apply.

**SBRules.....5/08**