



INTRAMURAL SOFTBALL RULES

1. The Game
 - a. Game time is forfeit time. If the minimum amount of players is not present at game time, the entire match will be forfeited. All players should be checked in with the ASI Intramural Sports Supervisor or officials with current POLYID by game time. Please refer to the ASI Intramural Sports Handbook for the forfeit policy description.
 - b. The Players
 - i. A minimum of eight players must be present to start at game time
 - c. Manager Meeting
 - i. Prior to the start of the match, a meeting between the two captains and the official will take place. They will discuss rules and regulations, which the captains must relay back to the teams. Captains will play rock-paper-scissors to determine who is first at-bat.
 - d. Team Spokesperson
 - i. The team manager is the only person who may address the official and is the spokesperson for the team
 - e. The Field
 - i. Games shall take place at the Sports Complex on the lower softball fields
 - f. Player Restrictions
 - i. Participants may only play on one team per gender league (i.e. one men's/women's league and one co-rec league). If a gender league folds due to an insufficient amount of teams or is not offered, the participant will be allowed to play on two co-rec teams in separate divisions. This is the only time a player may play in multiple divisions within a sport (i.e. Men's D2 and Men's D3, or Co-Rec D2 and Co-Rec D3).
 - ii. If an IFC Division is offered, men may play in either the IFC or men's division, but not both. If a Panhellenic league is offered, women may play in either the Panhellenic or women's division, but not both.
 - iii. Club sport players are only allowed to play in Division 1, unless the highest division offered is Division 2. There may only be two club players on the court at a time, but there is no limit to the number of club players on a team.
 - iv. Intercollegiate athletes may not participate in an ASI Intramural Sport similar to their Cal Poly sport until a minimum of three academic quarters (not including summer) after they have been on their Cal Poly sport's active roster. They are, however, eligible to play an ASI Intramural Sport dissimilar to the sport they played for Cal Poly.
2. Equipment/Dress Code
 - a. Uniform
 - i. Players must check their schedules to know which color shirt to wear. If there is any doubt, bring both colors
 - ii. The home team wears white and the away team wears dark
 - iii. No grey or yellow shirts may be worn. However, if every member of a team has the same uniform they will be allowed to play at the discretion of the Intramural Sports Supervisor.

- b. Dress Code
 - i. Closed-toed shoes must be worn at all times during play
 - ii. Rubber molded cleats are legal; however, metal spikes or screw-on cleats will **not** be permitted
 - iii. Athletic attire must be worn at all times during play
 - c. Jewelry
 - i. No jewelry is allowed. If a player has jewelry on during the game it is a point for the other team.
 - d. Equipment
 - i. Only softball bats that are **not** on the ASA Non-Approved Bat List will be allowed. For a complete list of the non-approved bats, please visit ASA Softball Certified Equipment¹. It is the responsibility of the participant to prove that the bat is not on this list. For example, if the distinguishing features on the bat cannot be identified, the bat may not be allowed.
3. Co-Rec Rules
- a. Players on the Field
 - i. At least eight players must be ready by the scheduled starting time. There must be four men and four women for a total of eight players.
 - ii. There must be four women in the field, with one in the outfield and three in the infield. Pitcher and catcher are considered infield positions.
 - b. Batting Order
 - i. Teams must alternate men and women in the batting order. This applies even if there is an uneven number of men and women.
 - c. Outfielders
 - i. Four players must stay in the outfield behind the painted co-rec arc. This applies to the three outfielders and the “rover” as well.
 - ii. The co-rec arc is eight yards (24 feet) from the back of the dirt on the infield
4. Fouls and Penalties
- a. Spectators
 - i. Spectators and members of both teams must stay off the field at all times
 - ii. Teams are responsible for their spectators. Poor spectator behavior may cause a team to receive a “minus” behavior rating.
 - b. Zero Tolerance Policy
 - i. There is no alcohol or drugs allowed at ASI Intramural Sport games. If a player or a fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an Intramural Sports Supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.
 - ii. Referees and Field Supervisors are instructed to review the sidelines and field for any alcoholic beverages or substances, and if found, they are instructed to delay the start of the game until the items are removed from the premises. The delayed time does count against the game time, and the game will be shortened and played once all alcohol/substances have been removed. If a player or team refuses to leave or remove items when requested, then the respective player will be ejected from the game and the team may be forced to forfeit their game at the discretion of the referee and Field Supervisor.

¹ ASA Softball Certified Equipment – <http://www.teamusa.org/usa-softball/play-asa/certified-asa-equipment>

5. Softball Rules

a. Game Length

- i. Each game is scheduled for a maximum of seven innings with a one hour and twenty minute time limit
- ii. No inning may begin within ten minutes of the start of the next scheduled game
- iii. Extra innings will be played with international tie breaker rules. Each extra inning will start with one out and the last player out from the previous inning occupying second base.
- iv. Games become official after four complete innings

b. Scoring

- i. Umpires will keep score on scoreboards hung on the fence for all participants to see
- ii. Team captains will check the score between innings. Any score discrepancy will be reported immediately to the umpires.

c. Substitutions

- i. Players may substitute freely on defense
- ii. If a player arrives late, they will be placed in the batting order following the batter who made the last out. (New players must wait one full rotation through the batting order before batting.)

d. Out-of-Bounds

- i. Any ball that crosses the foul territory line before it passes third base and stays in foul territory will be ruled a foul ball

e. Pitching

- i. Home plate will consist of the plate and a rectangular piece of rubber
- ii. A legal pitch that hits any part of the plate or rubber will be called a strike
- iii. A legal pitch shall be delivered to the batter with an underhand motion, below the hip, with an arc that carries the ball to a height above the batter's head. The maximum height on legal pitches is fourteen feet.
- iv. Any pitch under the batter's head is a ball. In this case, the ball is live and may be hit; however, if the batter swings and misses, a strike will be called

f. Batting

- i. All players on the game card **must** bat
- ii. Batters are subject to ejection from a game and an out charged to their team if they let the bat slip from their hands more than once or if they throw the bat intentionally
- iii. Batters are immediately out if they bunt or chop the ball downward. The ball is dead and no runners may advance.
- iv. Two fouls after two strikes is an out
- v. No more than five homeruns per team in any one inning will be allowed. Each homerun after this limit will be ruled an out.

g. Base Running

- i. If a fair ball touches a base runner in fair territory before the ball is touched or passed any infielders, other than the pitcher, the ball is dead, the runner is out and the base-runner is awarded first base
- ii. Runners are **not** allowed to lead-off from a base or steal a base. If a runner leaves their base prior to the batter making contact, the runner is automatically out.
- iii. Sliding

1. A base runner may slide feet first going directly into a base
 2. Runners may dive to a base they have already reached when necessary (men's and co-rec)
- iv. First Base
1. A second bag will be placed next to first base in foul territory. For all plays at first base, the batter-runner will touch the outside bag. If the batter-runner touches any part of the inside base, they will be called out regardless of the outcome of the play.
 2. On base hits to the outfield, the batter-runner may touch the inside bag while rounding first base
- v. Home Play
1. There will be a line (extension of first base line) that runners attempting to score must cross. Plays at home will be force plays and any runner trying to touch the actual home plate will automatically be ruled out.
 2. Runners may **never** touch home plate or the white extension of home plate
- h. Overthrows and Dead Balls
- i. If the ball is thrown into dead-ball territory at first, third, or home as described by the umpire prior to the game, the runner being played upon is awarded one base from the point where the ball was released. All other runners shall be entitled to the same number of bases as the runner on whom the play was made.
 - ii. On overthrows remaining in play (as described by the umpire prior to the game), the runners may advance at their own risk
 - iii. If a ball strikes any permanent structure or rolls under a fence and has not been played upon, it shall be considered a dead-ball and the base runner will receive one base
 - iv. If a fielder, after possessing a thrown or pitched ball, steps into dead-ball territory but does not fall (lose body control), the ball is in play. If the fielder falls, all runners are awarded one base from the time of the fall.
- i. Interference
- i. A runner who has been forced out must allow the fielder attempting to complete a double play a clear throw to base. Failure to do so will result in the automatic completion of the double play.
- j. Commit Rule
- i. Any runner crossing the commit line two-thirds of the way between third base and home base may not return to third and must go home
 - ii. Upon the runner crossing the line, the play at home becomes an automatic force play. The catcher may also tag the runner and they shall be ruled out.