

## SOFTBALL RULES

## 1. The Game

## a. Start Time

- i. Game time is forfeit time. If the minimum number of players is not present at game time, the game will be forfeited. All players must check in with the ASI Intramural Sports supervisor or officials before the game with their PolyCard; non-students can check in with a valid photo ID. Please refer to the ASI Intramural Sports Handbook for the forfeit policy description.

## b. The Players

- i. The game shall be played by two teams of ten players. Seven players are required at the start of game time to avoid a forfeit.
  1. If a team has four or fewer players at game time, that team will be assessed a forfeit fee.
- ii. If at any time during the game a team has fewer than seven eligible players, the game is over.

## c. Manager Meeting

- i. Prior to the start of the game, a meeting between the two team managers and the official will take place behind home plate. They will discuss rules and regulations which the manager must relay back to the team.

## 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 will take place at the softball fields at the Cal Poly Lower Sports Complex.

## f. Player Restrictions

- i. Participants may only play on one team per gender league (e.g., one Men's or Women's League and one Co-Rec League). If a gender league folds due to an insufficient number 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 (e.g., Men's D2 and Men's D3, or Co-Rec D2 and Co-Rec D3).
- ii. If an Interfraternity Council (IFC) Division is offered, men may play in either the IFC or Men's Division, but not both. If a Panhellenic (PHA) 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 a sport similar to their Cal Poly sport until a minimum of three academic quarters (not including summer) after they have been removed from that sport's active roster. They are however, eligible to play an intramural sport dissimilar to the sport they play for Cal Poly.

## 2. Equipment/Dress Code

### a. Uniform

- i. The home team wears white and they away team wears black.
- ii. Players must check their schedules on [IM Leagues](#) to know which color shirt to wear. If there is any doubt, bring both colors.
- iii. No gray or yellow shirts may be worn.
- iv. If every member of the team has the same uniform they will be allowed to play at the discretion of the supervisor.
- v. A player with blood anywhere on their uniform will be instructed to leave the game until the uniform has been changed or approved after an evaluation by an ASI Intramural Sports supervisor or an ASI facility supervisor.

### b. Dress Code

- i. Closed-toe shoes must be worn at all times during play.
  - 1. Metal cleats or screw-on cleats are not permitted.
- ii. Athletic attire must be worn at all times during play.
- iii. Intramural officials can remove a player for improper dress code at their discretion.

### c. Jewelry

- i. Jewelry is not permitted; players must remove all jewelry before the start of a game.

### d. Equipment

- i. Only softball bats that are **not** on the Amateur Softball Association (ASA) Softball Non-Approved Bat List will be allowed. For a complete list of the non-approved bats, please visit [USA Softball Certified ASA Equipment](#)<sup>1</sup>. 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.
- ii. Wood bats are not permitted.

## 3. Co-Rec Rules

- a. All co-rec games must abide by the N+1 rule: There may only be a difference of one between the number of men and women players on the field at a time.
  - i. If an injury is to occur during the game and a team does not have the personnel to continue to abide by the N+1 rule, that team may continue to play with the players already on the field. They may not, however, bring in a player that would further imbalance the N+1 rule.

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



- b. There must be at least three female players in the infield at all times.
  - c. Teams must alternate gender in the batting order. This applies even if there are an uneven number of male and female players.
  - d. Four players must stay in the outfield behind the painted co-rec line. This applies to the three outfielders and the “rover” as well.
    - i. The co-rec line is eight yards from the back of the dirt of the infield.
  - e. During the pitch, the catcher must stay behind the catcher’s line, which is three yards behind home plate.
4. Fouls and Penalties
- a. Spectators
    - i. Spectators who interfere with the court or play are subject to ejection from the Lower Sports Complex.
    - 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 Sports games. If a player or fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an ASI 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.
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 ten minutes before the start of the next 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.
      - 1. Extra innings only applies to playoffs.
    - 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.
  - c. Substitutions
    - i. Players may substitute freely on defense.
    - ii. If players arrive 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. 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 14 feet. Any pitch under the batter's head is a ball. In this case the ball is live and may be hit and if the batter swings and misses, a strike will be called.
- f. Batting
- i. Order
    - 1. The batting order cannot be changed once the game has started.
  - ii. Throwing the Bat
    - 1. 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 throw the bat intentionally.
  - iii. Bunting
    - 1. Batters are immediately out if they bunt or chop the ball downward. The ball is dead and no runners may advance.
  - iv. Homeruns
    - 1. No more than five home runs per team in any one inning will be allowed. Each homerun after this limit will be ruled an out.
  - v. Strikeouts
    - 1. Two fouls after two strikes is an out.
- g. Base Running
- i. If a fair ball touches a base runner in fair territory before the ball has touched or passed all infielders, other than the pitcher, the ball is dead, the runner is out, and the batter is awarded first base.
  - ii. There is no stealing. There is no leading-off. If a runner leaves their base prior to the batter making contact, they will be 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.
  - 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 will touch the outside bag. If the batter 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 may touch the inside bag while rounding first base.
  - v. Home Plate
    - 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 on the plate (not the plate extension).
    - 2. Runners may never touch home plate or the white extension of home plate. They will be ruled out if they do so.

vi. Commit Rule

1. Any runner crossing the commit line two-thirds of the way between third base and home plate may not return to third and must go home.
2. Upon the runner crossing the line, the play at home becomes an automatic force play. The catcher may also tag the runner and they will be ruled out.

h. Infield Fly

- i. A fair fly ball that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second and third and less than two outs.
- ii. When the umpire calls "infield fly" the batter is out, regardless of whether the ball is subsequently caught or dropped. The ball is live, and runners already on base may advance (at their own risk) if the ball is not caught or tag up and advance if it is caught.

i. 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, 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 as mentioned before.

j. Interference

- i. A runner who has been forced out must allow the fielder attempting to complete the double play a clear throw to the base. Failure to do so will result in the automatic completion of the double play.