

## **IM Sports - SOFTBALL RULES - Summer**

*ASA softball rules with IM modifications and the IM General Rules will apply.*

**NEW RULES: Summer 2009.**

**PSU ID+Cards are REQUIRED:** each participant prior to the start of the contest must present a valid PSU ID+Card to the IM Official/Supervisor. Late arrivals must first present their ID+ to the IM Supervisor for approval to participate.

**OPEN TEAMS:** consist of 10 players (any combination of males and females) on the field. **A team may start a game with a minimum of 7 players and not be subject to forfeit.** Any loss of players due to injury or ejection that leaves a team with less than 7 players shall result in a default. A player substituted from the game CANNOT re-enter. **Extra Hitter (EH) Rule:** teams may have an extra hitter (EH). This is optional, but if the EH option is used it must be made known PRIOR to the start of the game and listed on the score card in the regular batting order. If an EH is used, all 11 must bat and any 10 of these players may play defensively. Defensive positions may be changed, but the batting order must remain the same. Teams must play with a pitcher/catcher combination.

**COED TEAMS:** consist of 10 players (5 men and 5 women). **A team may start a game with a minimum of 7 players, provided that the difference between genders is no greater than 1.** A player substituted from the game CANNOT re-enter the game. Coed teams MUST ALTERNATE male/female in the batting order. **Coed Extra Hitters (EH) Rule:** teams may have 1 male and 1 female extra hitter (EH) for a total of 12 players. This is optional, but if the EH option is used it must be made known PRIOR to the start of the game and listed on the score card in the regular batting order. If an EH is used, all 12 must bat and any 10 of these players may play defensively (5 male, 5 female). Defensive positions may be changed, but the batting order must remain the same. Teams must play with a pitcher/catcher combination.

### **Coed field positioning:**

- 2 women and 2 men in the outfield - including short fielder
- 2 women and 2 men in the infield - any position
- 1 woman and 1 man in the pitcher/catcher combination

**THE GAME:** A game consists of SEVEN innings AND, after 70 minutes of play, if the game is not completed, the inning in progress shall be the final inning. If the score is tied, play will continue until a winner is determined. **Each batter will start their count at 1 and 1 (1 ball, 1 strike).** Choice of batting or fielding first shall be decided by a coin toss. The "Infield Fly Rule" is in effect.

**10-RUN RULE:** Any team ahead by 10 or more runs after the 5<sup>th</sup> inning (4½ for the home team) shall be declared the winner and the game will be complete.

**FORFEITS / DEFAULTS:** Game Time is Forfeit Time! No grace period. A FORFEIT is declared if NO players are at the field by game time. A DEFAULT is declared if a team does not have the minimum number of players (7) at game time, **OR** the team calls the IM Office (865-5401) prior to 4:00 pm on game day, to request a default. One forfeit and your team will be dropped from the competition. Teams will also be dropped after 2 defaults.

**EQUIPMENT: BATS will be supplied** by IM Sports due to the difficulty in monitoring "illegal bats". A game ball and a catcher's mask will be provided as well. Catchers are encouraged to wear the protective masks, which are provided for their protection. **SHOES:** Metal or Replaceable cleats/spikes are ILLEGAL. Molded rubber shoes are legal.

**PITCHING:** A ball must be delivered underhand at a moderate speed from below the hip, and with a perceptible arc that reaches a height of at least 6 feet from the ground but not exceeding 12 feet. The speed of the pitch is left entirely to the judgment of the umpire. The ball may be released with the palm either on the top or on the bottom of the ball.

**STRIKE ZONE:** A pitch that hits the home plate-extension AND meets the 6 to 12 foot height requirement will be called a strike. Pitchers are limited to 3 warm-up pitches at the start of the game and before each inning. Pitching plates will not be used. The umpire shall step off 50 feet and mark it, if necessary. The pivot foot must remain in contact with the marked area until the pitched ball leaves the hand. If a pitch is not hit, the catcher must return the ball immediately to the pitcher.

**BATTING:** The batter must have a portion of his/her foot touching the ground within the batter's box area. The umpire will determine the batter's box, based on IM guidelines. The batter shall not step on or across the plate. If this occurs, the batter is out and the ball is dead. Bunting or chopping down on the ball will result in an automatic out. The batting order must be followed. Substitutes will bat in the position of the player they replaced, including the extra hitter (EH)

position. A batter is called out on a foul ball that is hit with a two-strike count. If such a foul ball is NOT CAUGHT, base runners MAY NOT advance; ball is dead. If such a foul ball is CAUGHT, base runners MAY advance at their own risk.

**BASE RUNNING:** A base runner may slide past a base after making contact with it, and not be liable to be put out. However, he/she shall be liable to a put out if he/she merely over-runs the base (except first base). Base Area: If, during a play, the base has been moved from its original spot, the runner need only touch the original base area. The original base area will be a judgment call made by the umpire closest to the base. Base Sliding must be performed with discretion. If undue contact occurs, the base runner may be ejected. The advancing base runner may not collide with the person covering the base. Upright collisions may result in an automatic out, and possible ejection. Stealing a Base: Under NO condition is a runner permitted to steal a base. If a player attempts to steal a base, he/she is automatically out. If a base runner leaves the base after a batter swings and misses the pitch, the base runner will not be called out. Batter and base runners may not advance when the catcher does not hold a third strike. Batter is out and the ball is dead. Overthrows: The base runner is entitled to two bases if the ball goes out of play. Bases are awarded according to the position of runners *at the time the ball is thrown*.

**FIELDING:** A team may throw the ball around the infield in the first inning only. Infield practice will not be permitted between outs or innings for the remainder of the game. An offensive player may not impede, hinder or confuse a defensive player while attempting to execute a play. A defensive fielder may not remain in the base path without the ball in an attempt to impede the progress of a runner. Covering a Base: a player covering a base must keep half of the base available to the advancing runner.

**ELIGIBILITY:** This tournament is for current university males and females that are undergraduate or graduate students, faculty or staff. You may only play for one coed and one open team. Participation in one game declares your team for the remainder of the season.

**Club Sports:** Baseball Club Traveling team members are restricted to 2 per IM team.

**Current Varsity Softball & Baseball** players are not eligible to play IM Softball. Former varsity letter winners may not participate in the same or "like" IM sport until one full year after receiving the letter. Anyone who has been declared a professional in a sport may not compete in the same or "like" intramural sport until one full year from the date of their last contest. See *IM General Rules for details*.

**UMPIRING:** There is normally one umpire in charge of your game. When there are two umpires on the field: The plate umpire has the final authority on ALL calls. The plate umpire shall be the official scorer. The plate umpire will decide on the boundaries for the field to determine if a ball is in play.

**APPEALS:** There will be no official appeals in intramural softball. The umpire has been instructed to make calls on all appeal situations as he/she sees the play once the ball becomes dead.

**PROTESTS:** If a team manager believes an official is in error, the manager should request that the IM Supervisor be consulted IMMEDIATELY BEFORE PLAY CONTINUES. Questions that arise on the field of play concerning rules and interpretations, officiating procedures, etc. will be decided immediately by the Intramural Supervisor on duty at the play area. The decisions of the supervisor will be final. Only those protests involving questions of player eligibility will be considered by the Intramural Office. These must be submitted in writing to Room 2, Intramural Building within 24 hours following the contest in question.

**WEATHER / RAINOUTS:** The Intramural Staff will make a decision on rainouts no earlier than 4:00 PM of the night in question. **Team managers should call 865-5401 AFTER 4:00 to find out game status. Rained out/cancelled games will NOT be rescheduled. These games will be recorded as WINS FOR BOTH TEAMS involved.** Games ended in progress because of inclement weather will be decided with the following policy... Five innings is a completed game (4½ if the home team is ahead). If the suspension is called before it is a completed game – BOTH teams will receive a WIN. If the suspension occurs in the top of 5<sup>th</sup>, the score reverts back to the 4<sup>th</sup> inning. If the suspension occurs in the bottom of 5<sup>th</sup> AND the home team is behind or tied – the score reverts back to the 4<sup>th</sup> inning. If the suspension occurs in the bottom of 5<sup>th</sup> AND the home team is ahead – the game is over regardless of the rain, the home team wins. If reverting to previous innings does not break a tie – BOTH teams will receive a WIN.

**QUESTIONS:** Intramural Office, 865-5401, Rm 2, IM Bldg, 8am-4:30pm (M-F), [www.athletics.psu.edu/recsports](http://www.athletics.psu.edu/recsports)