

EASTERN MICHIGAN UNIVERSITY™
Recreation/Intramural Department
Softball Rules

Unless otherwise modified, all rules of the ASA slow pitch softball rules will be in effect.

ELIGIBILITY

1. All eligibility rules listed in the handbook apply.
2. **ALL participants must show their current EMU EagleOne Card or Rec/IM membership card (staff/faculty) to one of the supervisors on duty BEFORE entering into the game. Guest and Forgotten ID passes are not allowed as proof of eligibility.**
3. Participants are eligible to play on one men's team or one women's team & one co-rec team.

TEAM

1. The home team shall be determined by a coin flip.
2. A team consists of ten (10) players.
3. **A team must start and finish the game with at least eight (8) players.**
 - a. If a team starts with less than ten players, there will be **no** automatic outs taken.
 - b. However, if the team starts with ten players, and a player has to be removed from the game and no substitute is present, then an automatic out will be taken whenever that player is supposed to bat.
4. **One** extra hitter is allowed.

FORFEIT TIME

1. Game time is forfeit time.
 - a. A failure by any team to have the allotted number of players at the appropriate game time will result in the team receiving an automatic forfeit for the game.
 - b. Two forfeits automatically remove your team from participating in the play-offs, and may result in automatic removal from the league.

THE GAME

1. The official game ball will be furnished by the Intramural Department. **This is the ball that will be used during the game unless both teams agree on a neutral ball.**
2. Each game is scheduled for 7 innings. No new innings will start after 50 minutes of play; however, the inning being played will be finished.
 - a. The official time will be kept by the official.
3. The completion of four (4) innings, or 3 ½ if the home team is ahead, shall constitute a legal game whenever inclement weather or other circumstances interrupt a game that is underway.
 - a. If the game is called due to inclement weather after the completion of the fourth inning, the score reverts back to the last inning in which both teams batted.

UNIFORMS/EQUIPMENT

1. Shoes with metal spikes are prohibited.
2. Athletic shoes must be worn at all times.
3. Players may not wear any type of sandal.

SCORE

1. The batting team shall keep the score sheet.
2. If the game ends in a tie during the regular season, extra innings will NOT be played and the game will be recorded as a tie.
 - a. **EXTRA INNINGS WILL ONLY BE PLAYED IN THE PLAY-OFFS!**

SUBSTITUTIONS

1. A player may re-enter the game as often as they wish.
2. They however, may not re-enter until their replacement has batted and played defensively (if the player is not the extra hitter) and must re-enter in the same spot on the batting line-up.
3. Teams may employ an extra player in their line-up (an eleventh batter).

MERCY RULE

1. 15-Run Rule
 - a. If a 15 run difference occurs during a contest and a minimum of 3 innings (or 2 ½ if the home team is ahead) have been played, then the game will be stopped and considered a complete game.
 - b. If this difference occurs during the home team's half of the inning, the game will be called at that time.
2. 10-Run Rule
 - a. If a 10 run difference occurs during a contest and a minimum of 5 innings (or 4 ½ if the home team is ahead) have been played, then the game will be stopped and considered a complete game.
 - b. If this difference occurs during the home team's half of the inning, the game will be called at that time.

PROTESTS

1. The protest must be made verbally to the plate official of the game before the next legal pitch. If the plate official is not notified before the next legal pitch, the protest will not be considered.
2. Protests based on the judgment of officials will not be considered under any circumstances.
3. All rule interpretation protests must be made by the team captain at the time the dispute occurs and before play continues.
4. If the team is still dissatisfied with the ruling, the captain must notify the Intramural Supervisor on duty. The Intramural Supervisor may rule on any protest. If the protesting team is still not satisfied, then the officials will notify both teams that the game is being played under protest and will so state on the scorecard. The game will continue on as called.
5. A written protest must be submitted to the Intramural Office by **2:00 p.m.** the next working day.
6. Unless the above procedures have been followed, the protest will not be considered. In the event that the protest is upheld, the contest will be replayed from the point of interruption at a date and time to be determined by the opposing captains in conjunction with the Intramural Director.

BASE RUNNERS

1. Runners may not steal.
2. Runners may leave the base only when the pitch reaches home plate. The runner must return to the base if there is no contact made or there is a foul ball.
3. If the runner is off the base before the pitch reaches the plate, the runner is out and no pitch is declared.

BATTER'S COUNT, FAIR/FOUL BALLS

1. Batter's Count
 - a. All games shall be played one and one. When a batter steps into the box, he/she receives one ball and one strike.
 - b. A strike consists of any foul ball or tip, failure to make contact with the ball when swinging, or any ball that passes through the strike zone. All other pitches will be considered a ball.
 - c. No grace foul will be given on the third strike.
2. Fair/Foul Balls
 - a. If a legally contacted fair ball rolls under a fence, into a road or parking lot, or becomes lodged, it shall be considered a dead ball with the player being limited to a two-base hit.
 - b. Any foul ball striking an obstruction before it hits the ground or is touched by a player immediately becomes a dead ball.
 - c. A ball thrown out of play will result in the runners receiving one base in addition to the base they were going to.

PITCHING REGULATIONS

1. The pitcher may take up to, and not exceed, five (5) pitches or sixty (60) seconds to warm up at the start of the game. Each inning thereafter, the pitcher will be allowed one (1) warm-up pitch.
2. The pitch must be delivered with a perceptible arc of not less than six (6) feet, and no more than twelve (12) feet from the ground.

BASE COACHES

1. Teams may have base coaches at first and third base.

OTHER RULES

1. Spectators, members of both teams and all equipment must stay behind the fence which determines the “ball in play” area.
2. Infield Fly Rule
 - a. The Infield Fly Rule is in effect when there are less than two outs and when first and second or all bases are occupied.
 - b. An infield fly is fair fly ball (not including a line drive), which can be caught by an infielder with ordinary effort.

CO-REC MODIFICATIONS

1. Batting Order
 - a. Batters must alternate sexes.
 - b. If there are an odd number of players, then an automatic out shall be taken for the missing batter. For instance, if there are five males and four females, an automatic out is taken for the missing female and vice versa.
 - c. If teams are using extra batters, then an extra male and female must be used.
 - d. Teams may bat up to 12 batters.
2. Defensive Alignment
 - a. At the time of the pitch, only six defensive players may be on the infield.
 - b. There can never be more than five males on the field at one time.
 - c. As few as four (4) of either gender are required to be on the field at all times.
 - d. There can only be one more of either gender at any one time in the game. (i.e. 5 males and only 4 females, or 4 males and 5 females)
3. Offensive Changes
 - a. When a male batter receives a walk, the batter automatically advances to second base and the female batter has an option of taking a walk or batting.
 - b. Men shall hit a 12” softball, and the women will hit an 11” ball.

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