

Intramural Sports 10 v 10 Softball Rules

Games will be played according to a combination of the USA Softball and NFHS softball rule books except for the changes mentioned in this document. Competitive Sports Staff reserves the right to modify these rules at any time. If you have questions, comments, or suggestions, please contact the Competitive Sports Office.

ELIGIBILITY RULES

1. You must have an MTSU ID to participate.
 - a. Physical ID or virtual ID found on the GET Mobile app will be accepted
2. No Person shall play on more than one single gender and one Co-Rec team per sport.
3. No person shall use false identification in order to participate.

THE GAME:

1. **The Field:** The playing field consists of 65ft. base paths and a 50ft. distance from the pitching rubber to home plate. Pitchers are required to pitch from the 50ft pitching rubber in all leagues. The outfield line is 175 ft from home plate.
2. **Team:** Teams will consist of 10 players max in the field at one time, but a team may begin a game with a minimum of 8 players. Teams are allowed to have up to 2 Extra Hitters in their lineup. A maximum of 15 players are allowed on the roster.
 - a. Extra Hitter Regulations:
 - i. Must be declared, and set, in your lineup prior to the first turn through the batting order
 - ii. Can bat anywhere in the batting order as long as that spot in the lineup has not batted yet
3. **Game:** The game shall consist of seven (7) innings. No new inning will be allowed to start after the 45th minute of play. If a game is ended early because of weather or another unforeseen circumstance, it is a regulation game if four full innings have been played (or 3.5 innings if the home team is ahead).
4. **Time:** Time-out cannot be “called” by any player. Players may “request” **time** from the umpire that may or may not be granted based on the umpire’s discretion and the game situation.
5. **Substitutions:** Substitutions may occur either while batting or in the field. Substitutes assume the batting position of the player he/she was substituted for. Starters may re-enter the game in their original batting position one time, in which case the substitute is ineligible to return to play. Teams may substitute freely on defense.
6. **Equipment:** Teams must wear proper clothing while playing and players must wear appropriate closed-toe footwear. Metal cleats or spikes MAY NOT be worn while playing. Jewelry is not allowed. Bats must be ASA or USA Softball certified softball bats and show one of the following certification marks:



No bats without the proper certification mark will be allowed. Illegal bats with a certification mark are found here, <https://usa.asasoftball.com/e/BB1P2000.asp>

Balls used in the games must be the ones provided by the Competitive Sports program.

Optional safety equipment such as catcher's masks, and batting helmets will be provided by the Competitive Sports staff. Although it is not required, it is highly encouraged to be used.

If players do not have proper bats or gloves, a limited amount of those are available to check-out.

7. **Mercy Rules:** Games will be called when the following situations occur:

- A. 20 run lead after 4 innings
- B. 15 run lead after 5 innings

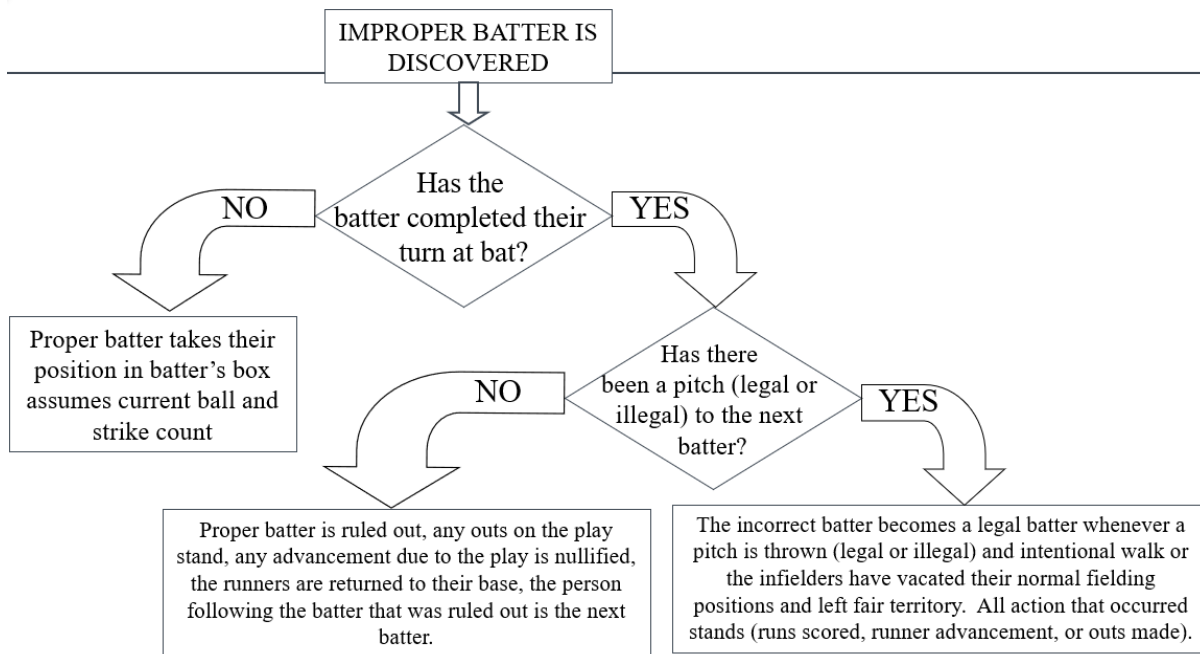
GAMEPLAY REGULATIONS:

➤ **Batting Rules:**

- Bats must be ASA approved softball bats and show the 2000, 2004, or 2013 certification mark. No baseball bats or bats without the proper certification mark will be allowed.
- Illegal bats with a certification mark are found here, <https://usa.asasoftball.com/e/BB1P2000.asp>
- Any batter who steps on home plate and makes contact with a ball will be called out. These are dead ball outs with no base advancement.
- Batters slinging/throwing the bat following a previous warning for the same action will be called out. Applies to an entire team not just the batter.
- Malicious intent example (More on this on page 3)
 - Batters are not be allowed to hit the ball up the middle. If it is within 2 yards of the pitcher as a line drive, the batter will be called out and the runners may not advance.
- No bunting is allowed. Players found to be bunting will be called out and all runners will return.

➤ **Batting Order:**

- The order in which the players on your team will bat (lineup) must be reported to the Competitive Sports Assistant prior to the game.
- The batting order will lock once your team bats once through the full rotation. (This rule applies to all other specifications in this section)
- If less than 10 players are present for your team at game time, you may either:
 - Set the batting order with however many players are present (either 8 or 9)
 - or
 - Keep the remaining spot(s) open for a player to fill once they arrive. If this option is chosen, and no additional player arrives when this spot in the lineup is up to bat, an out will be recorded every time.
 - These options also apply to Extra hitters who arrive late
- If an improper batter is discovered, refer to the following diagram for enforcement



➤ **Pitching Rules:**

- Pitcher's must release the ball with 1 foot touching the pitcher's plate (rubber).
- No quick pitching. Pitchers must pause for 1 second before releasing a pitch.
- The trajectory of the pitch will be an arc of 6 to 12 feet from the ground.
- Any pitch failing to meet trajectory requirements will be called "illegal" and recorded as a "ball". The batter is allowed to make an attempt to hit an illegal pitch. However, once swung at, the illegal pitch becomes legal and all playing rules apply.
- Pitches must be a continuous motion.
- The pitch must be released on the first pass of the hip.
- Pitches must be delivered underhand with either a palm-up or palm-down release.
- Teams are allowed only 2 intentional walks per game. Pitchers must notify the umpire of their intention to walk a batter prior to throwing the first pitch. Pitches do not need to be thrown to walk a batter intentionally.
 - An intentional walk is when the pitching team declares to the umpire that they would not like to continue pitching to the player at bat, and instead send them to first base. This can occur at any point in the count, and all runners who are forced to, will advance.

➤ **Base Running Rules:**

- There will be no stealing or leading off. Teams will receive one warning for their first violation of this; any further infraction will result in an out.
- Base runners must maintain contact with their base and may leave it only when the ball is hit by the batter.
- Runners over-running bases will be subject to being tagged out; only 1st base can be over-run without penalty. If a runner who runs past first base makes an attempt towards second base, he/she is now legal and free to be put out if not contacting a base.

➤ **Interference, Obstruction, and other penalties:**

- Malicious Intent
 - Any act by a player that causes harm, is intended to cause harm, or creates an unsafe environment will be penalized at the discretion of the umpires.
 - The umpire may give a team or a player a warning for less severe, and first-time offences.

- If the umpire deems this action intentional and severe, they may eject the player who committed the action.
- Malicious intent can be classified as any of the listed actions, but not limited to:
 - Hitting a ball up the middle at the pitcher, throwing a ball at a player, unnecessarily sliding into a base to make contact with a player, tossing or throwing the bat in the direction of a player, tagging a player with an unnecessary amount of force, any physical altercation.
- Interference
 - When a member of the batting team interferes with the defense and causes them a disadvantage, interference is called.
 - “An act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.”
 - The umpire may call a player out who commits the interference. All other baserunners will be sent back to their previously occupied positions.
- Obstruction
 - When a member of the defensive team “while not in possession of the ball and not in the act of fielding it, impedes the progress of any runner on the base paths.”
 - A player who is about to receive the ball may occupy their position on the base but must do whatever they can to allow any baserunners a chance to get on base.

Refer to the following table for penalties that may be awarded for obstruction, and other occurrences:

BASES AWARDED	BASE OCCUPIED TIME OF
ONE BASE (runners)	
1. Unintentional catch and carry	Pitch
2. Catcher obstruction (if attempting to advance)	Pitch
3. Forced (because batter is awarded 1st base)	Pitch
4. Any throw by an outfielder and ball goes out of play or lodges in or under fence.	Throw
ONE BASE (batter)	
1. Batter is obstructed	Pitch
2. Runner interference (unintentional)	Pitch
3. Umpire interference (hit by batted ball)	Pitch
TWO BASES (batter and runners)	
1. Fair batted ball bounces over, through, goes under, lodges in or under fence	Pitch
2. First throw by infielder and ball goes out of play or lodged in or under fence	Throw
3. Intentional catch and carry (runners only)	Pitch
FOUR BASES (batter and runners)	
1. Fair batted ball over fence in flight	Pitch
2. Fair batted ball hits foul pole above fence in flight	Pitch
UMPIRE JUDGMENT	
1. Spectator interference	Infraction
2. Runner(s) obstruction (minimum of one base)	Infraction
3. Defensive malicious contact	Infraction

PLAYING REGULATIONS:

- **Strike Zone:** The strike zone will be determined by the strike zone mat that sits directly behind the plate. The mat should contact the very back edge of home plate and fit immediately behind it. If a pitch touches the orange strike zone mat and is not an illegal pitch, it is considered a strike.
- **The Count:** Each batter will begin with a 1 ball, 1 strike count. The batting count will consist of three strikes constituting an out. A foul ball is considered a strike. A batter is allowed 1 foul ball with 2 strikes in the count. The second foul ball with 2 strikes in the count is strike three, and the batter is out. Four balls constitute a walk.
- **Home Runs:** Any batted ball that is hit over the outfield fence in fair territory will be a homerun. It is not necessary for the batter to run around the bases. If any runners are on base they do not need to run the bases either.
- **Ball in Play:** Any ball inside the fence is considered in play.
- **Sliding:** Base runners do not have to slide. However, if the base runner makes malicious contact with a fielder, the runner will be called out and then ejected from the game. At the discretion of the umpire, interference can also be called for impeding a fielder's opportunity to make a play on a batted or thrown ball.
- **Overthrows:** An overthrown ball that remains inside the fence is live and runners may advance at their own risk. Balls that are thrown out of play are considered dead balls and base runners will be awarded 2 bases from where they were at the time of the throw.
- **Infield Fly Rule:** With runners on 1st and 2nd base or the bases loaded with less than 2 outs, any fair pop-fly reasonably playable by an infielder will result in the batter being called out. Runners may advance at their own risk.
- **Outfield Line:** Each team must have at least three players behind the Outfield Line until the ball has been hit by the batter.

THE CO-REC GAME:

- The game is played between two teams of 10 players each, 12 with extra hitters. Teams must begin and end each game with a minimum of 8 players. Males and females must alternate in the batting order. If there are two consecutive batters of the same gender, an out will be taken prior to the second hitter.
- Co-Rec games may be played with an uneven male/female ratio according to the following premise:
Minus 1: The amount of players for each gender must be within 1 of each other. A team may have 5/4 ratio (male/female, and vice versa); this restriction also applies if a team chooses to designate extra hitters, which would be a 6/5 ratio.
- Upon a walk to a male batter, he will go straight to second base and the following female batter has the option to hit for herself or to take a walk to first base.