

-Georgia Southern University-  
**CAMPUS RECREATION AND INTRAMURALS**  
INTRAMURAL SPORTS

# SOFTBALL RULES

**2009 – 2010**

*All games will be governed by the 2009 Official USSSA Slow Pitch Rule Book with the following GSU Intramural Sports modifications:*

## PLAYERS & EQUIPMENT

1. Each participant must present a current GSU student or faculty/staff ID card in order to be eligible to participate.
2. Each Men's, Women's, and Co-Rec team shall consist of 10 players (5 men and 5 women for Co-Rec play). Each team must have a minimum of 8 players (4 men and 4 women for Co-Rec play) in order to begin a game. Any team that begins a game with 8 or 9 players may add players to the bottom of its line-up (to a limit of 10 batters). ***Only those players that are present and checked-in with the staff may be listed in a team's line-up.***
3. If at any time, a team fields 9 or more players, the team must finish the game with at least the same number of players with which it began the game. In the event that a player is dropped from the line-up and cannot be replaced, an out shall be called when the missing player(s) should bat. ***For safety reasons, a game shall not be continued with fewer than 8 players.***
4. Each team must have one of its players occupy the catcher's position at all times.
5. **Additional Hitter:** Each Men's and Women's team may bat a maximum of 11 players by using an additional Hitter (AH). An (AH) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the team's line-up in the regular batting order. If an AH is used, he/she must be used for the entire game. The AH must remain in the same position in the batting order for the entire game. All 11 players listed in the batting order must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same. The AH may be substituted for at any time, however, the substitute must be a player who has not yet been in the game. The starting AH may re-enter the game.
6. **Substitutions:** All substitutes must notify the Home Plate Umpire and the Scorekeeper upon entering the game. Any starting player may re-enter the game once (the player must bat in the same position in the line-up at which he/she started the game). Any substitute (a player who did not start) who is then substituted for is out of the game and cannot re-enter under any circumstances. The starting player and his substitute may not be in the line-up at the same time.
7. Men's and Co-Rec play shall use a regulation USSSA approved 12-inch softball, and Women's play shall use a regulation USSSA approved 11-inch softball.
8. All bats must be official softball bats. Titanium bats and any bats not approved for play by USSSA will not be permitted.
9. Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Sandals, street shoes, hiking boots, combat boots, or metal spikes are not allowed. No player will be allowed to participate in bare feet. Cleats with any metal showing will not be allowed. **No steel cleats or shoes with detachable steel cleats that screw onto the shoe may be worn.**
10. No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
11. Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a hard cast or splint be permitted to play.

## GAME FORMAT

1. A game will consist of seven (7) innings or 50 minutes, whichever comes first. No new inning will begin once the 50-minute time limit has expired, however, any inning which has been started prior to the time limit expiring will be completed.

2. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there is an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and the game clock will begin at the scheduled game time. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a maximum of 20 minutes. Play will start as soon as the opposing team has the minimum number of players present. The minimum number of players to start a game is eight.
3. A coin toss will be held during the captain's meeting to determine which team will be the home team and which will be the visiting team.
4. **Extra Innings:** In the event that the score remains tied after 7 complete innings or 50 minutes, a series of extra innings will be played until the tie is broken. The offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.
5. **Home Run Limit:** Limits for home runs hit over-the-fence will be enforced for designated leagues. On any home run that exceeds the limit, the ball is dead, the batter is out, and runners may not advance.
  - A. Any fair ball hit over the fence is charged as a home run whether or not a run scores.
  - B. Any fair ball that goes over the fence after a defensive player touches it is declared a four-bases award and does not count toward the total of over-the-fence home runs.

**Limits are designated as follows:**

Fraternity & Men's A – 6 home runs  
 Men's B & Men's Residence Hall – 3 home runs  
 Men's C – 1 home run  
 Women's & Sorority – No limit  
 Co-Rec A – 6 home runs  
 Co-Rec B – 3 home runs

*\* Home runs hit by both males and females count toward the Co-Rec limits.*

6. **Run Rule:** If a team is ahead by 20 runs after 3 complete innings (2 1/2 if the home team is ahead), 15 runs after 4 complete innings (3 1/2 if the home team is ahead), or 10 runs after 5 innings (4 1/2 if the home team is ahead), then the game will be considered complete. The run rule will apply to all championship games.
7. **Called Games:** In the event of inclement weather or power failure of more than 15 minutes, the following will constitute a complete game:
  - A. The time limit has elapsed or 4 innings have been completed (3 1/2 if the home team is leading).
  - B. The time limit has elapsed and the game is called during an incomplete inning in which the home team has not tied the score or taken the lead, at which time the score will revert to what it was at the end of the last complete inning.

If the game is called due to weather before the time limit or inning limit has elapsed (4 innings), then the game will be replayed from the beginning. If it becomes necessary to stop play due to inclement weather, the final decision will be made by the Intramural Supervisor on duty.

**RULES OF PLAY**

1. The pitcher shall keep one foot in contact with the pitcher's plate until the ball is released. One or more steps may be taken in any direction with the free foot, provided it is taken prior to or simultaneously with the delivery of the ball. After assuming the pitching position, the pitcher must present the ball in front of his/her body for at least one second before starting the delivery motion. All USSSA rules in regard to pitching apply.
2. Teams will be given no more than three warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the Umpire (in the event the game is running late or pending inclement weather).
3. The pitch must be thrown at a moderate speed and must arc at least 3 feet after leaving the pitcher's hand and no more than 10 feet above the ground. This is an Umpire's judgment call. A pitch that does not meet these specifications will be considered an illegal pitch. Any pitch that hits any part (including the black) of home plate is an automatic ball.
4. The strike zone is defined as a legally pitched ball that crosses the plate between the back shoulder and front knee of the batter (if the batter is standing parallel with home plate). A batter moving up or back in the batter's box will not alter the location of the strike zone as it remains directly over home plate.

5. Each batter will assume a 1 ball/1strike count at the start of every at bat. The batter will walk when the count has a total of four balls. The batter will strike out after three strikes. If a batter's third strike is a foul ball, then he/she will be allowed to have one more strike (courtesy foul). A strike or another foul ball will result in the batter being declared out.
6. Bunting, chopping the ball downward, stealing, and leading off bases are not permitted. Sliding IS legal.
7. A baserunner will be declared OUT if he/she deliberately and forcefully runs into the defensive player who clearly has the ball and is waiting for the baserunner. The offender shall be ejected, the ball becomes dead and all players must return to the last base touched at the time of the collision.
8. The infield fly rule will be in effect. An infield fly is a fair fly ball (not a line drive) which can be caught by any infielder with ordinary effort when first and second bases or first, second, and third bases are occupied and there are less than 2 outs.
9. A dead ball appeal may be made on a non-judgment call. No appeals will be considered on an Umpire's judgment. An appeal must be made before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory. To appeal a play, a team's pitcher must have the ball during a dead ball period and must stand within an 8-foot radius of the pitcher's plate. He/she must then tell the Home Plate Umpire what he/she is appealing. The Umpire(s) will then render a decision.
10. **Dead Ball Territory:** If the ball is in play and is overthrown into dead ball territory, then all runners will be awarded two (2) bases based on the positions of the runners at the time the ball left the fielder's hand. Runners may return to touch a missed base or a base left too soon. If two runners are between the same bases, the award is based on the position of the lead runner.
  - A. When the first throw is made by an infielder trying for a first play, the award is made from the batter's/baserunner's position(s) at the time of the pitch.
  - B. When an infielder makes a second attempted play or throw, or on any throw from the outfield, the award is made from the last base touched by a runner.

If a fielder loses possession of the ball, such as on an attempted tag, and the ball enters dead ball territory, then each runner is awarded one base from the last base touched at the time the ball entered dead ball territory. The one-base award also applies when a fielder unintentionally carries a live ball from playable territory into dead ball territory.
11. The batting team is responsible for retrieving all balls hit out of the playing area (over the fence, foul territory, etc.)

## CO-REC RULES

1. Teams must alternate males and females in the batting order. A team must bat 8, 9, 10, or 12 players in the line-up (may not bat 11 players). If a team bats 9 players, an out will be recorded in the line-up where two males or females are batting consecutively. Note that the difference between the number of males and females may not exceed one.
2. Any player that takes a position in the field must be listed in the batting order and participate as a batter.
3. Position requirements are as follows:
  - A. The pitcher and catcher must be of opposite sexes.
  - B. The infield and outfield must each have two males and two females.
4. Co-Rec teams may bat a maximum of 12 players consisting of 10 fielders and 2 AH (one male and one female). If a team uses an additional hitter, it must use both a male and female AH.
5. If a team walks a male batter, that male batter is automatically awarded second (2nd) base. The next batter, a female, has the option to automatically walk or to hit. The female must make this decision before the next legal pitch is thrown.
6. A 200-foot Co-Rec line (arc) will be painted in the outfield during Co-Rec games. All outfield players must be positioned behind this line during each offensive player's turn at bat. Outfielders may cross the line once the ball has been contacted by the batter.
7. All other GSU Intramural Softball rules and USSSA rules apply.