



## Intramural 2-Pitch Softball Rules

### I. Eligibility

- A. Team managers and players are responsible for checking their eligibility status. A complete list of intramural eligibility regulations and procedures is available in the Recreational Sports Managers' Manual which may be obtained in the Campus Recreation Sports Department, Collins Fitness Center.
- B. The mandatory 2- Pitch Softball Managers' Meeting is Thursday, August 24, 2006 at 3:30p.m. Collins Fitness Center.

### II. Equipment

- A. A game ball, bases, bat, and catcher's mask will be provided for each game by Campus Recreation Sports Department.
- B. Jewelry: Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game. Note: Players must remove jewelry if judged to be dangerous. If he/she fails to do so, the player is ejected from the game.
- C. Catcher should wear the mask provided.
- D. Teams are allowed to use their own bats provided the bat:
  - 1. Shall not be more than 34 inches long or exceed 38 ounces.
  - 2. Must have a safety grip of cork, or tape, (not smooth plastic type).
  - 3. Must be marked "Official Softball" (by the Manufacturer).
  - 4. Meet all other specifications according to ASA rules.
- E. Only gym shoes are allowed on Harwell Field and Skelly Stadium.
- F. **NO METAL SPIKES OR SANDALS ARE ALLOWED. SHOES MUST BE WORN BY ALL PLAYERS. RUBBER SPIKES ARE NOT ALLOWED ON SKELLY STADIUM.**
- F. A player may not wear anything which is dangerous to another player. Protective devices may be worn provided any metal parts are covered and they have been approved by the Campus Recreation Sports Department.

### III. Players and Substitutes

- A. Number of Players: Limit of four (4) varsity athletes per team.  
Men and Women Divisions: Nine (9) players - minimum of eight (8) players needed to start a game.  
Co-Rec Division: Nine (9) players - five (5) male and five (5) female  
Minimum of eight (8) players; game can be played with a 5-4 ratio of males-females or vice-versa.
- B. Extra Hitter
  - 1. An extra hitter, referred to as an "EH" may be used by any team, provided it is made known prior to the start of the game.
  - 2. To utilize the "EH", a team must have Ten (10) players in the batting line-up.
  - 3. The batting order must remain constant; however any Nine (9) of the Ten (10) players can take a defensive position throughout the game.
  - 4. The "EH" cannot be used in the Co-Rec slow pitch game.
- C. Substitutes
  - 1. Any starter can re-enter the game once. He/she must bat in the same position that he/she originally was in when he/she started the game. In Co-Rec play, a male must replace a male and a female must replace a female.
  - 2. The manager or team representative making the substitutions shall immediately notify the plate umpire at the time a substitute enters.
  - 3. A player shall be officially in the game when his name has been entered on the official score sheet.
  - 4. Violation of the illegal substitute is handled as a protest by the umpire of opposing manager.
  - 5. Re-entry is considered a substitute and if illegal re-entry occurs, the penalty is forfeiture.

6. A courtesy runner may take the place of an injured base runner with the consent of the opposing manager and with the understanding that both players are eligible for further participation in the game.
- D. Playing with less than ten (10) players: Teams may start with fewer than the required number of players. Players arriving after the start of a contest must be added to the end of the batting order.
- E. If a player or players should leave the game and are not replaced with a substitute player, then every time the player or players would have batted it will be an out.

#### IV. Forfeits

- A. Forfeit time is 10 minutes from the scheduled starting time of the contest.
- B. A team may start and compete with as few as eight (8) players.
  1. The game will begin when eight (8) players are present.
  2. Additional players may be added to the score sheet and enter the game as they arrive.
- C. In order to claim a forfeit, a team must have the correct number of players present and be ready to play.
- D. If neither team is able to field the correct number of players a double forfeit will be declared.

#### V. The Game

- A. The choice of the first or last bat in the inning shall be decided by a toss of a coin.
- B. The team roster and batting order must be listed on the score sheet prior to game time.
- C. A game consists of seven (7) innings or fifty (50) minutes. NO innings can begin after a fifty (50) minute time limit has expired.
- D. If a team is leading by ten (10) runs after five (5) complete innings, the team that is leading is automatically declared the winner (it is in effect during play-offs).
- E. All games which are tied after the last inning and time has ended will remain a tie. Exception: Play-off games will be played to completion.
- F. Unfinished Games - In case the game is terminated by the umpire or field director due to the time, darkness, weather conditions or any unusual situations, the score shall revert back to the end of the last complete inning, except that the score shall not revert back providing the team second at bat has tied or exceeded the score of the opponents. For a game to be considered official three and one half innings must be completed. If home team is not leading, then they must have an equal number of bats.
- G. The decision to cancel games in progress will be made by the student supervisors and/or an administrative member of the Recreational Sports Staff on the field based on actual conditions.

#### VI. Play

Play shall be governed by 2004 ASA (Amateur Softball Association) Rules.

- A. Pitching Regulations
  1. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. The pitcher's pivot foot must be in contact with the pitcher's plate throughout the delivery.
  2. Preliminary to pitching, the pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter.
  3. This position must be maintained at least one (1) second before starting the delivery.
  4. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch. Note: To indicate to the pitcher that he/she may not start the pitch, the umpire should raise one hand with the palm facing the pitcher. "NO PITCH" shall be declared if the pitcher pitches while the umpire has his hand in said position.
  5. The pitch starts when the pitcher makes any motion that is part of his/her windup after the required pause. Prior to the required pause, any windup may be used. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward or backward or to the side,

provided the pivot foot is in contact with the pitcher's plate and simultaneous with the release of the ball.

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6. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he/she shall be removed from the pitcher's position for the remainder of the game.
7. When releasing the pitch, the hand shall be below the hip.
8. The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of feet from the ground.
9. The catcher must be within the lines of the catcher's box until the pitched ball is batted or reaches the catcher's box.
10. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or putout made by the catcher.
11. The pitcher has ten (10) seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball".
12. The pitcher shall not deliver a pitch from the glove.
13. The pitcher may use any windup desired, provided:
  - a. He/she does not make any motion to pitch without immediately delivering the ball to the batter.
  - b. His/her windup is a continuous motion.
  - c. He/she does not use a windup in which there is a stop or reversal of the pitching motion.
  - d. He/she delivers the ball toward home plate on the first forward swing of the pitching arm past the hip.
  - e. He/she does not continue to wind up after he/she releases the ball.
  - f. He/she does not pitch the ball behind his/her back or between his/her legs.
14. No Pitch shall be declared when:
  - a. The pitcher pitches during the suspension of play.
  - b. The runner is called out for leaving his/her base before the pitched ball reaches home plate or is batted.
  - c. The pitcher pitches before a base runner has retouched his/her base after a fouled ball has been declared and the ball is dead.
  - d. The ball slips from the pitcher's hand during his/her windup or during the back swing.
  - e. No player, manager, or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.
15. The pitcher shall not attempt a quick return of the ball before the batter has taken his position or when the batter is off balance as a result of a previous pitch.
16. Any delivered ball by the pitcher not in accordance with the above regulations (illegal pitch) follows the ASA Softball Rules.
17. If an illegal pitch is thrown, the umpire shall call "illegal pitch". The batter has the option to take the pitch (automatic ball) or swing, in which case it becomes a legal pitch and the ball is alive.
18. Any pitched ball not hit shall be declared dead.
19. The strike zone is that space over any part of home plate, between the batter's back shoulder and his/her front knee, when he/she assumes a natural batting stance.

## **VII. Batting**

- A. Homerun limit:
  - 1. Five homeruns per team.
  - 2. Any homeruns after five will be an out.
- B. A strike-out will consist of any combination of two-strikes.
  - 1. One Pitched, One Swing and Miss
  - 2. One Pitched, One Fouled .
  - 4. Two Fouled Balls.
  - 5. One Foul Ball and One Swing and Miss.
- C. Only two strikes are required for a strike-out.
- D. A bunt is a batted ball, not swung at by the batsman, but met with the bat. Batter is out on a fair bunted ball. A strike is called on first strike if bunted ball is foul.
- E. A chopped hit ball is one at which the batsman strikes downward without a full swing of the bat. Batter is out on a fair chopped ball. A strike is called on first strike if chopped ball is foul.
- F. A foul ball is a legally batted ball which:
  - 1. Settles on foul ground between home and first base or between home and third base.
  - 2. Bounds past first or third base on or over foul ground.
  - 3. First touches on foul ground beyond first or third base.
  - 4. While on or over foul ground touches the person or clothing of an umpire, player or is blocked.
- G. A batter is out immediately when he/she hits an infield fly, as declared by the umpire, with runners on first and second or on first, second and third with less than two out. This is called Infield Fly Rule.
- H. The batter is out if a fielder intentionally drops a fair ball including a line drive, which can be caught by an infielder with ordinary effort with first, first and second, first and third or first, second, and third bases occupied with less than two outs.
- I. When two fields share the same outfield, it is possible for a fair ball off the bat of the hitter or following an error by a field to go in the other field's area of play. If the ball is touched by someone playing on the other field, the batter shall be awarded an automatic triple. If, in the judgment of the umpire, the batter would have scored, the batter can be awarded a home run.
- J. In Co-Rec games, it is mandatory that males and females alternate in the batting order. If a male draws a walk, the female batter following has the option to accept an intentional walk (this is to discourage walking the males in order to pitch only to females).
- K. In Co-Rec it is legal to bat the same sex back to back if there is an odd number of players.
- L. The batter is out and base runners may not advance if:
  - 1. The batter steps across or on the home plate.
  - 2. The batter enters the batter's box with an illegal bat.
- M. A run shall not be scored if the third out of the inning is a result of:
  - 1. The batter being put out before legally touching first base.
  - 2. A base runner being forced out due to the batter becoming a base runner.

## **VIII. Base Running**

- A. Under no condition is a runner permitted to steal a base. He/she may leave the base when a pitched ball has reached or passes home plate. If the ball is not hit, the ball is dead and runners must return immediately to their bases. Penalty for not returning: The runner will be declared out. Base runner is automatically out and ball dead in case runner leaves base prior to ball reaching home plate.
- B. A runner cannot score from third base except on a hit, a play at a base, a sacrifice or in case runner is forced to vacate third base. He/she may also score if awarded the base because a ball is thrown into dead ball territory.
- C. Sliding is permitted in the men's, women's and co-rec softball play.
- D. Any base runner who intentionally and flagrantly runs into a fielder having possession of the ball will be declared out and will also be disqualified for the remainder of the game.
- E. Runners crossing home plate must touch the plate.

- F. **Overthrows**
1. In all cases, when a thrown ball goes into dead ball territory, each runner shall be awarded one base. When the ball becomes dead as a result of the first throw by an infielder, the award shall be from the position of the runner at the time of the pitch. When the throw is made by an outfielder or is the result of any succeeding play or attempted play, the award shall be governed by the position of each runner and the last base touched when the last throw was released.
- G. The umpire shall call "time" when, after a ball is batted fairly, the ball is returned to the infield and play has ceased.
- H. An umpire will not call time while any play is in progress, including when a thrown ball hits an umpire.
- I. An umpire will suspend play if a fair batted ball hits him/her prior to passing an infielder. Effect: The batter-runner is awarded a base hit. No runners are advanced unless forced to advance.

**X. Sportsmanship**

- A. It is the philosophy of the Campus Recreation Sports Department that sportsmanship and fair play are vital aspects of intramural competition.
- B. The highest standards of sportsmanship are expected by all participants and spectators. Officials, supervisors and administrative members of the recreational sports staff will make decisions as to whether to warn, penalize, or eject players/teams/spectators displaying unsportsmanlike conduct.
- C. A team is responsible for the actions of individual members of the team and for their spectators. The conduct of players, coaches, team managers and spectators before and after the game is as important as conduct during the game. Teams will be held responsible for their group's conduct at these times.
- D. All University of Tulsa Campus Recreation Sports Department sportsmanship policies are in effect.

**XI. Miscellaneous**

- A. Protests: Protests may be lodged concerning rules interpretations only. AT NO TIME MAY AN OFFICIAL'S JUDGMENT BE PROTESTED. Protests must be submitted at the time a question occurs. A PROTEST WILL NOT BE ACCEPTED AFTER PLAY HAS RESUMED, OR AFTER THE CONTEST IS COMPLETED.
- B. Appeals: An appeal play is a play on which an umpire cannot make a decision until requested by a captain, coach, or player. The appeal must be made before the next legal or illegal pitch. The ball must be in play at the time of the appeal (cannot be done during "time out" situations).
- C. Homeruns: There will be a limit of five (5) limit over the fence homeruns.
- D. Skelly: The umpire will call a ground rule double when the ball is batted fair and bounces into the gutter or the stands.
- E. Harwell: The umpire will call a home run when a fair batted ball while still in the air, goes in or past the bases along sorority row. Base runners will advance two bases from the point that a fair batted ball bounces/rolls into or past the bushes along sorority row.
- F. Games will be postponed by the Campus Recreation Sports Department one hour prior to the first contest of the day. If the weather is inclement, call extension 2679 after 2:00 p.m.
- G. All spectators, players and equipment (bats, gloves) must stay in the "out of play area" designated by the umpire.
- H. Team managers are responsible for the conduct of their team players and spectators.
- I. No alcohol will be allowed in Skelly Stadium or CFC Field.
- J. Drug/Alcohol Policy: In the event that it is determined or suspected that a player is under the influence of drugs and/or alcohol while participating in an Intramural event the participant will be removed from that game. Supervisors or officials have the authority to eject from a game any player(s) and spectator(s) for suspected drug and/or alcohol use. Individual(s) removed for drug and/or alcohol use are indefinitely suspended from all intramural sports until he/she has an appointment with the Director of Recreational Sports.

- K. No glass containers will be allowed on the playing field.
- L. Names on the **GAME** score sheet will be considered to have played.
  
- M. Names and student I.d. numbers on the game score sheet must be **IDENTICAL** to the names on the entry card.
- N. The Campus Recreation Sports Department does not provide insurance coverage and assumes no responsibility for injuries occurring during intramural sports.
- O. Injuries
  - 1. All injuries sustained in Intramural Sports play must be reported to the Intramural Sport supervisor on duty.
  - 2. Any player who appears to be unconscious, incoherent or suffer a head trauma will not be allowed to return to the game, and should seek medical clearance before they resume activities.
- P. Blood Rule: An intramural participant who is bleeding or has blood on his clothing shall be prohibited from participating further in the game until appropriate treatment can be administered. A player may re-enter after receiving the appropriate treatment and/or a change in clothes.

**XII. Judgment**

- A. All protests must be made to the official on the field of play at the time of occurrence and not after the contest is completed. It should be noted, however, that a matter involving a judgment call is not basis for a protest.
- B. A protest regarding the eligibility of players must be made before either team plays its next scheduled game. **Additional protest information is available in the 2005-2006 Intramural Policies and Procedures Brochure.**