

Gonzaga University Intramural Department

Men's, Women's and Co-ed Softball Rules

Every player must present a GU ID card before each contest to be eligible to participate. No exceptions.

All rules not mentioned will be governed by the Amateur Softball Association (ASA) slow pitch softball rules.

1. Team Requirements

1.2 It is the team captain's responsibility to make sure all members of their team present a valid GU ID card prior to the start of every game and understand the rules.

1.3 Each team may have up to 14 players and as few as 8 players to start a game.

1.4 A maximum of 10 players are on the field at any given time. A team must have a minimum of 8 players on the field to continue playing, if a team only has 8 players and a player is ejected or injured and unable to continue, the team must then take a forfeit.

1.5 Teams are asked to leave the dugout area and pick up all trash and equipment immediately following their game.

2. Equipment

2.1 The bases are 65 feet and the pitcher's mound is 50 feet from home plate. The outfield fence is 230-250 feet down the lines and centerfield is 225-235 feet.

2.2 A regulation 12" softball, bases and bats will be provided by the intramural department. Gloves must be worn by every player. A limited number of gloves and bats may be checked out with proper identification at the score table and are due back immediately after the game is finished the night it was checked out. Equipment is on a first come, first serve basis.

2.3 Athletic shoes must be worn by all participants. Rubber cleats on shoes will be allowed. Screw-in and metal cleats of any kind, open heel and/or toe shoes are prohibited.

2.4 Jewelry may not be worn at any time. (Exception: Religious or medical jewelry may be worn, but must be taped down.)

2.5 A regulation slow pitch softball bat provided by the Intramural Department will be the only bat allowed for use by all players and teams for all softball games.

If caught using an illegal bat: Player will be warned and possibly ejected if the player continues to use the illegal bat- the minimum length of suspension is that game plus one more.

2.6 Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed. A player may not remove a knee brace and continue to play.

3. Substitutions

3.1 Free substitutions are allowed in the field of play. (Coed: Must follow rule 12.1 for combination requirements.)

3.2 No substitutions are needed in the batting line-up since all players on the roster that are present will bat. (Exception: Only players leaving early or arriving late to the game will be removed or added to the batting line-up.)

3.3 Any base runner may be replaced by a courtesy runner who made the last batted out. Any player who is injured while in the field will require normal substitution procedures (3.1).

3.4 An automatic out will be awarded if a player who is listed in the batting line-up is unable to bat (assuming a substitute is not available). An automatic out will also be awarded at the time of a player's at bat if that player has been ejected from the game. No exceptions.

4. Length of the Game

4.1 A regulation game consists of a maximum of seven innings or a one hour time limit. No innings will be started after 45 minutes of playing time has elapsed and will be announced by the umpire. If an inning is started, it must be completed. Innings are considered started once the third out of the previous inning is made. Completed games which end in a tie during the regular season will stand. There will be no warm-up time given to either team because of the time limit. Teams should warm up in the designated areas off the field before their game.

4.2 If a ten run difference occurs during a contest after five innings, or 4 1/2 with the home team winning, the game will be stopped and considered a complete game. A per inning run rule of 6 runs will be in effect.

(Exception: If a team is losing by more than 6 runs, the team is allowed to score +1 from the number of runs

they were down by. Example: If a team was losing by 8 runs, the team is allowed to score 9 runs and then the inning ends.)

4.3 A game is considered official after five innings. (Exception: If the umpire deems the game is moving at a slow pace and may not finish in time, he/she will call the game as complete after four innings, or 3 ½ with the home team winning. Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)

4.4 No time limit will be in effect during championship games.

5. Base Running

5.1 No stealing is allowed. Runners may leave the base when the ball is hit. If the runner is off the base before the ball is hit, the runner is out and no pitch is declared by the umpire.

5.2 **Overthrow Rule:** When the ball is thrown over the fence or into the dugout area, all runners will be awarded two bases from the previous base occupied.

Examples:

- If the runner is on second base and there is an overthrow the runner would score.
- If you have a runner on first base and there is an overthrow the runner will then occupy third base.
- If there is no one on base and the batter is running to first base and an overthrow occurs, the runner will be awarded second base. If the runner would have been safe then the runner is awarded third base because he/she already occupied that base.
- If the runner has clearly not occupied 2nd base, the runner will only be awarded third base. If the runner has touched (occupied) 2nd base and is on his/her way to 3rd base then the runner will be awarded home.

5.3 Any runner who deliberately runs into a fielder (waiting to make a tag or a force out) will be called out immediately and each runner will return to the last base occupied at the time of the collision. If the runner's act is flagrant, he/she will be ejected. Other runners involved in the play may be called out at the umpire's discretion.

5.4 Any runner who is not in contact with a base and is in fair territory when struck by a batted ball will be called out. An immediate dead ball should be called, the runner is out and the batter is awarded first base.

5.5 **Sliding is permitted.** Collisions may result in immediate ejections. A runner who leaves the base path will also be called "out" by the umpire's discretion.

5.6 In the case of a possible double play, the base runner must slide and/or get out of the way of the thrown ball or both he/she and the batter-base runner may be called out.

5.7 A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event of an obstruction, the umpire shall award the obstructed runner and each other runner affected by the obstruction the bases they would have, in his/her opinion, reached had there been no obstruction.

5.8 Fake tags by any fielder are illegal. Penalty for a fake tag is ejection from the game. **FAKE TAG:** A fake tag or simulating the motion of catching a throw is a form of obstruction. The fake tag is a potential safety hazard and is also considered unsportsmanlike conduct. Penalty: The offender shall be ejected from the game and runners shall be awarded bases they would have reached if the obstruction had not occurred.

6. Batting

6.1 **The batter starts with a count of one ball and one strike.**

6.2 Chopping and bunting are not allowed. The batter must take a full swing. Penalty: batter is called out and base runners must return to their original bases.

6.3 The batter has 10 seconds to enter the batter's box. If the batter does not enter the box, the umpire shall call a strike on the batter.

6.4 The offensive team is responsible for retrieving all foul balls and home runs.

6.5 (Only applies to over-the-fence home runs) Teams are permitted to hit five home runs a game. After the fifth homerun, each homerun thereafter is considered a single. After hitting a homerun over the fence, the batter does not have to touch any of the bases. We will be following ASA's "hit and sit" rule. All runners on base at the time of the homerun do not have to touch any more bases. The players may simply run off the field if desired.

6.6 A ball that is hit and bounces over or goes under the fence is considered a ground rule double and the batter automatically gets to go to second base and any base runners advance two bases.

6.7 The batter may not step out of the batter's box without first asking the umpire for "time". If the batter does step out without "time" being called by the umpire, the pitch will be called accordingly.

6.8 **Foul ball rule:** Once the batter has 2 strikes, he/she is declared out if he/she hits a foul ball. Runners may still tag if a ball is caught in foul territory. (Examples: 2 consecutive foul balls=out; one swing and miss then a foul ball=out; one foul ball then swing and miss=out. We are not using the extra foul ball rule due to time restrictions.

7. Pitching

7.1 Preliminary to pitching, the pitcher shall come to a full and complete stop with both feet firmly on the ground, and with one or both feet in contact with the pitching rubber. The ball must be held in the pitching hand or both hands in front of the body. This position must be maintained at least one second but not more than 10 seconds before starting the delivery. The pitcher has 20 seconds to pitch the ball and this time starts when the previous pitch ends.

7.2 In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand.

7.3 A legal delivery shall be a ball that is delivered to the batter underhand. The pitch shall be what is commonly known as a slow pitch. There is no "quick pitching".

7.4 Fake pitches and/or "trick" pitching is prohibited.

7.5 The ball must be pitched with a minimum arc of at least 6 feet from the ground and must not reach a height of more than 12 feet at its highest point from the ground by the umpire's discretion. Penalty: Illegal pitch. The batter has the option to swing at an illegal pitch.

7.6 "NO PITCH" (called loud and immediately) shall be declared and the action following will be ignored when a base runner is called out leaving the base too soon, the pitcher pitches during suspension of play, the ball slips from the pitcher's hand during the windup or during the back swing, the pitcher pitches before a base runner is able to return to their base following a foul ball, and/or the batter steps out of the batter's box and the pitcher stops.

7.7 "ILLEGAL PITCH" (called loud and immediately) shall be declared when the pitcher throws to a base other than home plate with their foot on the pitching mound (a ball is awarded) and/or the pitcher delivers any pitch not in accordance with regulation pitching rules (a ball is awarded).

7.8 The pitcher may have 5 warm-up pitches before the start of the game, but none thereafter before starting the next inning. New pitchers are allowed a maximum of 5 warm-up pitches when they enter the game.

8. Infield Fly Rule

8.1 An infield fly is a fair fly (not including a line drive) which can be caught by an infielder with ordinary effort provided there are runners on first and second or first, second and third with less than 2 outs. No infield fly rule will be in effect if there is only a runner on first base. The umpire (called loud and immediately) will declare the infield fly rule and the batter is immediately out. Base runners cannot be forced out and may advance at their own risk.

9. Appeal Play

9.1 An appeal play is a play in which an umpire cannot make a decision until requested by a coach or player. The appeal must be made before the next pitch or before the defensive team has left the field. The defensive team has left the field when the pitcher and all the infielders have left fair territory.

There are 3 types of appeal plays:

- a. missing a base
- b. leaving a base early on a caught fly ball before the ball is caught
- c. batting out of order

9.2 Once a dead ball has been called, any infielder (including the pitcher and catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The plate umpire should acknowledge the appeal and the two umpires should make a decision on the play. Base runners cannot leave their bases during the appeal.

10. Fence/Cone Policy

10.1 He/she must stay inside the designated playing area for the catch to be considered an "out". If a player fails to stay inside the designated playing area and catches the ball while jumping outside of the designated area, falling over or running around the designated area, the action will be considered a homerun. The player must have both feet inside the designated playing area while catching the ball, without going outside of the designated area for it to be considered an "out".

11. Rule Clarification

11.1 A ball slips from the pitcher's hand during the back swing, is dead and no pitch is declared. All subsequent action on that pitch is canceled.

11.2 A missed base must be appealed. An umpire cannot call a player out unless the offended team appeals.

12. Co-ed Slow-Pitch Softball

12.1 Teams are composed on the field of any of the following combinations: 5M and 5W, 5M and 4W, 4M and 5W, 4M and 4W, 3M and 5W, 3M and 6W, 3M and 7W or 4M and 6W.

12.2 Everyone on the roster may bat (14 maximum on the roster) to increase participation, but please make sure you have men and women distributed equally because no more than 3 men may bat consecutively in the batting line-up.

12.3 The batting order must alternate between men and women. (Combinations with fewer men must alternate the batting order until all the men have batted having the remaining women bat consecutively at the bottom of the batting line-up.)

12.4 Men and women courtesy runners must replace men and women respectively.

12.5 If a male batter walks and is followed by a female batter, she has the option to hit or walk. If the female batter chooses to hit the male does not automatically advance to second base.

12.6 Both males and females will use the 12" softball.

12.7 Men and women may take the field in any position, the infield or the outfield. There is a maximum of 10 players in the field at any one time (6 infielders and 4 outfielders allowed).

13. Game Cancellations - due to weather

13.1 A game may be cancelled at any point due to incimate weather by the field supervisor.

13.2 If a game is cancelled and has been played through 4 1/2 innings (the home team winning), or the 5 inning (the visiting team winning) it is considered a complete game.

13.3 If a game is cancelled and has been played past the 5th inning, the score will stand as it was in the last complete inning.

13.4 Games that are cancelled prior to being played due to weather will be recorded as ties. There is no re-scheduling of games.

14. Blood Rule

Any player who is bleeding must be substituted for until the bleeding stops. An intramural supervisor or game official has the authority to remove the player from the game. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (5), the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. **THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

Forfeits

A team forfeits when the entire team is a no-show or the team does not have the correct number of players to start the game *on time*. When a team forfeits for any reason, that team will receive no higher than a (2) two. The game will not be re-scheduled. The winning team will receive a (3) three for sportsmanship. Teams who forfeit two (2) games for any reason will be dropped from the tournament. For further explanation, see the forfeit policy. Forfeiture of game is not a penalty, but an edict by the Referee.

Defaults

A team defaults when contacting the Director (Shelly at x3977) at least 24 hours in advance of their next game to give plenty of time to notify the opposing team they will be receiving the win. The game will not be re-scheduled. When a team defaults, both teams will receive a (3) three for sportsmanship. **One default is given per team, per regular season play; two or more defaults will count as a forfeit(s).**

Player/Team Conduct

The officiating will be done by an official who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated area. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Official's judgment is not protestable.

Individual and team sportsmanship is of the utmost importance to the Intramural program and all of its participants. Certain behaviors will not be tolerated before, during, or after intramural activities (examples, but not limited to):

- a) Actions meant to cause harm to any person; examples, but not limited to the following will result in immediate ejection from the game:

1. Swinging or throwing the bat in a dangerous manner or directed at an official or player
 2. Intentionally throwing the ball at any official or player
- b) Verbally abusive or threatening language towards players, spectators, or officials.
- c) Lack of control by individuals or the team.
- d) Alcohol and/or drug use (Refer to Intramural Alcohol and Drug Policy online at <http://www.gonzaga.edu/Athletics/Intramurals/team-information/player-and-team-conduct.asp>)

This is a no-tolerance policy and is under the discretion of the Officials, Supervisors and/or Director to remove players at any point and time before, during or after a game.

The following includes behavioral expectations of all participants, coaches, captains, fans, spectators, and guests.

Intramural Alcohol and Drug Policy:

The Intramural Department reserves the right to confiscate, retain and dispose of/destroy any and all alcohol related paraphernalia regardless of value or ownership. Excessive drinking/intoxication at any Intramural event/location are not acceptable and will not be taken as an excuse for inappropriate behavior. At any time, the Intramural Department may remove any individual from an event/location that has alcohol, is intoxicated, smells of alcohol, may possibly harm themselves or others, or any individual that is displaying inappropriate behavior (this includes but is not limited to: disruptive and/or out of control behavior). Security will be contacted in events pertaining to any of the above.

The illegal use of drugs at Gonzaga University is not tolerated. The unlawful manufacturing, possessing, having under control, selling, transmitting, using, or being party thereto of any dangerous drug, controlled substance, or drug paraphernalia on University premises or at University sponsored activities, including Intramural events/locations, is prohibited. Any individual involved or suspected of being involved of any of the following will be removed and security will be contacted.

Bystander Conduct:

Students are expected to refrain from being in the presence of others who are violating University/Intramural policies and rules. Students will be held accountable for their actions even if they are not participating in prohibited conduct. This includes but is not limited to: students who are in the presence of others using alcohol or drugs in violation of University/Intramural policy, even if they are not using alcohol or drugs themselves.

Please refer to Team Information at:

<http://www.gonzaga.edu/Athletics/Intramurals/Team-Information/default.asp> for Player and Team Conduct, Unsportsmanlike Consequences, and Disciplinary Actions.