SOFTBALL LEAGUE RULES

1. **The Game:** A game consists of FIVE innings OR 50 minutes of play. If a game is not completed after 50 minutes of play, the inning in progress will be the last inning. In-Field fly rule shall be used. Game time is forfeit time.

2. **In-Field Fly Rule:** A fair fly ball, not including a line drive or an attempted bunt which can be caught by an infielder, pitcher, or catcher with ordinary effort when first and second or first, second, and third bases are occupied with less than two outs. The batter is declared out regardless of whether the ball is caught or not and the runners may advance at their own risk.

3. **Male/Female Ratio:** No ratio. A minimum of 8 players is required to start the game.

4. **Exceptions to Automatic Outs:** 1) If both teams have 7 males and 3 females, and decide in conference with the supervising umpire not to use the automatic outs.

5. **Substitutions:** There is free substitution. A player must remain in the line-up for at least six outs (one full inning). Substitution is gender for gender unless there are more than 4 females in the line-up. If this happens, 4 of the female positions must remain female.

6. **Batting Order:** You may have 10 batters with 2 designated hitters.
   a. There will be two separate batting orders, one for males and one for females. The batting order will alternate between genders. This is to prevent “stacking” the batting order.
   b. Designated hitters are allowed. If only one position is added, it may be male or female. If two positions are added, one must be male and the other female.

7. **Intentional Walks:** Whenever a male is walked (intentional or unintentional), he automatically advances to 2nd base and the next batter, a female, has the option of hitting or automatically taking first base.

8. **A 100’ Line Will Be Enforced:** When a woman is at bat, the outfield cannot cross the marked 50’ line beyond the edge of the infield. The infield is defined as where the infield dirt meets the outfield grass.

9. **Ball/Strike Count:** An ASA recognized count of 3 balls and 2 strikes will be used.

10. **Foul Balls:** After the first strike, if a foul is hit, the batter will have the opportunity of additional pitches. The next foul ball, the batter is out.

11. **12 Run Rule:** Optional rule. Play will continue if the team, trailing by 12 or more runs after 3 ½ innings so desires.

12. **Catcher’s Masks:** Catcher’s masks are strongly recommended.

13. **Equipment:** Metal or replaceable cleats/spikes as well as five toed shoes are **ILLEGAL**. Molded rubber shoes are legal. Double/Triple walled titanium bats and baseball bats are prohibited.

14. **Ground Rules:** **North and South Field:** If the ball rolls over the hill or into the parking lot, it is a ground rule double. If the ball goes over on the fly, it is a homerun.

15. **Strike Zone:** The strike zone will be determined by the plate and an extension. Pitchers are limited to 3 warm-up pitches at the start of the game and before each inning. The pivot foot must remain in contact with the pitching plate until the pitched ball leaves the hand. If a pitch is not hit, the catcher must return the ball immediately to the pitcher.

16. **Batting:** The batter must have a portion of his/her foot touching the ground within the batter's box area. The umpire will determine the batter's box, based on IM guidelines. The batter shall not step on or across the plate. If this occurs, the batter is out and the ball is dead.

17. **Bunting:** Bunting or chopping down on the ball will result in an automatic out.

18. **Base Running:** A base runner may slide past a base after making contact with it, and not be liable to be put out. However, he/she shall be liable to a put out if he/she merely over-runs the base (except first base).
19. **Base Area:** If, during a play, the base has been moved from its original spot, the runner need only touch the original base area. The original base area will be a judgment call made by the umpire closest to the base.

20. **Base Sliding:** Base sliding must be performed with discretion. If undue contact occurs, the base runner may be ejected. The advancing base runner may not collide with the person covering the base. Upright collisions may result in an automatic out, and possible ejection.

21. **Stealing a Base:** Under NO condition is a runner permitted to steal a base. If a player attempts to steal a base, he/she is automatically out. Batter and base runners may not advance when the catcher does not hold a third strike. Batter is out and the ball is dead.

22. **Overthrows:** The base runner is entitled to one base if the ball goes out of play. Bases are awarded according to the position of runners at the time the ball is thrown.

23. **Fielding:** A team may throw the ball around the infield in the first inning only. Infield practice will not be permitted between outs or innings for the remainder of the game. An offensive player may not impede, hinder or confuse a defensive player while attempting to execute a play. A defensive fielder may not remain in the base path without the ball in an attempt to impede the progress of a runner.

24. **Covering A Base:** a player covering a base must keep half of the base available to the advancing runner.

25. **Inclement Weather:** Weather that is viewed as dangerous to participants or excessively wet fields will result in game cancellation or postponement. Games will NOT be rescheduled.

26. **Team Roster/ID Policy:** Each participant must present a valid student id prior to participating in any game. The ID cards will be scanned for validity. Players must sign the team roster before they play in the first game. Rosters are available on the field from the umpires. Players must play in at least two regular season games to be eligible for the playoffs.

27. **Dogs and Children:** According to state and university regulations, dogs must be kept on a leash. Children should always be accompanied and supervised by an adult.

28. **Alcoholic Beverages:** Alcohol beverages are not allowed on University property. Violation of this rule will result in immediate forfeiture. Severe infractions may warrant expulsion from the league.

29. **Tournament:** There will be a single or double elimination tournament at the end of the league. (Type will depend on the number of teams and time available).