

# Old Dominion University Recreational Sports Intramural Sports Softball Rules

ASA and NIRSA Slow Pitch Softball rules shall apply to all games, except the any of the following adaptations. For questions regarding general intramural rules and regulations visit us online at [www.gvsu.edu/rec](http://www.gvsu.edu/rec)

**Eligibility:** All current ODU Students (graduate and undergraduate), Faculty, and Staff are eligible to participate in the Intramural Sports program. ODU women's softball players and men's baseball players and professional and/or semi-professional players are ineligible. If there are any questions about participant eligibility, please contact the intramural sports office.

**Student ID's:** ALL participants must present an ODU identification card to participate in an intramural event. **NO EXCEPTIONS.**

**Team Roster:** It is each team captain's responsibility to ensure that all team members are listed on the team roster card, which is available at each team's regular season games. A player may be added to a team's master roster card at any of that team's regular season games. However, the participant must participate in the intramural event to be able to sign the team's roster card. Each team's roster will be frozen following their last regular season game. Participants must be included on the team's roster card to be eligible for the playoffs.

**Play On One Team/Illegal Players:** A participant may play on only one men's or women's team and only one co-rec team. Level of competition (A or B) does not matter. Women may not play in men's teams/leagues and vice-versa. Any participant playing on two teams **in the same division** will automatically be disqualified from participating in the division in which the offense occurred for the remainder of that sport season. In addition, any game(s) the participant played illegally will result in a forfeit for that team. If a player is found to be illegal, they are ineligible to play even if there is a mutual team agreement.

**Rule Interpretations:** The officials and supervisors on duty will handle questions on the court; a ruling will then be determined. The resulting decision is final.

**Schedule Conflicts:** To avoid a forfeit if it's absolutely necessary to cancel a scheduled game, a team must notify the IM office 24hours prior to the scheduled game (683-3384). A team that cancels a game will remain in the league and a loss will be recorded. If a conflict occurs, contact the IM office at least 72 hours prior to the scheduled game. Every effort will be made to adjust the game.

**Forfeited Games:** If a team doesn't have a minimum of 8 players to start the game 5 minutes after the scheduled game time, a forfeit will result. A team that forfeits a game will be dropped from the league unless they contact the intramural director to ensure that the team will be present at all remaining games. If a team forfeits on two (2) different playing dates, they will be dropped from the league.

**Equipment:** Bats and game balls will be provided. **Closed-toe** shoes must be worn. No metal spikes may be worn. **Bats that are provided by teams must meet current ASA standards and carry a clearly visible ASA certification mark.**

#### **Players and Substitutes:**

1. A team consists of 10 players. Each team must have 8 players present to start or continue a game.
2. Teams will have the option of (1) A batting lineup of 8 to 10 players, using substitutes - all starters and substitutes allowed one re-entry (2) Unlimited batting with free substitution in all fielding positions.
3. Each team captain will inform the umpire(s) which option they select prior to the start of each game. If an occupied position in a team's batting order becomes vacant, an out will be recorded the first time the position comes up in the batting order.

#### **The Game:**

1. Batters begin with a one ball and one strike count for each time at bat.
2. The game shall consist of 7 innings or a 60minute time limit, whichever comes first. (There may be ties in pool play)
3. A new inning shall not begin after the time limit, but an inning already started will be finished.
4. After 4 innings of play, if a team is ahead by 15 or more runs, the game is completed by the mercy rule.
5. After 5 innings of play, if a team is ahead by 10 or more runs, the game is completed by the mercy rule.
6. If a game is called because of rain, darkness, etc., 4 innings shall constitute a complete game.

**Pitching:** The ball shall be delivered with perceptible arc of at least 6 feet from the ground and not more than 12 feet from the ground. **PENALTY: Illegal pitch**

**Strike Zone:** For each legally pitched ball touching any part of home plate or passes through no lower than the bottom of the batter's front knee and not higher than the batter's back shoulder, when the batter is in a natural stance. A pitch is a strike if any part of the ball passes through this space.

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**Base Running:**

1. Base runner(s) may leave their base when a pitch reaches home plate. There is no stealing. **FIRST OFFENSE: Dead ball–no pitch; warning to the player. SECOND OFFENSE (during the same at-bat): Dead ball; offending runner is OUT.**
2. When the ball is in play and is overthrown out of play, two bases from the base last occupied shall be awarded to each base runner (from the time the ball was thrown).
3. When a legally caught ball in playable territory is carried by the fielder into dead ball territory, the ball is dead, the batter is out and all runners advance one base beyond the base they occupied at the time of the pitch.
4. No pinch runners, unless the runner is clearly injured and may not safely run the bases. A courtesy runner may be used, if announced before the first pitch to the next batter. If there is no courtesy runner available, the player that made the last batted out may take the place of the injured runner.
5. **NO SLIDING** – Runner will be declared out.

**Foul Balls:** The batter is declared out if they hit a foul ball after having two strikes.

**Foul Tips:** A foul tip is a batted ball that travels directly from the bat to the catcher's hands, glove, or mitt and not higher than the batter's head, and is legally caught by the catcher. If this occurs with less than two strikes on the batter, the batter shall NOT be out.

**Bunting and Chopping:** These two acts by the batter are illegal. A warning will be issued to both teams. The next offense shall be considered an out.

**Flagrant Interference:** When a defensive player, **with or without** the ball, is waiting for the runner and the runner remains on their feet and deliberately, with great force, crashes into the defensive player, the runner is out. If the act is considered flagrant, the runner shall also be ejected from the game.

**Co-Rec Softball Adaptations:**

1. **Team:** A team consists of 10 players on the field (five men and five women). However, a team must have at least eight (8) players present to begin a game. Of these eight, there must be a minimum of three (3) and maximum of five (5) of each gender on the field. The team will be assessed automatic outs for the players missing whenever their turn comes up. The out(s) must be placed in the seventh, eighth, ninth or tenth position, depending on gender and number of players missing.
2. **Substitutions:** All substitutions are of the same sex, male for male and female for female.
3. **Bat Around:** Co-Rec will have this same option, but a team must have an equal number of males and females.
4. **Batting Order:** Alternating (male, female or female, male).
5. **Defensive Alignment:** Each team must have a minimum of two (2) females in the infield (includes pitching and catching).
6. **Walk Rule:** A male batter that is walked (intentional or not), is awarded first and second base. The next batter (a female), must bat, unless there are two (2) outs, then she has the option of batting or taking a walk.

**Sportsmanship:**

1. The intent of ODU Intramural Sports is to provide a sportsmanlike, safe, and fun environment.
2. The sportsmanship rating system is designed to rate team and not individual conduct, yet hold the team accountable for an individual's actions.
3. Being a good sport is a team captains, players and spectators responsibility. They will be held accountable for acts including abusive language, threatening remarks or abusive behavior before, during and after any intramural contest and throughout the intramural season.
4. Team captains are expected to be the team leader and exhibit full control over their team, thus setting an example by communicating and educating their team to be good sports. Further, the captain may address an official in a respectful manner concerning a rule interpretation, not questions of officials' judgment.
5. A player ejected during the game results in a one game suspension (if severe, additional restrictions may be imposed). The team will also receive a one game suspension if the ejection results from poor sportsmanship. The captain and ejected player must meet with the Assistant Director of Intramurals before being eligible to participate
6. Team Sportsmanship Ratings apply to behavior before, during and after a contest. Teams are expected to receive a rating higher than a three (3) to be eligible for playoffs. Those teams that receive a rating of two (2) will be suspended for their next game. Any team receiving a season ending rating (1) will be dropped from the sport and may be subjected to additional disciplinary action.