Softball

Play is governed by ASA SOFTBALL rules with the following modifications:

GENERAL INFORMATION
1. All Intramural Sports participants are required to carry his/her UNLV issued RebelCard at all times and must bring the card to all games. Intramural Sports Staff will check all participant IDs with the printed team roster before any player will be allowed to participate.
2. Game rosters will be based on the team rosters created on IMLeagues.com. Roster additions will not be available field-side, and the deadline to add a player to a team will be the second-to-last day of play at 12:00pm.
3. Intramural Sports does not take responsibility for injuries that are related to Intramural Sports activities. It is suggested that all participants and spectators acquire health insurance before participating or observing.
4. Team captains are responsible for their team members and fans. Obscene and/or abusive language will not be tolerated. Participants or spectators using obnoxious or foul language will be penalized or result in a team penalty.
5. Please refer to the Intramural Sports Policy Book for complete Intramural Sports requirements and policies.

EQUIPMENT
1. Players must wear basketball/athletic type shorts/pants. These shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play, and shorts may not be worn inside out. Denim material will not be allowed.
2. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats, and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed or covered using a player’s own equipment or bandages.
3. Jerseys/Shirts
   A. In order to play teams MUST wear shirts of the SAME color (i.e. light blue is NOT the same as dark blue).
   B. All shirts/jerseys must have legible numbers on at least one side (back or front of shirt) and must be legible from a distance of 6 feet. Numbers must be permanent on the shirt in a non-fading medium such as marker or paint. Taped on numbers are not allowed.
   C. No two teammates may have the same shirt/jersey number.
   D. If a player is #0 that number must appear on the jersey.
   E. In the event two teams arrive wearing the same color and are unable to switch to a different color, jerseys will be made available.
   F. There are no shirts/jerseys available for check out.
4. Each player must wear athletic shoes. They must be made of soft, pliable upper material that covers the entire foot. Cleats/boots with any visible metal will be considered illegal equipment and will result in an automatic ejection.
5. Players may wear gloves consisting of soft, pliable and nonabrasive material.
6. Players may wear a hat/cap of their choice, knit or stocking cap (with or without ball/knot at top), headband, and hair bands.
7. PLAYER EQUIPMENT
   A. Participants must adhere to the equipment requirements listed in Sections 6 through 11.
   B. Batting helmets are highly recommended, but not required nor provided.
   C. Fielding gloves are required for play and are not provided.
   D. All bats must comply with regulations set forth by the Amateur Softball Association (ASA) for Slow Pitch Softball. An updated list of ineligible bats will be available at http://www.softball.org/about/certified_equipment.asp. Bats must bear either the ASA 2002 or ASA 2004 certification mark. Penalties for illegal bat use may include player disqualification or game forfeiture due to team misconduct.
Game Timing

DELAY TIME & FORFEITS

1. Teams must start and end the game with at least eight (8) players. A team with eight players or more must play or the Delay Time procedure will go into effect. During the course of the game, if a team drops below 8 players that team will receive the loss according to team misconduct scoring rules.

2. If a team does not have eight players signed in at game time, that team will be given 10-minutes to have eight players sign in before the game is declared a forfeit. If neither team has eight players signed in, both teams will have 10-minutes to have eight players sign in before the game is declared a double forfeit. This time will run off the game clock and delaying teams will receive a Sportsmanship Deduction. Once all teams are ready the regulation game start will commence.

3. If one team is signed in and ready to play with at least eight players, that team will be awarded 1 run for every minute (rounded up) that the game is delayed up to the 10-minute mark. Examples:
   A. One team ready to play: Team A has enough players at game time and Team B’s eighth player signs in 6:42 into delay time. Team A will start the game with a 7-0 lead and the game will start in the second inning.
   B. Neither team ready to play: Team A’s fifth player signs in 2:18 into delay time and Team B’s fifth signs in 7:52 into delay time. Team A will start the game 6-0 and the game will start in the second inning. 2:18 from 7:52 is 5:16 where Team A was ready to play and Team B was not.

4. A forfeit will be recorded as a win for the team ready to play and any runs accumulated will be the final score. Points will be scored to the team captain.

5. Any game forfeit for team misconduct will be scored as 10 runs or the current point total over 10 for the winning team and zero runs for the losing team.

GAME INFORMATION

1. THE GAME & PLAY:
   A. The game shall be played between two teams of ten players each, one of whom must be the pitcher and another must stand behind home plate as the catcher.
   B. Eight players are required to start the game and avoid a forfeit. No game shall continue with less than eight players.
   C. Home team will be determined through a coin toss or game of rock, paper, scissors.
   D. A regulation game will be 7 innings or 50-minutes in length, whichever comes first. A game shall be considered legal after 50 minutes or four (3 ½ if home team is winning) completed innings.
   E. No new inning will start after 50-minutes past the hour. This decision will be at the discretion of the on site Supervisor.
   F. Games will end in a tie during regular season play when the 50-minute time limit has been exceeded. Teams playing seven (7) innings to a tie, prior to the time limit, may continue to play until time expires.

2. MERCY/RUN RULE:
   A. If at any time, at the completion of a full inning, a team is ahead by the following defined Run Rules, the game will be terminated.
      i. 20 Runs after three innings (2½ innings if home team winning)
      ii. 15 runs after four innings (3 ½ innings if home team winning
      iii. 10 Runs after five innings (4½ innings if home team winning)

Players & Substituions

3. LINE-UPS & ROSTERS:
   A. Team rosters are limited to 18 total participants for the season, and each will be listed on the game sheet at each game.
   B. Teams may bat up to a 14-player batting line-up, continuing to field ten (10) players. The 14 batters may rotate among the fielding positions to their choosing, always maintaining the original batting order.
      Teams starting with less than 14 batters may not add batters at any point during the game.
   C. A team may finish the game with less than 14 players due to player injury or ejection.
      i. If a player is ejected, his/her spot in the line-up will be scored as an out for each at-bat missed.
ii. If a player leaves the game due to injury, his/her spot will be scored an out for only the first missed at-bat.

iii. These rules are for Men’s and Women’s Leagues only. The general premise will be the same for Co-Rec Leagues, but see the full Co-Rec exceptions for batting line-up rules.

4. CO-REC MODIFICATIONS
   i. The number of men and women in the lineup may never vary by more than one. The only time the same gender may hit consecutively is when it occurs between the last and first batters of the lineup.
   ii. The number of men and women in the field must be 5M/5F, unless the team is using 9 players in which case it can be at a ratio of 5/4 for either gender. Teams fielding 8 players must have a ratio of 4M/4F.
   iii. The pitcher/catcher combination must have both a male and female player.

Start & Restart of Play

PITCHING
1. The pitcher shall take a position with both feet on the ground and with one or both feet in contact with, but not off to the side of, the pitching rubber until the ball is released.
2. The ball must be delivered toward home plate on the first swing of the pitching arm past the hip.
3. A legally pitched ball must range between 6 feet and 12 feet from the ground at its peak. A pitch that is either below or above 6’-12’ will be declared an illegal pitch by the umpire and will automatically be ruled a ball UNLESS the batter chooses to swing at the pitch in which case the result of the swing will stand.
4. There are no rules pertaining to the pitcher’s hand position or spin on the ball.
5. All legal pitchers that hit and part of the strike pad or home plate will be a strike. All other pitches are balls.

BATTING
A. The batter starts his/her at-bat with one strike and one ball. Standard third strike rules apply.
B. After a batter’s second strike, a second foul ball will result in a called third strike and the batter is out.
C. There is a discretionary batter’s box, and the umpire will use his/her judgment in determining if the batter leaves the batter’s box when hitting the ball. If a batter is outside of the discretionary region upon hitting a ball, the batter is declared out and the play is dead. Runners shall not advance.
D. Bunting, chopping, slap hitting, or intentional half swinging at the ball is not allowed (Umpire’s discretion).

HOMERUN RULE
A. Teams will be allowed five (5) over-the-fence home runs per game, with any ball being hit over the fence after the 5th home run resulting in an out for the batter.
B. Inside the park home runs do not count toward the team total.

BALL RETURN
A. At any time a ball is hit either out of play or over a fence, the batting team is required to retrieve the ball. Ball substitutions will not be accepted.
B. If all three game balls have been hit out-of-play, the game will be suspended until the balls are returned. The game clock will continue to run.

BASE RUNNING
A. There is no stealing or leading. Any player leaving a base early will be called out at the umpire’s discretion.
B. A runner must slide in the event of a close play at all bases (accept the route from home to first). It is up to the umpire’s judgment to call a runner out if he/she does not slide.
C. A runner may only slide feet first and only into second or third base. Players may dive back to a base already touched safely head first.
D. Substitute runners are allowed at the discretion of the umpire if a player is injured, but only after the batter has successfully reached a base. However, the player may not be allowed to return if the umpire thinks that the player risks further injury. In the event that there is a pinch runner, the player who made the last out is the only player eligible. (Last out of same gender in CO-REC games)

INFIELD FLY RULE
A. Occurs on any force play with no open bases between two or more base runners (i.e. runner on 1st & 2nd or bases loaded).
B. There must be less than two outs.
C. Cannot be called on line drives (official’s discretion, line drive general definition: any ball hit into fair territory achieving a height of approximately one foot above the batter’s head).
D. The hit must be a fair ball.
E. It must be a ball that can be caught by an infielder with normal effort. (based on umpire judgment)
F. Ball remains live.
G. At the highest point of arc, umpire declares, “Infield fly, batter is out.”
H. Runners may advance at their own discretion and caution.
10. OVERTHROWN BALL: In the event a ball is thrown into “dead ball” territory, all runners will be awarded 2 bases from the last base touched safely at the time of the throw.

Appeals & Protests
11. APPEALS
   A. There are three types of appeals:
      1. A runner missing a base. (Not touching a base)
      2. A runner leaving a base too soon on a fly ball. (Tagging up)
      3. Batting out of order.
   B. All appeals must be made prior to the next pitch thrown in play.
   C. A runner may not return to touch a missed base or one he left too soon after a following runner has scored.
12. PROTESTS:
   A. Umpire’s judgment calls may not be protested.
   B. The officials and supervisors for that day shall make decisions on any points not covered in these rules or the rules in the ASA rulebook.
   C. The supervisor can only be used for rule clarification and will not overturn calls made by the officials during or after the game.
   D. The team’s captain must make any protests regarding rule interpretation immediately. Once the ball has become live again, a protest may not be made.
13. Obscene and/or abusive language will not be tolerated (Official’s Discretion). Violations will result in a run scored. Second violation will result in player ejection.

Miscellaneous Rules
1. Foul tips must be hit higher than the batter’s head and be caught to be counted as an out.
2. The pitcher may request the umpire to give the batter an intentional walk.
   - In Co-Rec, a male batter who receives an intentional walk gets second base. If there are two outs, the female following the intentionally walked male batter has the option to take first base or bat as normal.
   - If in a Co-Rec game, at the discretion of the umpire, a male batter was “unintentionally intentionally walked”, they will reward the batter 2nd base and follow the protocol listed above.