



## ***Intramural Softball Rules***

### **RULE 1. THE RULES AND SPORTSMANSHIP**

#### ***SECTION 1 – GOVERNING RULES***

**Article 1. Play will be governed by a combination of the rules provided by the Amateur Softball Association (ASA), United States Specialty Sports Association (USSSA) and the National Intramural-Recreational Sport Association (NIRSA).**

1.1 The following are modifications and highlights of those specific rules. A copy of the Official Rules Book & Official's Manual may be reviewed for more specific rules interpretations in the Intramural Sports Office.

**Article 2. The Intramural Sports Office will make any and all interpretation and decisions.**

#### ***SECTION 2 – SPORTSMANSHIP***

**Article 1. LSU Sportsmanship Rating System**

1.1 A rating has been established to ensure that sporting behavior is rewarded and non-sporting behavior is not. This is in an attempt to raise the level of sportsmanship at this university. It is important that participants are aware of the guidelines of sportsmanship before the season starts. This rating will influence playoff seeding and post regular season eligibility.

**Article 2. Rating Scale**

2.1 At the conclusion of each contest officials and supervisors will rate all teams for sportsmanlike behavior. The rating scale is as follows:

- 4- Excellent (signed in early and prepared to play, courteous and respectful)
- 3- Good (prepared to play at game time, conducts themselves appropriately, possibly some problems with fans)
- 2- Fair (prepared to play at game time, conducts themselves somewhat appropriately during the game, noticeable problem with fans)
- 1- Poor (not prepared to play, player(s) ejected, conduct unbecoming of participants, disruptive fans)
- 0- Unsatisfactory (fighting, player(s) ejected, blatantly belligerent behavior)

**Article 3. Provisions**

3.1 In case of a regular season tie, seeding will be set by the following criteria in this order;

- 3.1.1 Winning Percentage
- 3.1.2 Head to Head Match Up (if applicable)
- 3.1.3 Sportsmanship Rating
- 3.1.4 Point Differential
- 3.1.5 Coin Flip

3.2 All teams must maintain a 2.0 sportsmanship rating throughout the regular season to be eligible for the playoffs

**Article 4. Ejections**

4.1 Any player, coach, or spectator may be ejected from the game/match for any actions occurring before, during or after that event.

4.2 Participants will not be told at the time of their ejection as to the length of their suspension. Any and all decisions regarding suspensions will be handed down from the Assistant Director of Sports Clubs and Intramurals.

### **RULE 2. THE GAME, FIELD, AND PLAYERS EQUIPMENT**

#### ***SECTION 1. THE GAME***

**Article 1. The Game – Required Players**

1.1 The maximum size of the roster is 16 players.

1.2 Only 10 players per team are allowed on the field at a time; 8 players are required to avoid a forfeit. If a team plays with 9 player they will be assessed an out in the tenth spot in the line up. If

a team plays with eight players they will be assessed and out in the ninth and tenth spot in the line up.

## **SECTION 2. PLAYER EQUIPMENT**

### **Article 1. Equipment**

- 1.1 **Gloves are required! You may not play without one.**
- 1.2 Players shall wear athletic type shoes. Cleats must be made of rubber and are not to exceed a half inch in length. Shoes with metal or screw-in cleats are not allowed. All questionable footwear must be deemed appropriate by the official and/or field supervisor.
- 1.3 Bats must be of the official softball bats. The intramural staff has the right to make any and all rulings on bats. Please see the non-approved bat list for further details. Bats are available for check out at the equipment desk inside the SRC.

### **Article 2. Illegal Equipment**

- 2.1 No hard, unyielding or stiff material may be worn: i.e. helmets, shoulder or hip pads.
- 2.2 All protective medical materials (tape, pads, etc.) must be approved by the game officials prior to the start of the game
- 2.3 Jewelry of any type is prohibited.
- 2.4 All equipment deemed unsafe by the game officials may not be worn. Failure to remove equipment deemed unsafe prevents the individual from participation.
- 2.5 Shirts must be worn at all times. Cut-off shirts and sleeveless shirts may be allowed but must be cutoff directly at the shoulder
- 2.6 The ball provided by the Department of University Recreation (.44) **must be used at all times. Teams may not use their own ball.**

## **RULE 3. TIME FACTORS, PLAYERS, AND GAMEPLAY**

### **SECTION 1. TIME FACTORS**

#### **Article 1. Timing**

- 1.1 A game shall consist of seven (7) innings, 6 ½ if the "home" team is winning.
- 1.2 Four (4) innings will constitute an official game in the event of unplayable conditions.
- 1.3 No new innings will begin after 50 minutes of playing time or the umpire's discretion.
- 1.4 The umpire reserves the right to announce last inning on a game/time/innings situation.

### **SECTION 2. PLAYERS**

#### **Article 1. Team**

- 1.1 A team is made up of 10 players. A team may use an extra player if they choose. If any extra player is used, all 11 players must bat and 10 will play in the field. While defensive positions may change, the batting order must always remain the same.
- 1.2 Substitutions can be made at any point with prior notification to the umpire.

### **SECTION 3. GAMEPLAY**

#### **Article 1. Coin Toss**

- 1.1 The captain winning the toss shall have a choice of the home or visiting team.

#### **Article 2. Mercy Rule**

- 2.1 The Mercy Rule will be as follows:
  - 2.1.1 5 (4 ½ Innings) = 10 runs
  - 2.1.2 4 (3 ½ Innings) = 15 runs
  - 2.1.3 3 (2 ½ Innings) = 20 runs

#### **Article 3. Batter**

- 1.1 Every batter will begin a plate appearance with a one ball, one strike count. Each player will be given one free foul ball with a two strike count. A second foul ball after a two strike count will be counted as an out.
- 1.2 All foul balls will be considered strikes. **Exception:** the first foul ball after a two strike count will not be a strike.
- 1.3 No bunting or intentionally chopping at the ball. Penalty: dead ball, the batter is out, and runners may not advance.
- 1.4 A player will be automatically out for throwing the bat. If the bat continually "slips", this rule may also be enforced. If the throwing is flagrant, an ejection will occur.

#### **Article 4. Base Runner**

- 1.1 No stealing or lead-offs. Base runners must stay in contact with the base until the ball is hit. Any pitched ball not hit is automatically dead.

- 1.2 Interference may be called on a runner who approaches a base with hands raised in attempt to disrupt the flight of the ball. The batter may also be ruled out at the umpire's discretion.
- 1.3 Any runner who deliberately charges a defensive player in an attempt to dislodge the ball shall be ruled out automatically. If it is flagrant, the player shall be ejected from the game and suspended from future games.
- 1.4 You may slide feet first into a base. Any player who slides head-first into a base is automatically out. **Exception:** A player may dive back to a base AFTER passing it. This is a judgment call and is left to the umpire's discretion.
- 1.5 When a runner is headed for a play at the plate and the catcher possesses the ball, the runner must either slide feet first or give up for a catcher to make the tag.
- 1.6 A base runner may not run over a fielder whether the fielder does or does not have possession of the ball. (Ruling: Automatic out. If flagrant, ejection from the game.) Some consideration will be used to determine if a runner is out from sliding at a base where there is no play being made. If the situation arises, the umpire will award obstruction.
- 1.7 If a base becomes dislodged the play becomes dead immediately.
- 1.8 When an overthrow occurs beyond the boundary lines, all runners will be awarded one base and the award will be determined by the position of the runners when the ball left the field.
- 1.9 Distance between bases shall be 65 feet for all games.

#### **Article 5. Pitcher**

- 1.1 The pitch must be delivered with the non-glove hand
- 1.2 The ball must be delivered to the batter on the first forward swing past the hip in one continuous motion.
- 1.3 The ball must pitch in an arc between 3ft and 10ft.
- 1.4 In all instances, the umpire shall call illegal pitch loud enough for the batter and catcher to hear. A ball will be automatically awarded unless the batter swings. Repeated violations may result in the pitcher being removed from that position by the umpire.

#### **Article 6. Infield Fly Rule**

- 1.1 An infield fly is a fair fly ball, 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 0 or 1 outs, in the event of an infield fly, the batter is automatically out.

#### **Article 7. Home Run Rule**

- 1.1 Any balls going over the painted line that will be marked with orange cones or over the fence on field one will be considered a home run.
- 1.2 Teams are limited to four (4) homeruns per game. All homeruns after four will be counted as an out.
- 1.3 Runners do not have to run the bases on a homerun; all runners must advance one base while the batter must touch at least first base.
- 1.4 Any balls going through the painted line at the edge of the outfield that will be marked with orange cones, that bounces over the fence on field one, or that lands in protected area on field one (white fencing), will be considered a ground rule double.

### **RULE 4. CO-REC RULES**

#### **SECTION 1. SUMMARY OF CO-REC RULES**

##### **Article 1. Co-Rec Modifications**

- 1.1 Five women and five men constitute a team. The batting order must alternate men and women or vice-versa. A team may play with as few as eight players; however, each team must have a minimum of four members of each gender to start the game. A maximum of five women and five men may play defense at any one time. Legal Combinations; 5 men and 5 women, 4 men and 5 women, 5 women and 4 men, 4 men and 4 women. Teams that play with an uneven number of males/females will have to take an automatic out when that spot in the order comes up.
- 1.2 In Co-Rec, you can never start with only one extra player. If an extra player is desired, one male and one female are used as the two extra players.
- 1.3 Intramural games will follow the ASA rule concerning defensive positioning. Two males and two females must be positioned in both the infield and the outfield, and one male and one female must be used as pitcher and catcher. Positions in the field must alternate between genders in the outfield, but the infield must have a male/female on each side on the infield.
- 1.4 On any walk to a male batter (intentional or not), the next batter, a female, has her choice of taking 1st or hitting, up until the first pitch. The male player gets second automatically.