Ashland University  
Department of Recreational Services  
Intramural Slow-Pitch Softball Rules  
Updated 7/18/2013  
THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA RULES WILL BE FOLLOWED, UNLESS OTHERWISE NOTED IN THE FOLLOWING RULES

Playing Area and Conditions
• All games will be played at the intramural fields.
• Weather information – check imleagues.com under announcements for cancellations
• Any personal items (ID’s, keys, equipment, etc.) left at any intramural site and found by any intramural employee will be taken to the “lost and found” at customer service in the Recreation Center.
• The only jewelry permitted: stud earrings and necklaces
• Teams consist of 10 players, may start with 8
• Teams can bat 12 players, may never drop below 8
• If a team does not have a sub for a player who leaves the game for any reason, an automatic out is taken in that players batting position.

Unsportsmanlike Foul:
• Only the captain is permitted to address officials.
• If anyone other than the captain addresses officials or supervisors, they will be assessed an unsportsmanlike foul.
• Non-violating team gets 2 runs.
• If 1 player gets 2 unsportsmanlike fouls, they are ejected and must sit out the next game and meet with the Assistant Director of Programs before playing again.

Time Period
• Teams will be allowed a maximum five (5) minute grace period.
• The grace period goes into affect at 5 after the hour and it will be considered a forfeit after 10 minutes after the hour.
• The team that is on time (on the field and signed in on the score sheet by the starting time) will be awarded the decision of home or away, and they will receive 2 runs.
  • NOTE: all games are under a (50) minute time limit and the game clock will always start at game time.
• If both teams are late within the grace period, then the game will be started as normal with only the time being started at the normal starting time. NOTE: both teams must still be signed in and on the field no later than five (5) minutes after the original starting time.

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The Game

- A game is seven (7) innings or 50 minutes, regardless of the number of innings played. However, once an inning has started, it must be completed unless the home team is winning going into the bottom half of the inning.
- If a ten (10) run difference occurs during a contest and five innings (4 1/2 if home team is ahead) have been completed, the game will be considered complete.
- Five full innings, or 4 1/2 if the home team is ahead, need to be completed for a game to be considered final.
- In cases of inclement weather, the Department of Recreational Services will decide on the field conditions 1/2 hour before the scheduled start of play. Once play begins for the day, the Intramural Supervisor will decide when games are to be canceled. Teams should not leave the area immediately in most cases, but should remain close by in case the games can be continued.
- The winner of the coin toss will have the choice to be home or away.
- Ground rules will be discussed by the umpires before the game.
  - GROUND RULES
    - If a ball is hit to the street, it is a ground rule double (even if it rolls).
    - If a ball is hit over the fence, it is a Home Run.
    - If a ball hits and stays on the side of the hill, it is played as is.
- Each team will only be allowed 5 home runs per game. After the fifth home run they will be considered doubles.

Equipment

- One player from each team must provide the scorekeeper with an AU ID to check out equipment.
- No metal spikes are allowed.
- Metal knee braces must be covered.
- Baseball hats are allowed.
- No baseball bats are permitted.

Scorekeeping

- The Department of Recreational Services will supply scorekeepers, who will provide the official score.
- **Umpires will check score sheets each half inning.** However, the umpires are not responsible for the accuracy of the score. It is suggested that the captains review the score regularly.
- All scoring discrepancies must be brought to the umpire’s attention prior to the first legal pitch of the next half inning or the score will stand as it is.

**RULES**

1. Pitching
   - A. The pitcher shall take a position with one or both feet firmly on the ground and in contact with the mound.
   - B. This position must be maintained at least one second and not more than ten seconds before taking one hand off the ball.
   - C. The pitcher's arm must come to rest holding the ball in front of the body, with a pivot
foot in contact with the pitcher's plate.

D. The ball must be delivered toward home plate on the first forward swing of the pitching arm past the hip.

E. The pivot foot must remain in contact with the pitcher's plate until the pitched ball is released.

F. There is no restriction on the position or movement of the free foot except that if a step is taken, it must be toward home plate.

G. The ball must be delivered underhand at moderate speed. The hand can never be on top of the ball.

H. The ball must be delivered with a perceptible arc of at least 6 feet from the ground but no more than 12 feet at its highest point from the ground. Speed and height are left solely to the judgment of the umpire.

EFFECT -- (1. A - H)

Any infraction of (1. A - H) is an illegal pitch. The umpire shall call a ball on the batter and base runners do not advance.

EXCEPTION: If a batter strikes at any illegal pitch, it shall be a strike and there shall be no penalty for such an illegal pitch. The ball shall remain in play if hit by the batter. If an illegal pitch is called during an appeal play, the appeal is canceled.

I. No pitch shall be declared when:

1) The pitcher pitches during suspension of play.

2) The pitcher attempts a quick return of the ball before the batter has taken his/her position or is off balance as a result of the previous pitch.

3) The runner is out for leaving the base too soon.

4) The pitcher pitches before the base runner has returned to his/her base after a foul ball has been declared and the ball is dead.

5) The ball slips from the pitcher's hand during his/her wind-up or during the back swing.

EFFECT -- (1 1-5)

The ball is dead and all subsequent action on that pitch is canceled.

II. Batting

A. The strike zone is from the top of the shoulders to the knees of the batter when he/she is in a normal stance (back shoulder, front knee).

B. The batter should be declared out if he/she chops, bunts, or bunts downward at the ball.

C. Infield Fly Rule: Batter should be called out immediately when he/she hits an infield fly (a ball which in the umpire's judgment, can be easily caught by any fielder on or near the infield area) with runners on first and second, or on first, second, and third with less than two outs. Runners that are on base when an infield fly rule is called can still tag up and run. The ball is still a live ball.

D. Runners may advance at own risk if the ball is caught on a fly; otherwise, the ball becomes dead and the runners may not advance.

E. The batter will come to the plate with a count of 1 ball and 1 strike. A batter shall be declared out if he/she fouls the ball off with two strikes.

III. Base Running

A. Stealing: Under no condition is a runner permitted to steal a base. The runner may leave his/her base when a pitched ball crosses the plate.
EFFECT: The runner is out and a no-pitch is declared. All other runners must return to the base previously occupied.

B. A runner may not run outside the three foot line to avoid a tag or to run interference with a fielder. Exception: A runner must run outside the three-foot area to avoid interfering with a fielder who is attempting to play the ball, otherwise the runner is out for interference.

C. A runner must slide or avoid contact at any base. The runner may not attempt to knock the ball from a fielder to prevent being out. Any runner who initiates the contact will be AUTOMATICALLY EJECTED. Also, no fielder may intentionally block any base or home plate to prevent the runner from reaching the base. The penalty is an automatic one base awarded to the runner.

** Head first sliding is not permitted **

IV. Overthrows
A. A ball will be out of play when it is thrown past the cones parallel to the foul lines (2 feet in from sidewalk), all runners will be awarded two bases from the release of the fielder’s throw.

V. Appeal Play
A. Appeal plays will be dead ball situations.
B. During an appeal, runners may not advance.
C. Any infielder may make an appeal.
D. The tag on the player or the base in question is not necessary to make an appeal; a request to the umpire to rule on the situation must be made.

VI. Substitutions
A. Re-entry Rule: A starting player may re-enter the game one time. (Men’s & Women’s leagues ONLY)
B. The starting player may return to the line-up, but must take his/her same position in the batting order.
C. If a non-starting player is substituted for a second time, he/she may not return to the game after the second substitution.

VII. Injury
A. If a player is injured while running the bases, he/she may have a pinch runner - the runner must be the person who made the last out. If it is the first inning, the pinch runner will be the last batter of the line-up.
B. If the injured player returns to the field or bats again, the player must also run and cannot use a pinch runner.
C. If the injured player cannot return to the game to bat or field, a substitute must enter the Game under these conditions, the substitution rules will be in effect.

VIII. Co-Rec Rules
A. Teams can consist of the following combinations:
   1. 4 women and 4 men
   2. 4 women and 5 men
   3. 5 women and 4 men
   4. 5 women and 5 men
   5. 5 women and 6 men
   6. 6 women and 5 men
   7. 6 women and 6 men
B. Batting orders must alternate men and women. In the case of combination #’s 2, 3, 5 or 6 an automatic out would have to be taken at the end of the batting order where members of the same sex would bat back to back.

C. **A maximum number of three men can play in the infield at the same time (including pitcher and catcher).**

D. If a male batter receives a walk and a female batter is next to bat, the female has the option of taking first base with no liability to be put out or to become a batter. The only time this doesn’t come into effect is if the bases are loaded. If the bases are loaded the women must bat.

E. **Unlimited substitution will be allowed in the co-rec leagues ONLY.** All players will be allowed to re-enter a game more than once.

F. **If a female hits a homerun over the fence, she (only) scores 2 runs.**

F. All other rules apply.