



Loma Linda University
Drayson Center
Intramural
Co-Rec Softball

CO-REC SOFTBALL RULES

1. Teams must consist of **ten (10) players**: four (4) outfield, four (4) infield, one (1) pitcher and one (1) catcher (5 women and 5 men). Women may play any position. Regulation slow-pitch 12-inch softballs may be used for play.
2. To help expedite the game time, each batter will automatically start with a **1-and-1 count** (one ball and one strike). The batter will still be called out on the second foul ball or the third strike.
3. Game time is limited to **seven (7) innings** or **60 minutes of play**, with the exception of Playoff and Championship games. No new inning will be started that cannot be completed within the 60-minute time period. If the game is not finished within 60 minutes, the score will revert to the last full inning of play. To avoid further delays, all games must end at their scheduled time (regardless of a late start time). Although every effort will be made to start games on time, the Drayson Center **cannot guarantee a full 60-minute game each week.** No make-up games will be played.
4. Teams must begin a game with a **minimum of seven (7) players**. Three (3) of the seven (7) players must be women. A maximum of five (5) men may play the field at all times. However, if any team has five (5) women, they must all play. If a woman is injured during the game and there is no other woman to substitute for her, the game can continue with one woman short on the playing field; a man may not substitute for her place.
5. **Forfeit Rule:** Teams have ten (10) minutes from the scheduled start time to begin a game with the minimum number of players before receiving a forfeit for that game. Any team with players who are not fully registered at the time of play will forfeit that game and relinquish their forfeit fee. Games that begin late (within the ten-minute time frame) will still end 60 minutes from the original start time and the team that arrives late will be penalized with a four (4) run deficit.
6. Substitution of players on the field is unlimited. The batting order must alternate between men and women, starting at the top of the order. Everyone on the team is encouraged to play at least two (2) innings. All players on the bench may be included in the batting order.
7. When a woman is at bat, infielders must be on or behind the infield baselines before the ball is hit. All male outfielders must be behind the 150-foot arc in the outfield before the ball is hit. Females are allowed to play inside the 150-foot arc in a "rover" position. As soon as the ball is hit, all fielders may move accordingly to play defense.

8. Any fly ball caught in foul territory must be within the playing area as defined by the out-of-play line (“dead ball territory”) at the time of the catch. Balls caught in the “dead ball territory” cannot be called as an out. On all softball fields, the track is considered “out-of-play.” If a player steps on the track when fielding a fly ball, the play will be ruled “dead.”
9. **Base stealing is not permitted.** Leading off is permitted after the ball leaves the pitcher’s hand. Runners leading off the base too soon will be called out. A base runner leading off can be forced out if the catcher throws the ball to the baseman who tags the base before the runner returns. If an overthrow occurs, runners may advance at their own risk.
10. A pitched ball that lands in front of home plate will be called a “dead ball.” The count will be a “ball” on the batter. If the batter swings at or hits the ball, the batter will be called out (safety rule), and base runners cannot advance.
11. Fielders should not block a base path and runners should not attempt to run into a fielder. Runners must try to avoid contact with any player with a live ball at all times – running over any player with a live ball is an automatic out. If a collision occurs, the umpire will rule as to which player caused it, along with who will be out or safe. **Blocking** any base without possession of the ball is not allowed. **Sliding** is permitted as long as it is done safely to avoid a tag (not to take out another player). To avoid collisions and support player safety, a run may be scored by tagging the home plate and/or extended Southern California Municipal Athletic Federation (SCMAF) mat.
12. All players must wear proper footwear. **Shoes with steel spikes are not permitted.** Only official slow-pitch softballs supplied by the Drayson Center may be used during games. Only official softball aluminum bats are allowed for play; wooden baseball bats are prohibited.
13. Balls must be pitched within a 6-12 foot arc. Any pitched ball that lands on the home plate or the extended rubber mat will be called a strike per SCMAF rules. Three strikes equal an out. Catchers may not catch a pitched ball until after it has hit the ground.
14. The batter must take a full swing when contacting the ball. **Bunting is not allowed.**
15. Players who require courtesy runners must indicate their need on the line-up score sheet at the beginning of the game. **All players must bat and get to first base on their own,** after which a courtesy runner may take their place on the field. Courtesy runners are limited to one male and one female runner per inning.
16. Interference will not be called if a fielder from another game inadvertently interrupts a play; players are strongly encouraged to communicate with each other to avoid interruptions. Any hit or thrown ball that travels through a soccer goal, or hits a soccer player or other spectator while live will be ruled a “**ground-rule double.**”
17. If a ball is overthrown and becomes out-of-play, runners may advance two (2) bases from the time of the pitch. Runners going to first base may not advance farther than second base. Any overthrow that remains in the field of play is considered a “live ball” and runners may advance accordingly. The running track is considered out-of-play.

18. **The infield fly rule is enforced at all times.** With less than two outs and runners on first and second base – or first, second and third base, the batter of an infield fly is automatically out. If the bases are empty or there is only one runner on first base, the ball is live and must be played.
19. When ten (10) runs are scored in one inning by the team that currently leads in score, the “**sportsmanship rule**” will be enforced and the inning will automatically end. This rule applies only to the team that is **ahead** in score. If a team is behind in score, they may continue to score runs until they **tie** the score or three (3) outs occur; whichever comes first. The sportsmanship rule will be withdrawn only during the last inning of Playoff and Championship games.
20. If a man at bat is walked via three (3) straight pitches, the batter will automatically advance to **second base** and base runners will advance accordingly. The woman following his at-bat may choose to either bat or automatically advance to first base.
21. All rules will be interpreted on the side of safety, and the umpire will make all final judgment calls.

DISCIPLINE RULE

If a player is asked to leave a game because of unsportsmanship-like conduct, an **automatic one (1) game suspension** will follow and contact will need to be made with the Intramural Manager before play can resume.