



MEN'S INTRAMURAL SOFTBALL RULES

1. Teams will consist of ten (10) players. Four (4) outfield, four (4) infield, a pitcher and a catcher. Teams must have at least 7 players to start a game. If a team can't field 7 players on their team roster, a forfeit will occur, however, a recreational game can still be played. Any player not playing in any regular season games, is ineligible for play-offs.
2. To help speed up the game, each batter coming to the plate 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 on the third strike.
3. 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. Ball caught in "dead ball territory" is not an out.
On all softball fields, the track is considered "out-of-play". If a player steps on the tack when fielding a fly ball, the play will be ruled "dead".
4. Base stealing is not permitted. Leading off is permitted after the ball leaves the pitchers hand. Runners leading off the base too soon will be called out. A base runner leading off can be forced out by the catcher throwing the ball to the baseman tagging the base before the runner returns. However, during all "dead ball" situations (eg. walks, and out-of-play balls) base runners are allowed safe return to original base position. If overthrow occurs, the runners may advance at their own risk.
5. A pitched ball that hits 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). Base runners cannot advance.
6. It is highly suggested that fielders never block a base path and that runners do not try to run over a fielder. Runners must try and avoid contact with the player with the ball at all times. Running over a player with the ball is an automatic out, even if the player drops the ball after the contact. A collision will be judged by the umpire as to who caused it, and who will be "put out" or "safe". No blocking of any base without possession of the ball will be allowed. **Sliding** is permitted as long as it is done with "safety" in mind and is done to avoid a "tag".
7. **Equipment:** All players must wear proper footwear; steel spikes are **not** permitted. Only official slow pitch softballs supplied by the Drayson Center will be used during the games. Only official softball aluminum bats allowed. No wooden baseball bats can be used.
8. All pitched balls must arc higher than the batters head with a maximum arc of 12 feet, or a "**No Pitch**" will be called and it will be counted as a "**ball**". The batter can choose to hit the ball.
9. Any ball hitting the home plate or the extended rubber mat will be a strike, (S C M A F rules). Three strikes on a batter will be an out. Two (2) foul balls after the second strike is also an out. Catchers are not allowed to catch the pitched ball until after it has hit the ground.

10. **NO BUNTING.** The batter must take a full swing when contacting the ball.
11. Players who need courtesy runners, because of a previous injury, must be indicated on the line-up score sheet at the beginning of the game. They must bat and get to first base on their own accord. One courtesy runner will be allowed per inning. **Unlimited free substitutions of players on the field.**
12. No interference will be called if a fielder from another game inadvertently interrupts a play. Communicate with each other! Ball going through a soccer goal or hitting a soccer player Will be ruled a “ground rule double”.
13. On over throws, (ball out of play), runners are allowed two bases from the time of the pitch. Runners going to first base are allowed only second base. Any over throw which remains in the field of play is considered a “live ball”, runners may advance. The running track is considered, “out-of-play”.
14. Infield fly rule is enforced. 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 no runners are on base or one runner on first base; *the ball is live and must be played.*
15. Any hit or thrown ball, in the field of play, which the play of is affected by objects such as; soccer goals, dogs, spectators, etc.. a “**grounds-rule-double**” will be enforced.
16. **Game limits are either seven innings of play or within the time limit of 60 minutes.** No new innings will be started, within the judgement of the umpire, that a full inning of play cannot be completed within the time frame of 60 minutes. If the game is not finished within the **60 minute** time frame, the score will revert back to the last full inning of play. Because of the evening game schedules, if a game starts late for any unforeseen reason that is beyond human control, the game must still end at the scheduled time. The **Drayson Center cannot guarantee a full game each week.** No make-up games will be played. Every effort will be made with all parties involved to start the games on time. Only “Championship Games” will play a full 7 innings.
17. **Forfeit Rule:** A team will forfeit the game and lose the forfeit fee if there are any players playing in the game who are not properly registered. If a team is not ready to play with the minimum number of players after the 10-minute forfeit period, then that team will receive a forfeit. At anytime during the 10-minute forfeit period, if the team shows up, the game will be allowed to play, but time will be taken off the play Clock. The late team will be penalized by starting the game with a 4 run deficit.
18. When 10 runs are scored in one inning, the “sportsmanship rule” will come into play and the inning will end. If a team is behind, they may continue to score runs until they “tie” the score or 3 outs occur, whichever comes first. Only in the play-offs/championship games, the 10 run rule will be removed in the last inning.
19. All rules will be interpreted on the “**side of safety**” by the umpires judgement calls.

DISCIPLINE RULE

If a discipline problem occurs during a game and the player is asked to leave the 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.