



INTRAMURAL SOFTBALL RULES

1. **ASA rules will apply except as follows:**
2. **Game Length**
 - a. A complete game shall consist of 7 innings or 45 minutes.
 - b. Extra innings will only be played, if needed, during the playoffs.
 - c. RUN RULE – a team trailing by 10 runs or more anytime after 5 innings
3. **Roster**
 - a. A player may participate for ONLY ONE TEAM.
 - b. A team must turn in roster prior to the first game.
 - c. No additions to the roster after the end of the regular season.
 - d. All participating players must show a Wittenberg ID prior to the start of the game, and that ID must match the name on the roster.
 - e. No Wittenberg ID, no play. No exceptions.
 - f. A team shall forfeit if it does not have at least nine (9) players at the scheduled start of play. A team may play the field with 9 or 10 players.
4. **Forfeit**
 - a. A TEAM FORFEITING ONE GAME THEY WILL BE REMOVED FROM THE LEAGUE.
5. **Equipment**
 - a. Only an OFFICIAL softball bat will be permitted. Any batter entering the batter's box with an unofficial bat will be declared out.
 - b. No donuts, rings, flares, wind resisters, etc. may be added to a bat during warm-ups.
 - c. The Intramural Department will supply two (2) balls, two (2) bats and bases for each game. Missing equipment will be billed to the captains of the two participating teams.
6. **Substitutions, Extra players, and CO-ED Rules**
 - a. The EP is used in co-ed, all twelve (12) must be, and any ten (10)—five male and five female—can play defense.
 - b. Defensive positions can be changed as long as the following ratio is used: two male/two female in the outfield, two male/two female in the infield and one male/one female as pitcher/cater.
 - c. THE BATTING ORDER MUST REMAIN THE SAME THROUGHOUT THE GAME.
 - d. Re-entry: Any of the starting players including the extra players may be withdrawn and re-entered once, provided the players occupy the same batting positions when ever in the lineup.
7. **The Other Rules**
 - a. One pitch softball (*defensive team does pitch*)
 - i. If it is a strike hit it or you are out
 - ii. If it is a ball you can walk or hit it.
 - b. One free foul ball. Second foul ball is an out.
 - c. Bunting or chopping the ball is illegal
 - d. When the defensive player has the ball or is about to receive the ball, and the runner remains on his feet and deliberately crashes into the defensive player, the runner shall be declared out and ejected from the game.
 - e. NO SLIDING IS PERMITTED—VIOLATION RESULTS IN AN AUTOMATIC OUT—SECOND VIOLATION BY ANY MEMBER OF THE SAME TEAM RESULTS IN EJECTION FROM THE GAME.
 - f. Fake tags shall not be permitted. For the first offense the player shall be warned; for the second, ejected.
 - g. No runner may leave his base until the ball is hit.

- h.** Cones will mark the remaining field boundaries and an official will be stationed in the outfield to make foul and fair calls.
- i.** Outfield is all-you-can-get, but stoppages of play will happen if a ball from the other field enters your field of play.
- j.** An umpire's decision is final. Arguing with umpires will result in immediate ejection from the contest.

8. Dimensions

- a.** Bases are to be 60 feet apart
- b.** The pitching mound is to be 50 feet away from home plate