

**University of Massachusetts Lowell  
Campus Recreation Department**



**Intramural Softball Rules**

**Current ASA (Amateur Softball Association) & NIRSA (National Intramural Recreational Association) shall govern all intramurals rules used for softball unless modified by the University of Massachusetts Lowell Campus Recreation Department for program needs. Persons subject to the rules are team representatives, including players, substitutes, replaced players, coaches, trainers, spectators & other persons affiliated with the team are subject to the rules of the game & shall be governed by decisions of officials assigned to the game. All rules apply to coed, men's & women's softball unless otherwise noted**

It is highly recommended for teams / individuals to arrive 10 minutes early before the scheduled game time. At the scheduled game time, if a team does not have the required number of players a 10-minute grace period is in effect. If a team/individual does not appear within the grace period, a win by forfeit will be accredited to the opposing team.

**Illegal / Prohibited Equipment is as listed by not limited to the following:**

- a. Metal or detachable spiked cleats
- b. Shorts, pants or jerseys with any pocket (s), belt (s), belt loop (s), exposed drawstring or zippers
- c. Jewelry: Includes earrings, rings, watches, bracelets, necklaces
- d. Any exposed body or facial piercing must be taken out
- e. Any item containing exposed knots: Includes bandannas, do-rags & stocking caps
- f. Hard & unyielding leg & knee brace material

**Legal Equipment**

- a. Softball bats, balls & catcher mask will be provided.
- b. Personal bats are community bats = everyone can use your bat!
- c. A molded rubber spiked cleat will be permitted.
- d. Players must have a glove to be on the field.

The game shall be played between 2 teams of 10 players.

- a. Men's & Women's
  - i. The tenth player may be positioned anywhere on the field.
  - ii. 8 players are required to start the game to avoid a forfeit
  - iii. Rosters are limited to 15 players.

**PLAYERS**

- 1. A team will consist of ten players.
- 2. A team may play a game with as few as eight players.
- 3. Varsity baseball or softball players are not eligible to play intramural softball.
- 4. All players may bat, but only 10 can play in the field.
- 5. **Substitutions**
  - a. Captains may substitute players at any time.
  - b. If a player comes to the game late, they have to bat at the end of the order.

## **6. Re-Entry**

- a. Players can exit and re-enter the game provide they stay in the same spot in the batting order.
- b. Violation of re-entry results in the use of an ineligible player. A forfeit shall be declared when the violation is brought to the attention of the umpire by the offended team.

## **FORFEITS**

1. Forfeit time is ten minutes from the scheduled starting time of the contest.
2. The game will begin when eight players are present.
3. In order to claim a forfeit, a team must have the correct number of players present and ready to play.
4. If neither team is able to field the correct number of players, a double forfeit will be declared.

## **THE GAME**

1. The choice of "Home" or "Visitor" (first or last bat in the inning) shall be decided by a coin toss.
2. The team roster and batting order must be listed on the score sheet prior to game time.
3. A game consists of 7 innings or 50 minutes. No new innings can begin after the 50-minute time limit has expired.

## **Scoring**

1. Teams are allowed to score no more than 10 runs per inning with exception to the last inning.
2. During the last inning, team's can score as many runs as possible.

## **Pitching**

1. Speed and height are left entirely to the judgment of the umpire!
2. In delivering the ball, the pitcher must throw it with moderate speed, below the hip, with a perceptible arch (from the time it leaves the pitcher's hand) of at least six feet and not more than twelve feet, above ground, before the ball reaches home plate.
3. Illegal pitches will be counted as balls.
  - i. Four (4) illegal pitches at an at-bat by the same pitcher results in an immediate pitching change. The illegal pitcher MAY NOT pitch again in that game.
4. Every pitch has to be underhand!
5. The pitcher shall take a position with both feet firmly on the ground and with at least one foot in contact with and both feet within 24" of the pitcher's plate.
6. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand.

## **Batting**

- a. No designated hitters!!!
- b. Batters shall start with a count of 1 and 1 (1 ball and 1 strike)
- c. Bunting or chopping a ball downward is not allowed.
- d. A batter is out if they hit a foul ball after two strikes.
- e. If the ball strikes the plate & there are less than 2 strikes then it is counted as a foul ball.
- f. If the ball strikes the plate & there are 2 strikes then is an out.
  1. The batter is out and base runners may not advance if:

- a. The batter steps across, on, in front of, or behind home plate.
- b. The batter enters the batters box with an illegal bat.
- c. The batter intentionally attempts a bunt. (It is considered a bunt any time the batter holds the bat over the plate and allows the ball to hit the bat, no matter how the bat was put into position.)

### **Runners & Base stealing**

1. Runners cannot lead off or steal bases. The runner cannot leave a base until the pitched ball crosses home plate or is contacted by the batter.
2. Runners may tag-up on a pop fly.
3. A runner is out when he is struck with a fairly batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher.
4. Base runners are responsible for avoiding collisions with fielders anytime the fielder is making a play on the ball (fielding the ball, throwing or catching a thrown ball). If the base runner does not avoid collision they are out and liable to ejection at the officials' discretion.
5. A base runner may not charge with great force into the defensive player hoping to dislodge the ball. The base runner will be called out if the action is flagrant and may be ejected from the game.
6. Any fielder not making a play on the ball (hit or throw) is liable to ejection from the game if they interfere with a base runner or cause a collision with a base runner, (This includes "run down" situations).

### **Strikes & Outs**

1. After 3 strikes a player is out & this out shall count towards total team outs for that inning.
2. If the player @ bat has incurred 2 strikes & the player fouls the ball / or foul tips the ball on third pitch that player is out & this out shall count towards total team outs for that inning.

### **Infield Fly Rule**

1. Infield fly rule remains an umpire's judgment!
2. An infield fly is a fair fly ball that can be caught by an infielder with ordinary effort with less than two outs and runners on first and second or with the bases loaded.
  - i. When a team is positioned in normal field positions, once a fielder turns her / his back to the infield when going for a ball, it is almost certainly not an infield fly due to the fielder will not catch the ball in an ordinary effort.
  - ii. When a team is playing in to prevent a run & is not in normal field positions, regardless if a fielder turns his or her back, it is almost certainly not an infield fly due to the position in which the fielder began and thus the fielder will not catch the ball in an ordinary effort.
3. Any ball that becomes an ordinary fly ball & bounces untouched into foul territory between home and first or home and third is considered an infield fly ball.
4. A line drive or a bunted ball cannot be declared or ruled an infield fly.
5. Wind conditions will be considered when calling / judging an infield fly ball.
6. The following arbitrary limitations shall not be considered in determining an infield fly:
  - i. Sunny conditions
  - ii. Outfield grass or baselines

## **Overthrows**

\*When the ball is in play and is overthrown (beyond the boundary line) awarded bases will be determined by the position of the base runner at the time the ball is thrown. Base runners will be awarded two bases from the last base attained at the time the ball is released.

## **Protests**

1. Protests may be lodged concerning rules interpretations only. **AT NO TIME IS AN OFFICIAL'S JUDGEMENT PROTESTABLE.**
2. Protests must be submitted at the time a question has occurred. **A PROTEST WILL NOT BE ACCEPTED AFTER A CONTEST HAS BEEN COMPLETED.**

## **Appeals**

1. An appeal play is a play on which an umpire cannot make a decision until requested by a captain, coach, or player.
2. The appeal must be made before the next legal or illegal pitch.
3. The ball must be returned to the pitcher, he/she indicates to the umpire that they are appealing, then the ball thrown to the appealed base.

## **GROUND RULES**

1. If a ball rolls into an area which has been designated out of play, the base runner(s) will be awarded two bases from the last base touched at the time the ball entered the out of play area.
2. Interference
  - a. A ball, which is touched, interfered by player(s), equipment, official(s) from any other adjacent area, will be called dead at the time and the runner(s) awarded bases as an overthrow situation.
  - b. A ball, which is not touched or otherwise interfered with, remains in play. (Official's judgment).
3. Track
  - a. If a ball is hit in the air onto the track it is automatically a ground rule double. If it is hit in the air over the fence it is a home-run. If the ball is hit on the ground and rolls onto the track, the base runner you play "all you can get" the base runner can advance at their own risk, and the fielder must go and retrieve the ball on the track.
4. Cones
  - a. Cones at the 50 yard line separate the two softball fields on the turf. Any ball hit in the air over the cones will be a homerun.
5. Exception to this rule: If the ball is caught within 5 yds of the cone, the batter is out.
  - a. A ball hit on the ground that rolls past the cones onto the opposing field will result in an automatic ground rule double.