

**Softball Rules**

**Intramural Sports Policies and Procedures Manual**

* All participants are required to adhere to the Policies of the Colorado Mesa Intramural Program.
* The Participant Handbook can be downloaded at: <http://www.coloradomesa.edu/studentlife/documents/ParticipantCMU.docx>
* **All participants must present a valid Colorado Mesa ID card at every game. Failure to present a valid Colorado Mesa ID will result in not being allowed to participate. NO EXCEPTIONS!**
* Changes to the rules from last season will be highlighted in grey.

All games will be held at Columbine Softball Complex.

**Rule 1: Equipment**

1. No jewelry allowed (watches, earrings, facial piercings, necklaces, etc.)

**Exception: Medical alert tags are not considered jewelry and may be worn, provided all of the chain, necklace, band, etc., is taped to the body with the tag visible.**

1. No metal tipped cleats and/or screw-in cleats allowed.
2. Players are allowed to wear braces, soft casts, and protective coverings provided they are covered with ½ inch high density padding or wrapped with similar material.
3. Softballs and bats will be provided.

**Exception:** Teams may decide to use their own bats, provided that both captains agree to its use. If a team uses their own bat, both teams may use it. **Bats must bear an ASA certification and not be listed on the ASA illegal bat list.**

1. All players playing on defense must be wearing a glove.
2. **Intramural staff reserves the right to rule on any equipment issue.**

**Rule 2: Timing**

* 1. All games shall consist of 7 innings. No new innings will begin after 50 minutes of play have elapsed.
	2. Ties will stand during regular season. During post season, should the game be tied after 7 innings, the player to bat last that inning will be placed on second base, and each batter will be given one pitch. If they don’t hit it, they are out. If they hit it, the result of the play stands. Play will continue until a winner is determined.
	3. Mercy Rule: The game will end if either team is ahead 15 runs after 3 innings have been completed, or 10 after 5. (Home team will get the last opportunity to bat)

**Rule 3: Players**

1. Each team will consist of 10 players.

 **CoRec Modification:**  There must be an equal number of each gender, or in the case of 9 players, a difference of one.

1. 8 players are required to start, and 7 are required to finish.
2. All fielding teams must have a catcher.
3. All defensive players must bat.
4. All players listed on the roster may bat.
5. **Substitutes may only re-enter once per game.**

**Rule 4: General playing rules**

**Line ups:**

1. Teams must bat all their field players. Captains will submit a line up at the start of the game. Any players in the line-up may play the field.
2. If a player has to leave early, and no substitutes are available, an out will be recorded when that player is up to bat. If a person arrives after the game has started, he/she may be added to the bottom of the lineup.

**Pitching:**

1. Legal pitches shall have an arc of 6’-12’ and must cross over the plate.
2. A strike mate will be used. A ball hitting any part of the mat will be a strike after crossing the plate.
3. A ball hitting the plate will **not be a strike.**

**Batting**

1. No bunting is allowed.
	1. The batter shall be called out if, in the umpire’s discretion, a bunt occurs.
2. When the infield fly rule is in effect, the play will be ruled a dead ball. No runners may advance.
3. The batter shall be declared out if:
	1. The batter steps completely out of the batter’s box and makes contact with a pitched ball.
	2. A batted ball hits the batter and the batters foot is completely out of the batter’s box.

**Running**

1. Base runners may not steal or lead off.
2. Running to double first base
	1. The runner shall run to the orange base when a play is being made at first.
	2. If no play is being made, the runner may tag either base.
3. Courtesy Runner
	1. One courtesy runner per inning may be used for runners after successfully reaching first base, only if the player is injured. This is to prevent teams from placing a faster runner on base.
	2. Shall be the last male out in men’s league, the last female out in women’s and the last male or female out in CoRec, matching the gender of the runner.

**Fielding**

1. The catcher must stand in front of home plate and attempt to tag a runner out on a non-force play at home. Failure to abide by this rule will result in a runner being called safe.

**CoRec Modifications:**

1. Must start with 4 male, and 4 female players.
2. Must have 4 players in the infield, including catcher
3. There must be an equal number of each gender in the outfield, infield, and battery (pitcher and catcher)
	1. Two men and two women in the outfield
	2. Two men and two women in the infield
	3. One male and one female in the battery
4. Teams shall bat in alternating order, (male, female, etc) even if number of males and females are uneven
5. If a male player is intentionally walked, he will be awarded second base, and if there are two outs, the female batter immediately following has the option to walk to first.
6. No infielder is allowed to take position in front of the 40 foot line before the batter swings.
7. No outfielder is allowed to take a position in front of the 125 foot line before the batter swings.
	1. Effect f-g: The batter shall be awarded a 1 base award

**Note: Being ejected from a game will result in a meeting with the Manager of Intramurals to determine your continued participation in the program.**

**All rules not specifically discussed in this document will be enforced as ASA Softball Rules. All rules are subject to change by the intramural sports staff.**