

Defiance College
Intramural Sports
SOFTBALL RULES (10x10)
(Revised: 06/06)

Amateur Softball Association (ASA) rules apply except where differences are noted. Lead-offs, stealing, bunting, or chopping down on the ball are not permitted.

EQUIPMENT

A player shall not wear anything that may be dangerous to him/herself or another player; this includes jewelry, watches, metal spikes, and screw in posts.

PENALTY: The offending player shall be instructed to leave the field and shall not be allowed back on the field until the situation is corrected. A legal substitute may replace the offending player at this time.

1. Shoes must be worn. No sandals, boots, or bare feet permitted.
2. Gloves may be worn by any player, but only the catcher and first baseman may use mitts.
3. Catchers must wear a facemask while there is a batter at the plate.
4. Players are to bring their own gloves and practice balls. Softball bats and game balls will be provided. Teams that bring their own bats must use ASA approved softball bats.
5. .44 Core ASA approved 12” softball will be the official game ball.

SAFETY

Any player, who is bleeding or has an open wound, must leave the game until the wound is closed and bleeding has been stopped.

PLAYERS AND SUBSTITUTES

1. Eligibility:

All players must be Defiance College students. Each team is responsible for the Intramural Sports Policies and eligibility requirements posted on the Defiance College website. All players must present their DC identification card at each game.

No ID – No play – No exceptions.

2. Number of Players:

a. Men and women's teams require 10 players for a full team. A minimum of seven players is needed to start. A team may continue with less than 7 players if a player is injured and removed from the game.

b. Co-Rec teams need 10 players for a full team; five male and five female. You may start a game with a minimum of 7 players. The number of males and females on the field may only differ by one.

c. Players may be added to a team's roster until the completion of their last regular season game. The roster will then be frozen and only the people who are on the roster will be eligible to participate in playoffs.

3. Batting Order:

a. Seven players must occupy the first seven spots in the batting order. Anyone arriving late will fill the 8th, 9th and 10th spots.

b. In Co-Rec games, males and females must be alternated in the batting order. Exception: If a Co-Rec team has an odd number of players with a difference of one between genders maintained, a male or female may bat back to back.

c. A courtesy runner may take the place of any injured base runner with the consent of the opposing manager with the understanding that both players are eligible for further participation in the game.

d. There will be a maximum limit on the number of players that may be included in a team's batting order to twelve. The female/male batting rotation must be maintained in Co-Rec. (**Example 1:** If a men's team has 12 players, all 12 may bat. **Example 2:** A Co-Rec team has 8 males and 4 females, only 5 males and 4 females will be allowed to bat.)

CLARIFICATION: If the team begins the game batting all players, this must be maintained throughout the game.

4. Substitutions:

There will be total free substitution. A player may leave and re-enter the game at any time.

5. Fielding Positions:

a. There can never be more than ten players fielding at any one time.

THE GAME

1. Games will begin at the scheduled time. Teams will be given a 10-minute grace period to have the required minimum of players before the game is declared a forfeit. *See the Intramural Sports Policies regarding forfeits and late arrivals.*

2. The home team shall be decided by a toss of a coin.

3. No new innings of play will begin after the 50-minute mark. A game is complete after the completion of the inning after the 50-minute mark or seven innings, whichever occurs first regardless of score. During the playoffs extra innings will be played to declare a winner.

4. Mercy Rule - If after 5 innings either team is ahead by 15 runs, the game will be deemed official and be terminated.

5. Unfinished Games: In case the game is terminated due darkness, weather conditions or any unusual situations, the score shall revert back to the end of the last completed inning. The game will be considered complete if it reaches 5 innings, or if the game is called and the score difference is greater than 15 runs.

PITCHING REGULATIONS

1. At the highest point of the pitch, the arc shall be between 6 and 12 feet.

2. If a "quick" pitch is thrown, the umpire shall call "no pitch".

3. The pitcher has 20 seconds to release the next pitch.

4. If an illegal pitch is thrown, the umpire shall call "illegal pitch". The batter has the option to take the pitch (automatic ball) or swing, in which case it becomes a legal pitch and the ball is live, if hit.

5. The pitcher must keep the pivot foot in contact with the pitcher's plate until the pitched ball leaves the hand.

BATTING

1. A called strike is a legal pitch when it strikes home plate, which includes the black perimeter and/or the carpet placed immediately in back of the plate. Any pitch not striking the plate or carpet and not swung at will be ruled a ball.
2. If a batter steps with one (1) or both (2) feet entirely out of the batters box, they shall be called out. If the batter steps on or over the plate or mat, they will be called out.
3. Players will start with a one-strike one-ball count. Four balls will constitute a base on balls. A strikeout will consist of any combination of three strikes. A foul ball is considered a strike (**a fouled third strike will result in an out**).
4. Any fair ball, which goes into another field off the bat of the hitter or following an error by a fielder, shall be in play. However, if someone playing on the other field touches the ball, the batter shall be awarded an automatic double.
5. If a defensive player collides with a participant on another field in pursuit of a batted ball, two bases will be awarded.
6. Any base runner that **intentionally** runs into a fielder or catcher having possession of the ball will be declared out and will also be disqualified for the remainder of the game.
7. On an overthrow, out of bounds is delineated by an out of play line extending from the backstop. Overthrow penalty (1 + 1) Two bases shall be awarded for an overthrow that goes out of play: the base the runner is heading to and 1 additional base. This shall be determined from when the player (thrower) releases the ball. i.e. If a runner is between first and heading to second when the throw has begun they will be awarded second base (base the runner is heading to) and 3rd base (1 additional base). If a runner is running to first when the throw has begun and the throw goes out of play they get first base (base the runner is heading to) and 2nd base (1 additional base). If overthrown into an "in-play" area, runners advance at their own risk.
8. There will be a line drawn 1/3 of the way from home plate and third base, if the runner crosses this line they must go home, and it will be considered a force out. The catcher has the plate and the runner must use the mat, to avoid collisions.
9. Lead-offs, stealing, bunting, or chopping down on the ball are **not permitted**.
10. Sliding is **PERMITTED**. Those players that do not know how to slide properly are cautioned not to slide.

HOME PLATE

The pitching mat behind the plate is considered an extension of the plate.

INCLEMENT WEATHER/UNFINISHED GAMES

Decisions to cancel games will be made by 3:00 pm on weekdays. If the weather worsens after this time, the decision to call off games will be made by the Intramural Supervisor on duty. Teams are responsible for keeping up to date with any changes in the schedule. Team captains are to check the schedule on the web regularly. Please check the schedule daily for any date or time changes due to previous weather conditions.