

Florida Atlantic University  
Campus Recreation  
Intramural Sports

## Men's and Women's Slow Pitch Softball Rules

Current A.S.A. slow pitch rules will be enforced unless exceptions are noted:

### 1. GENERAL

- A. Forfeit time has been established as game time. Teams should report to the Intramural Sports Supervisor a minimum of 15 minutes before the scheduled starting time of the game to fill out the score sheet; to sign the disclaimer form with each individual team member signing their name, signature, and student I.D. number; and to conduct the coin toss. The score sheet must list first and last names. Please print the names legibly. A current FAU photo I.D. must be presented to the umpire/SA by each player prior to every game before participation will be permitted. If a team fails to appear at the appointed time, the Intramural Supervisor will declare the contest a forfeit. The team captain for the team who is ready to play may choose to give the opponent ten (10) minutes to obtain the necessary number of players. If the team is not able to play at the end of ten (10) minutes a forfeit will be declared. The game time is reduced by whatever portion of the ten (10) minutes was used to avoid a forfeit.
- B. Campus Recreation will furnish one or two umpires per game as available. He/she will call balls/strikes, safe/out, and arc/height of pitches.
- C. Each team must furnish a scorekeeper. Protests based upon the score will not be allowed. Questions should be directed to the umpire(s) or Intramural Sports Supervisor on duty.
- D. The fitness of the ground will be decided by the Assistant Director for Intramural Sports or his/her designated representative, and such decisions will be made at 3:00 p.m. on the day of the scheduled game (by 12:00 noon on Sundays). Call 297-4512 for information regarding cancellations due to poor weather or playing field conditions. When games are canceled, please do not use the fields. Damaged fields may cause additional cancellations.

### 2. THE PLAYING FIELD

- A. Bases will be 65 feet apart in the men's, women's, and co-rec competition.
- B. Umpires will establish ground rules prior to the game regarding out of play areas, permanent obstacles in the field of play, etc.

### 3. EQUIPMENT

- A. Bats, gloves, and balls may be checked out from the Intramural Staff on site. A current FAU photo I.D. must be presented when checking out equipment.
- B. Shoes are required. Gym or running shoes are recommended. Rubber training shoes and single molded plastic/rubber soccer-type cleats are permitted. Metal cleats or spikes of any type are not allowed. **Shoes with screw in cleats are allowed provided that the screw is part of the cleat and not part of the shoe.**

- C. In order for a bat to be deemed legal it must be an official A.S.A. approved softball bat. It must have a safety grip (no smooth tape) and must be free of rough or sharp edges. Baseball bats and fungo bats are illegal.
- D. Game softballs will be provided by Campus Recreation. Teams must use the ball provided.

#### 4. PLAYERS AND SUBSTITUTES

- A. **A team may have no more than 2 FAU Baseball Club Members on their team roster.** Both FAU Baseball and Softball players are ineligible to play intramural softball. Teams are responsible for checking the eligibility of their players and should consult the Intramural Sports Articles of Eligibility for the requirements.
- B. **A team must have 8 players present to start the game.** Teams starting with 8 or 9 players will not be assessed outs for those spots in the batting order. Players arriving late may have their name added to the bottom of the order; but you may not add an Extra Hitter after the game has started. All substitutes must report to the plate umpire before batting.
- C. **Blood Rule.** A player who is bleeding, has an open wound, or has blood on the uniform shall be considered an injured player. Such players may not return to the game until the bleeding has stopped and the wound properly covered, and soiled clothing has been treated with a bleach disinfectant. The umpire and/or staff assistant on duty shall determine a reasonable amount of time to get the wound covered and the bleeding stopped so that the player does not have to substitute out of the game.
- D. **Shorthanded Rule.** If a player must leave the game and there is no substitute available, when it is that player's turn to bat an out is declared. If a runner must leave the game and there is no substitute available, the runner will be declared out.
- E. **The A.S.A. re-entry rule will apply.** A starter may be withdrawn from the game and re-entered in the same spot in the batting order once. Players may not re-enter a second time, and the starter and the substitute may not be in the game at the same time. To bat an Extra Hitter (EH), a team must have 11 players present at the start of the game.

#### 5. THE GAME

- A. The game will consist of 7 innings. In the event of rain or darkness, 5 innings or 4 1/2 if the home team is ahead, will constitute a game. A 15-run rule will be in effect after 3 innings and a 10-run rule after 5 innings.
- B. No new inning may be started, unless the score is tied, after 55 minutes have elapsed from when the game began. The umpire and/or Staff Assistant will keep the official game time.
- C. The choice of first or last bat in the inning shall be decided by a coin toss (home/visitors) prior to the game.

- D. Base stealing is not allowed. Runners can leave their bases when a pitched ball has reached home plate or is hit. If the batter does not hit the pitch, base runners must return to their bases immediately.
- E. Bunting or chopping down on the ball is not allowed, and will result in a dead ball with the batter being called out.
- F. **Players start with a one strike count when at bat.**
- G. A fouled third strike is an out.
- H. Infield practice is not allowed after the first inning.
- I. The ball is dead and not in play:
  - 1. When no pitch is declared.
  - 2. When a foul ball is not caught.
  - 3. When a runner is called out for leaving a base too soon.
  - 4. When offensive interference occurs.
  - 5. When a defensive player carries the ball out of play (intentionally or unintentionally).
- J. The ball is in play:
  - 1. When the infield fly rule is enforced.
  - 2. When a thrown ball remains in playable territory.
  - 3. When a base is dislodged while base runners are progressing around the bases.
  - 4. When a thrown ball strikes an offensive player.
  - 5. When a thrown ball or fair batted ball strikes an umpire.
  - 6. When a thrown ball strikes a coach.
- K. The ball remains alive until the umpire declares time. Time will be called when the ball is held by a player on the infield area and, in the opinion of the umpire, all play has ceased.
- L. A foul ball must reach a height of six feet or more to be legally caught for an out, except third strike in which case any foul is an out.

## 6. PITCHING

- A. At the beginning of each half-inning or when a pitcher relieves another, not more than one minute may be used to deliver not more than **one** warm up pitch to the catcher or other teammate. One ball will be called on the batter for each pitch thrown over the maximum. No infield or outfield ball is allowed after the first inning.
- B. The pitch must have a minimum arc of 6 ft. from the ground. The maximum allowable arc is 12 ft. from the ground. If the pitch does not meet these requirements, an illegal pitch shall be called. The batter has the option of taking the pitch for an automatic ball or swinging at the pitch. If the pitch is swung at, the illegal pitch is ignored.
- C. The pitcher must pause with at least one foot contacting the rubber prior to pitching the ball. The pitcher's foot must remain in contact with the rubber throughout the delivery.

- D. The pitcher must deliver the ball in a continuous, underhand motion on the first forward swing of the pitching arm past the hip.
- E. If a step is taken it may be forward, backward, or to the side provided the foot stays in contact with the rubber and the step is taken simultaneously with the pitch.

## 7. BATTING

The batter is out when:

- 1. A batter appears in the batter's box with, or is discovered using an altered or illegal bat. Baseball and fungo bats are illegal.
- 2. A batter receives his/her third strike. This can be a called strike or from a swing. A foul ball, whether caught or dropped on strike three is also an out.
- 3. The umpire declares an fair infield fly with base runners on first and second or on first, second, and third with less than two outs. This is called the infield fly rule. The ball remains alive and runners may advance at their own risk.
- 4. A fielder intentionally drops a fair fly ball that can be caught by an infielder, with ordinary effort, with first and second or first, second, and third bases occupied with less than 2 outs. The ball is dead and all runners return to the base they occupied at the time the ball was pitched.
- 5. The batter bunts or chops the ball downward. The ball is dead and all runners return to the base they occupied when the ball was pitched.
- 6. When any foot touches the ground completely outside the batter's box or if any part of the foot touches the plate and the ball is hit fair or foul.

## 8. RUNNER AND BATTER-RUNNER

- A. When a base runner must return while the ball is in play, he/she must touch the bases in reverse order.
- B. No runner may return to touch a missed base or one he/she had left illegally after a following runner has scored. The defense must appeal for the out to be granted.
- C. **Base runners must slide or make an attempt to avoid contact with a fielder making a defensive play on the ball when trying to reach a base.** The runner is responsible for avoiding contact in these situations. When sliding, runners must always slide for the base and will be ejected for purposely sliding into a fielder, or physically running into a fielder.
- D. Base runners are entitled to advance but accept the liability to be put out under the following circumstances:
  - 1. When the ball is overthrown into fair or foul territory and remains in play.
  - 2. When the ball is batted into fair territory.
  - 3. When a legally caught fly ball is first touched.
- E. Base runners are entitled to advance without liability to be put out under the following circumstances:

1. When a fielder obstructs the base runner from making a base, unless the fielder is trying to field the batted ball or has the ball ready to touch the base runner.
  2. When the ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.
- F. Obstruction is the act of:
1. A defensive player or team member that hinders or prevents a batter from striking or hitting a pitched ball.
  2. A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a base runner who is legally running the bases.
- G. Interference is the act of an offensive player or team member, umpire, or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary for interference to be called.
- H. Base Stealing: Base stealing is not allowed. Each base runner may leave his/her base when a pitched ball is batted or reaches home plate, but must return to that base immediately after each pitch not hit by the batter.
- I. The base runner is out when:
1. In running to any base he/she runs more than three feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.
  2. The base runner passes a preceding base runner before that runner has been put out.
  3. The base runner legally overruns first base and makes an attempt to advance to second base and is legally touched while off base.
  4. The base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play (including shouting or waving the arms to distract the defense), the immediate succeeding runner shall also be called out.
  5. The base runner is struck with a fair batted ball while off base and before it passes an infielder who could have otherwise made a play.
  6. With a base runner on third, the batter or any offensive player interferes with a play being made at home base.
  7. In the umpire's judgment, the base coach at first or third base touches or holds the runner physically to assist a runner in returning to or advancing from the base when a play is being made on him/her.
  8. A runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference shall be declared out.
- J. Base runners are not out under the following circumstances:
1. When a base runner runs around the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
  2. When a base runner is hit with a fair batted ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment no other infielder had a chance to play the ball. The ball remains "alive" under this condition.

3. When a base runner is hit by a fair batted ball after it is touched or touches any fielder.
  4. When a base runner is hit by a fair batted ball while in contact with a base.
- K. Injured Runner: If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner will be permitted. If no substitutes are available, the runner will be declared out.

## **9. PROTESTS**

- A. Allowable protests should be first lodged by the team captain to the game umpire prior to the next pitch, legal or illegal. If unsatisfied with the ruling, the captain must then lodge his/her protest to the Intramural Sports Staff Assistant on duty. This should be done during the same stoppage of the game that the initial complaint was made. The Staff Assistant will then rule on the protest. A protest of the Staff Assistant's ruling must be made verbally before the next pitch, legal or illegal. Failure to follow this procedure will invalidate the protest. Eligibility protests may be lodged until 1:00 P.M. the day following the game at 56 Campus Recreation Center.
- B. See the Intramural Sports Web Page for additional protest procedures.

## **10. EJECTION POLICY**

- A. As in all intramural sports contests, if a participant is ejected from a contest, he/she is immediately ineligible for further access or competition in any Campus Recreation program or facility until cleared by the Assistant Director for Intramural Sports or his/her designate. It is the participant's responsibility to schedule an appointment with the Assistant Director for Intramural Sports to review his/her behavior and subsequent eligibility to continue in the Intramural Sports Program. Any unsportsmanlike conduct by players or fans may cause a team to be disqualified from further competition. In addition, players, coaches, and spectators may not harass the officials (verbally or physically) after the contest has ended. Offender(s) are subject to the same penalties and procedures as players being ejected from the contest.

## **11. INJURY AND HEALTH DISCLAIMER**

- A. Participants should be aware that there is a risk of injury in participation in due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

## CO-REC SLOW PITCH SOFTBALL MODIFICATIONS

Current Men's and Women's Intramural Slow Pitch Softball Rules will be in effect for all games with the following emphases and modifications:

1. A female may only substitute for a female, a male for a male.
2. Teams must alternate positions in the batting order by sex.
3. A team consists of 10 defensive players. In addition, a team may play legally with 8 players, provided they have at least four male players and four female players. A team may play with as many as 12 players (6 men, 6 women; 10 on defense and 2 Extra Hitters). **Teams may also play with 9 or 11 players.** If a team plays with 8, 10, or 12 players, they will not be assessed automatic out. Teams playing with 9 or 11 players will be assessed an automatic out because two batters of the same sex may not bat consecutively without penalty. Players arriving late may have their name added to the bottom of the order; but an Extra Hitter(s) may not be added after the game has started. All substitutes must report to the plate umpire before batting.
4. If a team is playing with more than 50 percent of one sex, a player of the majority sex must bat first.  
Example: If a team has 5 females and 4 males and wishes to play all 9 players, females must be listed in the 1st, 3rd, 5th, 7th, and 9th batting order slots. The males must be listed in the 2nd, 4th, 6th, and 8th slots. An out will be recorded in the 10th slot. If a male shows up after the start of the game he may be added to the 10th slot. Extra Hitters, the 11th and 12 slots, cannot be added after the game starts.
5. On a walk to a male batter (intentional or not) the male batter will advance to second base and the following female will bat for herself. All base runners will advance to the next base forced to, on a walk to a male batter. If a male batter is walked and there are two outs, the female may be given the option of hitting or receiving an automatic walk.
6. Males and females do not have to alternate defensively on the bases or in the outfield. The catcher and pitcher do not have to be of opposite sexes and are considered infielders. Teams are not regulated as far as the number of infielders or outfielders or gender of each.
7. An arc will be placed at 200 feet from home plate. The arc will extend from the left field foul line to the right field foul line. ALL outfielders will be required to remain behind this line when a female is batting until the ball reaches the plate or is swung at by the batter. **If the pitch is not swung at and the outfielder is in front of the line, there is no penalty. If the ball is caught by an outfielder who was illegally across the line, the ball is dead. The batter is awarded first base and all runners are awarded one base whether they are forced to advance or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue to be in play with runners being liable to be put out.**
8. Game balls will be provided by Campus Recreation.

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