**Florida Atlantic University**  
**Campus Recreation**  
**Intramural Sports**

**Slow Pitch Softball Rules**

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

1. **GENERAL**

   A. **Game time is Forfeit 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. A current FAU photo I.D. must be presented to the Supervisor 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.

   B. 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.

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.

   C. Games will be played at Henderson Field.

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. Athletic Shoes are required. 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 Softball Club Members on their team roster.** Both FAU Varsity 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. Teams may play with 10 players in the field, up to 11 players in the batting order. Games will be played as an “open division.” There are no restrictions on the number of gender required to play. If a female is playing, 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. 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.

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.

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.

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 mercy rule will be in effect after 3 innings and a 10-run mercy rule after 5 innings.

B. No new inning may be started, unless the score is tied, after 50 minutes have elapsed from when the game began. The supervisor 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 is hit.

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, one ball 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.

6. **PITCHING**

A. At the beginning of each half-inning or when a pitcher relieves another one warm up pitch will be allowed. 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.
7. A batter appears in the batter’s box with, or is discovered with any jewelry.

8. RUNNER AND BATTER-RUNNER

A. 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.

B. Base runners must 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. No sliding is allowed and runners will be ejected for purposely running into a fielder in an attempt to knock the ball loose.

C. Base runners are entitled to advance at their own risk 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.

D. Base runners are entitled to advance without liability to be put out under the following circumstances:
   1. Obstruction (see below)
   2. When the ball is in play and is overthrown and goes out of play, all runners advance one base from when the play is called dead.
F. Obstruction is a defensive player, 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 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, 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. 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 until cleared by the Coordinator for Intramural Sports or his/her designate. It is the participant's responsibility to schedule an appointment with the Coordinator 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.