SOFTBALL RULES

Participation: All participants must have a valid Phoenix Card and be eligible for participation as listed in the Elon University Intramural Sports Participant Guide.

Game time is forfeit time.

Unless otherwise noted below, all NIRSA Slow Pitch Softball Rules apply.

1. Game and Equipment

1.1. A team consists of 10 players. A game may start with 8 players (Co-ed Ratios: 5M/5F, 4M/6F, 6M, 4F)
   1.1.1. If a team starts with 8 or 9 participants, they may add up to 10 any time during the game. These participants are added to the bottom of the batting order.
   1.1.2. Teams are able to play with up to 10 participants in the field.
   1.1.3. Each team will be allowed one extra batter (two for co-ed).
   1.1.3.1. An extra batter(s) will not be allowed once the game has started.

1.2. Each game will consist of 7 innings or 50 minutes, whichever comes first.
   1.2.1. A new inning may not begin after 50 minutes from the time the game began.
   1.2.2. A game is considered official after five complete innings (4 ½ if the home team is leading).
   1.2.3. There will be NO extra innings until the post season tournament. Once in the post season tournament, extra innings will be played until a winner is determined.

1.3. Participants must wear athletic shoes or molded rubber cleats in order to participate.
   1.3.1. Metal Cleats are prohibited.

1.4. Campus Recreation will supply game softballs and one bat per team. Each participant is responsible for providing their own glove.
   1.4.1. Baseball bats are prohibited.
   1.4.2. All bats must pass the ASA 2004 bat standard. All bats with the 2004 certification mark will be permitted as long as they are not on the ASA Non-Approved Bat List.
   1.4.2.1. Non-Approved Bat listing: http://www.asasoftball.com/about/certified_equipment.asp

1.5. A double base will be used at First Base. The batter-runner is allowed to use either base when running to first base.

1.6. Mercy Rule: If a team meets the following criteria the game will be called and considered a complete game:
   1.6.1. If a team has a 15 run lead after 4 full innings.
   1.6.2. If a team has a 10 run lead after 5 innings (4 ½ if the home team is leading).
   1.6.3. Teams may score up to 15 runs in any inning. Once a team has scored 15 runs the half inning will be complete regardless of outs.

1.7. Dead ball areas: The ball will be declared dead immediately in the event it is thrown or goes behind the line that starts at the backstop fence and extends parallel to the foul ball line to the outfield.

1.8. Substitutions: A substitute is considered any participant not in the original batting order. A substitute must inform the supervisor if they are replacing one of these individuals in either the batting order or the field.
   1.8.1. A substitute must hit in the same slot as the participant they are replacing.
1.8.2. The starter may re-enter the game only once returning to their original spot in the lineup.
1.9. A base runner may be replaced by a courtesy runner. The courtesy runner is the individual who made the last batted out.
1.9.1. Co-Ed: The Courtesy runner is the individual who made the last batted out of the same gender.
1.10. If a person is injured during play, any substitute may replace this individual (assuming a substitute is available).
1.11. If a participant(s) is ejected, this team is not permitted to have a substitute.
1.11.1. An automatic out will be declared every time the ejected individual’s at bat occurs.

2. Batting

2.1. A batting order must be submitted by the team captain at the start of each game. Once submitted they cannot be changed except to add players to reach 10 total participants. Only substitutions will be permitted.
2.1.1. If a team starts with 8 or 9 participants, they may add batters to their line-up until there is a total of 10 batters at any time during the game. These participants are added to the bottom of the batting order (in the 9th and/or 10th slots in the batting order).
2.1.2. Co-Ed: The batting order must alternate gender (additional specifications regarding batting please see Rule 7: Co-Ed Rules)
2.1.3. Individuals listed in the batting order that are unable to participate due to injury or ejection and cannot be replaced will be called an automatic out each time this at bat occurs in the lineup.
2.2. All batters will start with a 1-1 count.
2.2.1. Four balls is a walk, three strikes is an out. A foul ball on the third strike is an out.
2.2.2. A foul tip must be over the head of the catcher (while standing) for a batter to be called out.
2.3. Chopping or bunting is not allowed.
2.3.1. If the home plate umpire determines a chop/bunt was used, the batter will be called out and all runners must return to their original bases.
2.4. An extra hitter may be used. This individual is the 11th hitter in the lineup.
2.4.1. This individual cannot be added once the game begins.
2.4.2. This individual cannot be removed once the game begins.
2.4.3. This individual may substitute in the field freely, but they must remain in the same position in the lineup.
2.5. Teams may score up to 15 runs in any inning. Once a team has scored 15 runs the half inning will be complete regardless of outs.

3. Running
3.1. Stealing bases is not permitted.
3.1.1. If the runner leaves the base before the pitch reaches the plate, the runner is declared out.
3.2. When the ball is thrown into a dead ball area, the base runners will be awarded two bases which will be determined on the individual’s position in the baseline when the ball entered this area.
3.3. Sliding will NOT be permitted. This will result in an automatic out of the person who slid.
3.4. The runner must try to avoid contact with the defensive player or will be called out automatically.
3.4.1. If a runner intentionally runs into a fielder, they will be ejected.
3.5. Fake tags by any fielder is illegal. If a participant attempts this, they will be ejected from the game. All base runners will be awarded the base intended.

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4. **Pitching**
   4.1. Each pitch must have a minimum arch of six feet from the ground and a maximum arch of twelve feet from the ground.
   4.1.1. Each pitch that meets this requirement and lands on any part of the home plate extension will be called a strike.
   4.1.2. If it does not meet this requirement, it will be deemed an illegal pitch and will result in a ball.
   4.2. The pitcher must have one foot on the pitching rubber when pitching the ball.

5. **Infield Fly**
   5.1. An infield fly is a fair fly ball that can be caught by an infielder with normal effort with zero or one out and when runners occupy first and second bases, or first, second, and third bases.
   5.1.1. If the umpire declares an infield fly, the batter is out.
   5.1.2. The runners may legally advance at their own risk (runners must tag up if the ball is caught).

6. **Appeal Plays and Protests**
   6.1. An appeal play is a play in which an umpire cannot make a ruling until the ruling is requested by a participant. Appeals must be announced before the next pitch.
   6.2. The only type of plays that can be appealed are:
      6.2.1. Missing a base
      6.2.2. Leaving a base on a caught fly ball before the ball is first touched
      6.2.3. Batting out of order
   6.3. All protests involving rule interpretations must be made on the field of play before the next live ball. All protests concerning eligibility must be made before the game is over.
   6.3.1. Judgment calls cannot be protested.

7. **Co-Ed Rules**
   7.1. Courtesy runner’s must be of the same gender of the player they are running for.
   7.2. The batting order must alternate gender.
   7.3. An extra hitter may be used. This individual is the 11th and/or 12th hitter in the lineup.
      7.3.1. These individuals cannot be added once the game begins.
      7.3.2. These individuals cannot be removed once the game begins.
      7.3.3. These individuals may substitute in the field freely, but they must remain in the same position in the lineup.
      7.3.4. The 11th batter may be of either gender. In the event, a 12th batter is used they must be of opposite gender.

8. **Additional Policies**
   8.1. Each team shall designate a captain to act as team spokesperson and make decisions. Only the captain may talk to supervisor regarding play.
      8.1.1. The Team Captain is responsible for the conduct of his/her teammates, spectators, and managers/coaches. Team representatives are subject to sanctions as listed in the Elon Intramural Sports Participant Guide.
   8.2. In the event of a conflict or controversy concerning the rules, game management, or participant conduct, final judgment and interpretation will be made by the on site supervisor.

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