



Softball Rules

(Co-Rec)

Updated 8/1/11

Note: Rule changes for 2011-12 will be shaded grey.

Rules and procedures not covered in this manual shall be enforced using ASA softball rules.

RULE 1. ELIGIBILITY GUIDELINES

Section 1. Eligibility

1. All participants must be current full-time students or Kiewit Fitness Center members.
2. All participants must bring and show their current Creighton picture ID card to participate.
3. Participants may only play on **ONE** co-rec (C) team.
4. Refer to the Intramural Sports Manual for further eligibility guidelines.

Section 2. Assumption of Risk

1. All participants must agree to the following:
 - a. *I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.*

Section 3. Captain's Meeting

1. A team representative must attend the preseason captain's meeting. It does not need to be the captain. Unrepresented teams will not be included in the playoffs and/or are subject to a fine.

RULE 2. GENERAL GUIDELINES

Section 1. Teams

1. Teams shall consist of ten (10) defensive players. There is no limit as to the number of eligible substitutes.
2. Teams must have at least eight (8) eligible players present to start a game and avoid a forfeit. **Of those 8 players, teams must have at least three (3) men and three (3) women to avoid a forfeit.**
 - a. Teams may play with up to 12 players: 10 defensive players + 2 extra hitters.
 - b. Teams may play with the following combinations: **(5M/3W, 3M/5W, 6M/3W, 3M/6W, 4M/4W, 5M/4W, 4M/5W, 5M/5W, 6M/5W, 5W/6M, 6M/6W).**
 - c. Teams may continue a game in progress with less than 8 players if they have a chance to win.
 - d. The Intramural Supervisor shall rule on all forfeit situations.
3. Players may be added to the team roster **at any time. All players must be on the online roster to be eligible.**



Section 2. Participants

1. All participants are subject to the rules of the game and Intramural Sports guidelines. Participants include, but are not limited to: players, non-players, substitutes, coaches, spectators, fans, and trainers.

Section 3. Supervision

1. The game shall be played under the supervision of the Intramural Sports Supervisor(s), and 1-2 umpires. The Supervisor has the authority to rule on any situation not specifically covered by the rules.

Section 4. Equipment

1. Campus Recreation will provide the game ball (16" softball). Teams must use this ball.
2. Only ASA approved softball bats may be used. All forms of baseball bats are illegal.
3. Players may not wear jewelry of any kind. (Exception: Medical alert bracelets)
4. Players may not wear any equipment deemed to be dangerous or made of unyielding material.
5. Uniform requirements:
 - a. Shorts/Pants must be athletic (no jeans, khakis, etc.).
 - b. Metal or hard-plastic cleats are illegal. Athletic shoes must be worn. No boots, sandals, bare feet.

RULE 3. PREGAME, TIMING AND SCORING

Section 1. Captain's Meeting

1. Prior to the start of the game, there shall be a pre-game captain's meeting. The referee will conduct a coin toss. The winner of the coin toss shall choose to be either the home team or the visiting team.
2. During the playoffs, the better seed (closer to 1) shall choose to be either home or visitor.

Section 2. Timing

1. Game time is forfeit time.
2. Games will be seven (7) innings. A game becomes "official" after 4 innings (or 3.5 if the home team is ahead).
 - a. A new inning cannot be started after 50 minutes of game time has elapsed.
 - b. After 50 minutes, the bottom half of the inning will not be played if the home team is ahead.
3. The umpire and/or supervisor will keep the official time.
4. Extra Innings:
 - a. There are no extra innings during the regular season. The game shall be recorded as a tie.
 - b. Playoffs / Tournament Events:
 - i. Extra innings will be played until a winner is determined.

Section 3. Mercy Rule

1. The game ends if a team is winning by 15 runs or more at, or following three (3) complete innings.
2. The game ends if a team is winning by 10 runs or more at, or following five (5) complete innings.

Section 4. Scoring

1. Teams are responsible for the score. The umpire(s) will assist and rule on the situation when necessary.

RULE 4. BALL IN PLAY

Section 1. Substitutes

1. Males may only substitute for males and females may only substitute for females.
 - a. Exception: A female may sub for an injured male.

2. All substitutes must report to the plate umpire before substituting.
3. If a player (batter or runner) must leave early and there is no available substitute, an out will be recorded when that player is scheduled to bat or run.
4. Players have unlimited re-entries, but must always occupy the same position in the batting order.
 - a. Ex. Player A2 is hitting second in the batting order. Player A13, who substitutes for A2, must occupy the 2nd spot of the order. Player A2 may only reenter the game into the 2nd spot of the order. Once A13 subs back out of the game, he/she may only reenter into the 2nd spot of the order.
 - b. The starting player and his/her substitute may never be in the lineup at the same time.

Section 2. Batting Order

1. Teams may bat up to twelve hitters. (10 defensive players + 2 extra hitters)
 - a. Later arriving players may have their name added to the bottom of the batting order, provided they are not an extra hitter. Extra hitters may not be added after the start of the game.
 - b. Extra hitters may switch positions with a teammate and play the field, but the batting order must remain the same.
 - c. If a team elects to use extra hitters, they must do so for the entire game.
2. Teams may not bat more than two members of the same gender consecutively.
 - a. Teams playing with 8, 10, 11, or 12 players will not be assessed an automatic out.
 - b. Teams playing with 9 players will be assessed an automatic out in the vacant 10th spot, even if they comply with rule 2.2.
 - i. Ex: If a team has 6 males and 3 females and wishes to play all 9 players, they must set their lineup in any way that does not violate rule 2.2. This includes, batting males in the 1st, 2nd, 4th, 5th, 7th and 8th spots in the lineup, while batting females in the 3rd, 6th and 9th spots in the lineup. This team will take an out in the 10th spot, despite complying with 2.2.

Section 3. Playing the Field

1. Teams may play no more than ten (10) players in the field. Teams may play no more than six (6) men or six (6) women in the field.
 - a. Teams batting 8 players may only play 8 in the field. Teams batting 9 players may only play 9 in the field.
2. There are no other restrictions as to the positions of the players.
3. Warmup: Practice pitches and fielding practice shall not be allowed following the 1st inning.

Section 4. Pitching

1. The pitcher must deliver the ball with at least one foot contacting the pitching "rubber."
2. The pitcher must deliver the ball in a continuous, underhand motion, on the first forward swing of the pitching arm. (i.e., no fast-pitch style deliveries). The pitcher's hand may be over or under the ball.
3. **Legal Pitch:** The ball must be delivered with a perceptible arc and reach a height of at least six (6) feet off of the ground and not to exceed twelve (12) feet off of the ground. **Penalty: The umpire shall verbalize "illegal pitch" for any ball that does not meet these requirements. An illegal pitch is a ball, unless the player swings. If the player swings, play continues as normal.**
4. **Strike Zone:** A plate and an extended plate shall be used to judge the strike zone. Any legal pitch that hits the plate, the extended plate, or the space between the plate and the extended plate, shall be ruled a strike.
5. The count starts at 1-1. Four (4) balls constitute a walk. Three (3) strikes constitute an out. **If the batter hits a foul ball on a count with two (2) strikes, the batter is out.**

Section 5. Batting

1. A batter may not have a foot on, or in front of, home plate when contact with the pitch is made. Bunting and/or chopping down on the ball is illegal.
 - a. **Penalty: The batter is out, the ball is dead, and all runners shall return to their previous base.**
2. Slapping at the ball is legal, provided the batter has one foot in the batter's box at the time of contact.
3. Walk rule:
 - a. Intentional walks are legal. The pitcher should inform the umpire of this decision prior to the at bat.
 - b. If a male batter is walked (intentional or not), he will automatically advance to second base, and all runners will advance to the next base forced to. The following batter must bat.
 - c. If a second consecutive male batter is walked (intentional or not), he will automatically advance to third base, and all other runners will advance home and score.
 - d. **Exception:** With two outs, if a female is due to bat following a male that has been walked, she has the option to either bat for herself or take an automatic walk. This decision cannot be reversed.

Section 6. Baserunning

1. All runners must have at least one foot touching the base until the ball is contacted. Leading off and stealing bases are illegal. **Penalty: The runner shall automatically be called out, the play is dead, and the pitch/result of the play is nullified.**
2. Batters/runners may not advance to first base on a dropped third strike.
3. Sliding is permitted, but never required. However, a runner who initiates malicious contact will be ejected.
4. On live balls that are thrown out of play, runners are awarded the next base plus an additional base.
5. A runner is hit by a batted ball that has not passed a fielder (pitcher excluded); **Penalty: The runner shall be called out, the play is dead, the batter is awarded first base, and all other runners must return to their previously occupied base at the start of the pitch.**

RULE 5. CONDUCT OF PLAYERS AND OTHERS

Section 1. Unsportsmanlike Conduct

1. Non-contact acts. Include but are not limited to:
 - a. Participate while wearing or using illegal equipment.
2. Prohibited acts. Include but are not limited to:
 - a. Using profanity, taunting, insulting, or vulgar language or gestures.
 - b. Refusal to comply or abide by the request or decision of an umpire or supervisor.
 - c. Attempting to influence a decision by an umpire or supervisor.
 - d. Disrespectfully addressing an umpire or supervisor.
 - e. Indicating objections to a decision made by an umpire or supervisor.
 - f. As a baserunner, initiating malicious contact against a defender. (Flagrant)
 - g. Intentionally contacting an umpire or supervisor. (Flagrant)
 - h. Fighting (Flagrant)
 - i. Any attempt to strike or engage an opponent in a combative manner unrelated to the game, whether or not there is contact (ex. Spitting, throwing a punch). Leaving the team bench and entering the field during a fight is also considered a flagrant unsporting act.
3. Any act of fighting shall result in the game being ended immediately, with the offending team(s) forfeiting.
4. **Penalty: A participant who commits any act of unsportsmanlike conduct is subject to ejection. A participant who commits any flagrant act shall be ejected immediately.**