

# Softball Rules

## Villanova Intramurals

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Sport Type: Season + Tournament  
Cost: \$40 per team  
Location(s): Austin, Mendel

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### GAME TIME IS FORFEIT TIME!

**All decisions on forfeit times are at the sole discretion of the on-site Intramural supervisor.**

### Rules

#### Eligibility

- Current Villanova baseball and softball players are ineligible to play.
- No more than two (2) club players per intramural team.
- Champions move on to play in the Philadelphia City 6 Extramural Tournament. See <http://www.phillycity6.com/> for rules.

#### Attire/Equipment

- METAL CLEATS MAY NOT BE WORN!
- Players must use regulation slow or fast pitch SOFTBALL bats. BASEBALL BATS MAY NOT BE USED!
- All games will be played with softballs provided by the Intramural department.
- Gloves are not required to play in the outfield BUT are in any infield position.
  - Extra gloves may/may not be available from Intramural staff, ask opponents to swap gloves if needed.
- Bats and balls are provided to use.

#### Teams

- Please come prepared with your team batting order on a sheet of paper.
- Teams can field an unlimited number of batters (provided they are on the roster), and ten (10) players in fielding positions. A game will be forfeited if a team cannot field 8 players.
- There is a maximum of ten (10) players on the field. There is no designated hitter. All teams may play with as few as 8 players.
- No pinch hitters, the batting order must be followed. If a player leaves during the middle of competition or is unable to bat, they will be skipped.
- Offensive team (batting) supplies the pitcher.
- When playing with:
  - 10 fielders – A fielding pitcher **AND** catcher must be supplied along with 4 infielders and 4 outfielders.
  - 9 fielders – A fielding pitcher **OR** catcher must be supplied along with 4 infielders and 4 outfielders.
  - 8 fielders – The team is not required to supply a fielding pitcher or catcher and keep 4 infielders and 4 outfielders.

#### The Game

- Games will be seven innings or 45 minutes in length, whichever comes first.
- Three (3) innings must be played to have a complete game.
- New innings may not begin after ten (10) minutes before the next start time. A game will be allotted their 45 minutes in the event an earlier game goes long.
- **TIME WILL BEGIN COUNTING ONCE THE PREVIOUS GAME IS CLEARED.** Teams that are slow to submit their roster/get set up will lose game time because of this, **BE PREPARED AHEAD OF TIME.**

#### Mercy Rule

- There will be a ten (10) run mercy rule after four complete innings or a fifteen (15) run mercy rule after three innings.

## Tied Games

- In the event of a tie after seven (7) full innings, an extra inning can be played if time allows (see “the game” above).
- Extra innings will be granted in playoff games until a winner is decided.

## Pitching/Hitting

- Teams will pitch to themselves. Teams must check to see that the defense is set at the start of a half inning.
- **Batters will receive two (2) pitches to hit the ball into play.**
  - **If a batter hits a foul ball, misses, or does not swing on the second pitch, he will be called out.**
- Pitchers must pitch to at least 2 batters consecutively. No warm-up pitches for new pitchers who enter during an inning.
- Pitchers are treated as foul territory, if hit by batted ball, it is called a strike. If it's the second pitch, then the ball is dead and it will be umpire discretion on if the batter is out or gets a third pitch. The pitcher must make a reasonable attempt to avoid contact with the ball to be granted a third pitch.
- Pitchers must begin the pitch from a designated spot (rubber) or marker. Any pitches thrown from in front of the rubber marker will be called a strike.
- All pitches thrown must be underhanded. There are no maximum and minimum height limits for the pitch.
- **No bunting** (called strike).
- **No bat throwing** (automatic out and dead ball).
- No pinch hitters.
  - Any individual who is injured/cannot hit will be skipped in the lineup.
- Each team will have a batting order and teams must use the same batting order all game. Everyone on the team that is signed in must bat whenever his or her name comes up in the batting order, whether they were playing the field or not the previous inning.
- The defense can intentionally walk a batter by informing the umpire.
- Balls that hit a tree branch in fair territory will be deemed an automatic double (umpire discretion). Balls hit into the graveyard on Austin will be deemed an automatic home run.

## Intentional Walks

- If the defensive team wishes to walk a batter, the team shall inform umpires and the batter takes first base.
- All Gender League: if a team intentionally walks a batter, the next batter has OPTION of first base or batting as well.

## Base Running

- A safety bag will be used at first base. Players running down the first base line **MUST** step on the orange part of the base. Running through the white part of the base will result in the batter being automatically out.
- **No bat throwing. No steals. No leading. No sliding. NO DIVING OR SLIDING BACK INTO THE BASE!** All of these will result in automatic outs.
  - This may include tripping, falling, etc. if it is determined that it gives the runner an unfair advantage similar to sliding/diving (umpire's discretion). Base runners will be called out if they leave a base before the batter makes contact with the ball (see “plays at home”).
- Runners must stay within the baseline. Any runner outside the baseline is out. Runners are free to change course to avoid interference with a fielder making a play.
  - When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- Obstruction/Interference: Fielders may be within the baseline when doing so is necessary to make an active play on the ball but must otherwise stay out of the baseline.
- Runners may tag on a fly ball by returning to the same base after a catch and can run at their own discretion.
  - The defense can appeal to the umpire if they believe the base runner tagged up too early or missed a base by inquiring with an umpire before the next pitch is thrown.
- Infield fly rule will be in effect. With one or no outs and runners on first and second bases, if there is a fly ball hit inside the infield, the batter is automatically out, and runners cannot advance.

- On an overthrow, the runner may advance freely at his/her own discretion. When a ball goes out of play, the runner gets the base he or she was going to plus one base, the umpire will make a call whether or not a ball is out of play. This is determined from the release of the ball when thrown.
- The ball is dead whenever the defensive pitcher has the ball and runners cannot advance.

## Outs

- A count of three (3) outs by a team completes the team's half of the inning.
- All the following are outs:
  - Two (2) pitches with no balls legally hit into play.
    - Includes misses, fouls, bunts.
  - Any hit ball (fair or foul) that is caught by a fielder.
  - A force out where a runner must advance to the next base.
  - A runner touched/tagged by the ball or who touches the ball at any time while not on base while the ball is in play.
  - A batter or runner that interferes with the ball/fielder currently fielding a play.
  - A tag of a base as a result of a caught ball before the runner tags up.
  - Any batter that does not hit in the proper batting line up.
  - A runner that passes another runner.
  - A runner outside of the baseline.
  - A runner who misses a base.
  - A runner who fails to properly tag up on a caught ball, called by a referee upon the conclusion of the play.
    - Will automatically apply once the fielding pitcher gains possession of the ball.

## Obstruction/Interference

- Defensive Obstruction: Runners hindered by any fielder within the baseline who are NOT making an active play for the ball, shall be safe at the base to which they were running AND granted additional bases equal to those that could have been reached had the fielder obstruction not occurred.
- Offensive Interference: Runners who makes contact with a fielder with possession of the ball OR a fielder attempting to field a ball will be called out and all other base runners must return to the last base they touched.
- Other Obstruction/Interference not permitted: Coach interference where a coach at 1<sup>st</sup> or 3<sup>rd</sup> base interferes with the play, verbal interference player/base runner shouting to interfere with a fielder attempting to catch a ball/make a play.

## Plays at Home

- All plays at home are forced plays (no tag required) for safety reasons.
- Once the runner has gone halfway down third base line (marked by pylon/cone), he/she is committed to home and cannot return to third. The play at home is a force out and no tag is required. The player can still be pegged.
- The catcher cannot block the plate.
- Catcher interference may be called at the umpire's discretion, and the run would score.

## Substitutions

- Fielding players ARE NOT permitted to sub in/out during an inning.
  - Exception: A fielding player who gets injured during an inning is permitted to sub out and a teammate can sub in for the remainder of the inning.
- No batting order substitutions allowed. The batting order is set once the scorekeeper

## Playoffs

- The playoff format will be determined by the Intramural Office and **BE PLAYED DURING WEEKDAY AFTERNOONS TO MAKE THE CITY 6 DEADLINE**. Make sure your roster is large enough to accommodate the playoff schedule.
  - Playoff games may occur on any day of the week. No accommodations will not be made for teams unable to field a team on a specific day.

## All-Gender Softball Rules

### **Players**

- Player breakdowns
  - 10 fielding players – no more than 5 men.
  - 9/8 fielding players – no more than 4 men.
- Teams can have additional players on the batting order but MUST field the minimum eight (8) players in the field to play a game.
  - Example: A team with 6 men and 4 women are only allowed to field 8 players (4 men and 4 women) on the field, but all 6 men will bat, and can sub in between innings.
- Any gender can play any position.

### **Batting**

- The batting line-up must not have 2 batters of the same gender consecutively.
- In All-Gender games, if a batter is intentionally walked, then the next batter (who is of a different gender) has the option of taking an intentional walk or batting.
- Each team will have a male batting order and a non-male batting order and teams must use the same batting order all game. Everyone on the team that is signed in must bat whenever his or her name comes up in the batting order, whether they were playing the field or not the previous inning.