

# Softball Rules

## PLAY OF THE GAME

1. Field Dimensions:
  - a. Bases – 60 ft between bases
  - b. Fences – 250 ft all the way around
  - c. Mound – marked off by IM staff members
2. If a team does not have 10 in the field then as a common courtesy the batting team will retrieve the pitches back to the pitcher but will NOT be expected to play the catcher position in the event of any play on the ball.
3. No metal spikes (soccer, baseball, or track) may be worn. **Personal bats must be shared with the competitors.** If the bat owner does not let the other team use the bat, all runs scored previously by the bat owners' team is forfeited.
4. All games are scheduled for fifty minutes (maximum 7 innings). **No new inning will begin at the 50 minute mark unless there is a tie.**
  - a. If at the end of regulation time there is a tie, then the game will continue with a new inning and both teams will start with two outs. No new inning will start after 60 minutes if a tie continues to occur into extra innings.
5. Any ten players may play the field at any given time, no matter the batting lineup.
6. A pitch must have an arc of at least 6 feet and no higher than 12 feet. Pitches outside these limits will be called illegal and it is the batters discretion if they want to swing or not. If batters make contact then the ball is played normally, but if a batter swings and misses the pitch is still counted a ball because of its illegality.
7. Each batter begins their at-bat with a 1-1 count. A foul ball will be considered a strike. 2 foul balls at any point in the at bat results in an out. If the first strike is a called strike and the next swing is a foul, if it's the first foul then the batter is NOT out.
8. There will be the typical three outs per inning. The inning will end after three outs or after a team has scored 10 runs that inning.
9. Bunting is not allowed. Batters must make swinging contact with the ball. Batters attempting to bunt will be warned by the umpires. Batters who follow through with a bunt will be immediately called out.
10. Fielders may not block the bases. All tags must be made in a fashion that allows runners access to the base. Tie goes to the runner; this call will be made by the umpire.
11. Runners deliberately interfering with fielders making a tag or catching a ball will be called out. Fielders blocking the base or tagging violently will result in runners being called safe. Violent or deliberately dangerous play will result in player(s) ejection from the game.
12. On all overthrows (a ball thrown by the fielding team to a teammate on a base that goes past the fielder by more than 30 feet; this is completely a judgment call by the umpires) the base-runner can advance one base past the base he/she is approaching. If the player is already OVER half-way to the next base at the point of the overthrow than that upcoming base AND the following will be awarded.
13. Base-runners may not lead off.
14. The only time a pinch runner is allowed to enter the game is for an injury. If this happens, the injured player is then done for the game, and may not re-enter. The pinch runner must be the last batted out.
15. No stealing on a pitch is allowed. The batter must make contact with the ball in order for a runner to advance bases.
16. Switch hitting is allowed, but not after one pitch has been thrown. Players can choose to switch hit but the decision has to be made before the first pitch is thrown.
17. There is no in-field fly rule.

18. No protests will be allowed; the umpire has the final call.
19. A maximum of 10 runs are allowed per inning. Last inning does not pertain to this rule.
20. Mercy Rule:
  - a. If a team is up by 15 runs at the end of the 4<sup>th</sup> inning, the mercy-rule will be enacted.
  - b. If a team is up by 10 runs at the end of the 5<sup>th</sup> inning or any there after, the mercy-rule will be enacted
21. No baseball bats are allowed to be used, only softball bats. All bats must be certified through any of the following associations ASA, NSA, or USSSA

## **BATTING RULES:**

1. The first time through a batting lineup, all players present for the game must bat.
2. If a player who was subbed out after the first time through the lineup were to enter the lineup again, they must sub in for one of the ten slots.
3. Once a subbed player is entered into the lineup, that slot in the order is locked with those two players (the original player in the lineup, and the new sub). Only those two players may bat in that slot.
4. Batters must stay in the box while swinging. Any batter that steps outside the box during the process of the pitch being thrown will be counted out.
5. If a team bats completely through the lineup in the same inning, no subbing will be allowed for the batting order until the following inning.

6. Strike zone:
  - a. The strikes and balls will be called by the umpires based on their discretion. If the ball crosses the plane of the plate and the batter does not swing that will be called a strike. If it is too low or too high (under 6ft or over 12ft) that pitch is counted illegal and can be hit based off of batter discretion. However, if he swings and misses, the pitch is counted a ball based of illegality.
  - b. Since there is no strike zone box, balls and strikes will be called exclusively by the home base umpire!

## MISCELLANEOUS

1. In the event of adverse weather, captains will be notified by the IM staff when games are cancelled. This notification will be done via an e-mail to team captains and will be posted to social media. The decision to cancel games will be made by 2:00 pm on game day. Please be ready to check your email on the day that you have a game scheduled.

## EXAMPLE LINEUP

1 <sup>st</sup> time through lineup:	2 <sup>nd</sup> time through lineup:	3 <sup>rd</sup> time through lineup
1. Greg	1. Greg	1.OUT
2. Joe	2. Joe	2. Joe
3. Trent	3. Tyler	3. Trent/Tyler
4. Chad	4. TJ	4. Chad/TJ
5. Becca	5. Marissa	5. Becca/Marissa
6. Suzy	6. Suzy	6. Suzy
7. David	7. Nathan	7. David/Nathan
8. Nick	8. Nick	8. Nick
9. Erin	9. Taylor	9.Erin/Taylor
10. Julie	10. Julie	10. Julie
11. Tyler		
12. TJ		
13. Marissa		
14. Taylor		
15. Nathan		

Because Greg was injured in the third inning and Tyler, TJ, and Nathan are locked into a slot in the batting order, an out will occur in the 1 slot every time it comes up.

\*\*If Nathan had not batted in the second inning and was not locked into the 7 slot, he could then be entered into the batting order for Greg in the 1 slot and would be locked in there.

