



# Softball



**“An Aggie does not lie, cheat or steal, or tolerate those that do.**

## General Procedures

1. Each player **MUST** bring their current TAMUG student ID to each game and present it to the official in order to participate.
2. Player additions may be made at any time during the regular season.
3. Players may play for only **one** Men's/Women's team **AND one** Co-Rec team. Participants are allowed to choose how they wish to identify (male/female), but must play as their declared gender on IMLeagues. Female participants can choose to play in a men's league, but not both a men's and women's league.
4. Players may not switch from one team to another after participating in a game for a team.
5. **Discriminatory and offensive language will not be tolerated and will result in an out charged to the offending team (carried over if on defense).**
6. **Game time is forfeit time.**
7. Teams are expected to notify Student Life if they are going to forfeit a game.
8. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
9. Game officials shall eject from the game any player who commits a flagrant foul or displays any type of poor sports conduct.
10. Sports Conduct Rankings – Teams will be given a sports conduct ranking between 1 – 5 after each contest by the officials.
11. Teams need to win 2 games and average a 3.5 or higher sports conduct ranking during league play in order to advance to the playoffs.
12. **TOBACCO USE** at intramural contests is **PROHIBITED**.
13. Team captains are responsible for knowing all rules on the rule sheet and in the Captain's Handbook and relaying that information to all players on their team.

## **PLAYERS:**

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- Teams will consist of 10 players. Teams may start with no less than 7 players. If a team is reduced to less than 6 players at any point during the match, the match will be forfeited.
- Below are the allowed male – to – female ratios; however, a team is allowed to play with more than the required number of females in place of male participants.
- Lineups will alternate male/female.
  - If there is an uneven amount of males/females, female players may repeat in the lineup in the order they originally appear to satisfy the alternating requirement.
    - If the repeating female player is on base, the last out will pinch run for her.
  - Teams may add extra hitters to the lineup, but the male-to-female ratio cannot exceed a difference of two and the alternating rule must still be followed.
  - **Exception: Teams may play with only 2 females, but will take an out for the final missing woman's spot(s) in the lineup.**

Softball	Male/Female Ratio	
	Male	Female
Total		
10	6	4
9	6	3
8	5	3
7	4	3

## **EQUIPMENT:**

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- No jewelry, bandanas, or hard plastic hair ties.
- Closed-toed athletic shoes must be worn.
- No metal cleats are allowed.
- **GAME EQUIPMENT:** Teams must use the ball provided by the Office of Student Life. Teams may use their own bats, provided they are ASA-approved slow pitch softball bats and **have been approved by the Office of Student Life**. Using an illegal bat will result in player ejection and possible forfeiture for that team.

## **THE GAME:**

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- Games will last seven innings or 45 minutes. No new inning will begin after 45 minutes.
- Games called because of weather or darkness will be considered complete after three complete innings.
- **TIE GAMES:** during the regular season will result in one additional inning being played using California tie breaker.
  - California tie breaker: Last out of the previous inning is placed on second base.
- **MERCY RULE:** A team may score no more than 10 runs in an inning. The game will be called if a team is ahead by 15 runs after 2 innings or 10 runs after 4 innings.

## **BASIC RULES:**

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- **SUBSTITUTES:** Players may substitute as many times as they wish, but must occupy the same spot in the batting order.
- **BATTING:** Bunting and chop-swings are prohibited. Batters may not leave the batter's box to swing at a ball. The result will be a dead ball out, and all runners will have to return to their previous base.
- **BASE RUNNING:** Runners may not steal, slide, or lead off. Pinch runners are allowed only if a player is injured and cannot run the bases. The person making the last out is the only person who is allowed to pinch run.
- **HOMERUN:** Any ball that touches on or beyond the right field sidewalk on the fly will be an automatic homerun.
- **GROUND RULE DOUBLE:** A ground rule double will be enforced from the time of the dead ball if a hit ball lands in fair territory and proceeds to roll beyond the right field sidewalk.

- **OUT OF PLAY:** The out of play lines shall be the sidewalk extended down the first baseline, and the front edge of the electrical power box fence extended along the third baseline.
- **OVERTHROWS:** If the ball is thrown out of play on the first throw by an infielder, the baserunner will be awarded 2 bases from the time of the pitch. If the ball is thrown out of play on the second throw by an infielder or by any throw from an outfielder, the baserunner will be awarded 2 bases from the time of the throw.
- Baserunners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, catching). If the baserunner does not avoid the collision, play will be ruled dead, the baserunner is called out, the batter is awarded first (unless involved in the collision), and all runners return to their original base unless forced to the next base.
- A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. A fielder has absolute right to any position on the field to field a ball and all runners must avoid a fielder in these cases. In the event the defense obstructs a runner, the umpire shall award the runner and each other runner affected by the obstruction the bases they would have, in the umpire's opinion, reached had there been no obstruction. It is also obstruction when a fielder without the ball fakes a tag. In this case, bases are awarded as a normal obstruction.
- **PITCHES:** An "at-bat" will consist of no more than 3 pitches (foul balls count towards pitch limit).
  - A foul tip (foul directly to the catcher's mitt below the batter's shoulders) will be an out if it occurs on the 3<sup>rd</sup> pitch. If it occurs on the first or second pitch it will simply count as a strike.
- **PITCHING:** The pitcher (offensive team) must have at least one foot on the pitching rubber from the time the pitching motion begins until the ball is released. The defensive pitcher may be no closer than 3 feet to the pitcher.
- **PITCH:** The pitch must have an arc around shoulder height of the batter at some point during its flight.
- **INFIELD FLY RULE:** The infield fly rule will be in effect.
- **APPEAL PLAYS:** An appeal for leaving a base early or missing a base may be made by the defense after the ball is declared dead by the umpire and before the next legal pitch.