



LCIRSA

Softball Rules

Certain risks of injury are inherent to participation in sports and recreational activities. These types of injuries may be minor or serious and may result from one's own actions, the actions of others, or a combination of both. In Intramural Sports, injuries to ankles, knees, shoulders and the head are common. Serious injuries, (including death, broken bones, broken ankle, back and neck injuries, head injuries, and paralysis) can occur, but not limited to, contact with other participants (such as colliding), contact with the ground while sliding and/or tripping, severe injuries due to running.

All games will be governed by the USSSA Rules Book with the following LCIRSA modifications.

Section 1: PLAYERS AND EQUIPMENT

1. Each participant must present a current, **valid student or faculty/staff ID** card in order to be eligible to play.
2. Each Men's and Women's team shall consist of ten (10) players (5 men and 5 women for Co-Rec play). Each team must have minimum of eight (8) players (4 men and 4 women for Co-Rec play) in order to begin the game. Any team that begin the game with less than ten (10) players may add players to the bottom of its line-up (to a limit of 10), but may only do so at the beginning of the inning.
3. There will be no penalty for teams that field less than ten (10) players. However, should a team drop below eight (8) players, regardless of the reason, will forfeit the game.
4. Each team must have one player occupy the catcher position at all times.
5. Each Men's and Women's team may bat a maximum of twelve (12) players by using an extra hitter (EH). An EH is optional, but if one is used, it must be made known prior to the start of the game and be listed on the team's line-up in the regular batting order. If an EH is used, he/she must be used for the entire game. The EH must remain in the same batting order for the entire game. All twelve (12) players listed in the batting order must bat and any ten (10) may play the field. Defensive positions may be changed, but the batting order must remain the same.
6. All substitutes must report to the Home Plate Umpire upon entering the game. Any starting player may re-enter the game once (the player must bat in the same position in the line-up at which they started the game). Any substitute (a player who did not start the game) who is then substituted for is out of the game and cannot re-enter under any circumstances.
7. **Bats:** Bats must be approved USSSA bats and contain the USSSA 1.20 BPF stamp. No senior league bats allowed. No altered bats of any kind will be allowed. Bat tape shall not reach a length of over ten inches from the knob of the bat. No foreign substances of any kind will be allowed on the barrel or taper of the bat. Pine tar and other "stick-em" type products are allowed on the tape **ONLY**. Any broken or cracked bats are strictly prohibited.
8. **Shoes:** Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe and tennis shoes are the only permissible footwear. No street shoes, sandals, or metal spikes will be allowed. No player will be allowed to participate with bare feet. Cleats with any metal showing will not be allowed. Screw-in cleats will be allowed if the screw is part of the cleat and if the shoe meets all other specifications.

9. **Jewelry:** No jewelry or any other item deemed dangerous by the official may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.
10. Player may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be allowed to play.

Section 2: GAME FORMAT

1. A game will consist of either seven (7) innings or fifty (50) minutes, whichever comes first. No new inning will begin after forty-five (45) minutes have expired; however, any inning which has been started prior to the time limit expiring will be completed. A new inning will begin when the 3rd out happens from the previous inning. *The defensive team must be on the field in one minute*
2. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there are an insufficient number of players, the opposing team captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team decides to wait, it will be required to wait a maximum of ten (10) minutes and play will start as soon as the opposing team has the minimum number of players present.
3. The home team will be determined by coin flip.
4. **Extra Innings:** If the score remains tied at the end of regulation, extra innings will be played until the tie is broken. The offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.
5. **Run Rule:** If any team is ahead by twenty (20) runs after three (3) complete innings, fifteen (15) runs after four (4) innings, ten (10) runs after five (5) complete innings then the game will be considered complete. The run rule will apply to all championship games.
6. **Called Games:** In the event of inclement weather, the following will constitute a complete game:
 - A. The time limit has elapsed or four (4) innings have been played (3 ½ if the home team is ahead).
 - B. The time limit has elapsed and the game is called during an incomplete inning in which the home team has not tied the score or taken the lead, at which time the score will revert to what it was at the end of the last complete inning.

If the game is called due to weather before the time limit or inning limit has elapsed (4 innings), then the game will be replayed from the beginning. If it becomes necessary to stop play due to inclement weather, the final decision will be made by the Intramural Coordinator.

Section 3: RULES OF PLAY

1. The pitcher may pitch from the pitching plate or from the pitching area, an area the width of the plate and up to six (6) feet behind the pitcher's plate. Preliminary to pitching, the pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate or pitching area. The pivot foot must be in contact with the pitcher's plate or pitching area when the pitched ball is released.
2. Teams will be given no more than three (3) warm up pitch between innings. These pitches may be reduced in number or denied at the discretion of the Umpire (in the event the game is running late or pending inclement weather).
3. The pitched ball must arc at least three (3) feet after leaving the pitcher's hand and before it passes any part of home plate. The pitched ball shall not rise higher than ten (10) feet above the ground. This is an Umpire's judgment call. A pitch that does not meet these specifications will be considered an illegal pitch; illegal pitches may still be hit and will be a legal.
4. The strike zone is defined as a legally pitched ball that crosses the plate between the back shoulder and the front knee of the batter (if the batter was standing parallel with the plate).
5. Each batter will assume a 1 ball/1 strike count at the start of every at bat. The batter will walk when the count has a total of four balls. The batter will strike out after three strikes. On a batter's third strike, they will be allowed to have one courtesy foul ball.
6. Bunting, stealing, and leading off bases are not permitted. Sliding is legal.
7. Each team is allowed one courtesy runner per inning. The player who made the last out will be designated as the courtesy runner. (In the event the last out player is next in the batting order the courtesy runner will be the last run scored player).
8. The Umpire may also allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated as the courtesy runner. This rule is to be used if there is any blood present on a player or his/her uniform. The runner must be the batter whom was at bat when the last out was made.
9. The infield fly rule will be effect. An infield fly is a fair fly ball (not a line drive) which can be caught by any infielder with ordinary effort when first and second bases or first, second, and third bases are occupied and there are less than two outs.
10. A dead ball appeal may be made on a non-judgment call. No appeals will be considered on an Umpire's judgment. To appeal a play, a team's pitcher must have the ball during a dead ball period and must stand within an eight (8) foot radius of the pitcher's plate. He/she must then tell the Home Plate Umpire what he/she is appealing. The Umpire(s) will then make a decision.
11. The batting team is responsible for retrieving all balls that are hit out of play.
12. Teams are responsible for cleaning up the bench area (during and after the game). Failure to do so may result in a Forfeit.
13. Any thrown ball that goes beyond the out of play line will be considered dead, and players will advance the base they were going to plus one more from the time the ball was thrown.
14. **Halo rule will be in effect.** In the occurrence of a batted ball being hit up the middle within arm's length of the sides or over the top of the pitcher (approximately 3 ft. perimeter) the batter shall be deemed out immediately and no runners shall advance. This will be up to the discretion of the umpire.

Section 4: CO-REC RULES

1. Each Co-Rec team must have a minimum of eight (8) players to begin the game. Teams may play with nine (9) players, but they will have to take an out at the end of the line-up. However, teams cannot play with eleven (11) players. **An out shall be taken for each individual missing from the line-up for any team playing with less than ten (10) players.**
2. Each Co-Rec team must have an equal number of males and females or a ratio difference of 1 (4:5 or 5:4).
3. Co-Rec teams may bat a maximum of twelve (12) players consisting of ten (10) fielders and two (2) EP (one male and one female).
4. Teams must alternate males and females in the batting order.
5. If a team walks a male batter, that male batter is automatically awarded second (2nd) base. The next batter, a female, has the option to automatically walk or to hit. The female must make this decision before the next legal pitch is thrown. ***This rule only applies if a female follows a male batter***
6. The infield positions shall consist of three (3) males and three (3) females. The pitcher is required to be male and the catcher is required to be female. In the outfield, the ratio must stay 2:2. **Outfield positions must alternate between male and female players.**

Section 5: EJECTIONS

1. Any individual ejected from competition at a state tournament shall be barred from competition for the duration of the tournament. Further action may be determined by the Appeals Committee.
2. A second of ejection on one team in tournament play shall result in the team being barred from further participation. Any institution having a team eliminated under the provisions of this Section shall forfeit the privilege of entering one team in the sport/division in question for the following year.
3. Any team misconduct or problems will be referred to the Appeals Committee for review. Upon completion of the review, the committee may invoke additional sanctions against the team and/or institution.

Any rules not addressed can be found in the USSSA Slow Pitch Rule Book and By-Laws.

https://usssa.com/docs/2018/2018_SP_RuleBook.pdf