

**KETTERING UNIVERSITY  
INTRAMURAL SPORTS  
SOFTBALL RULES**

ASA rules apply to all play except those listed. Recreation Services staff reserve the right to change or modify the rules for safety or management of the sport.

1. An illegally batted ball occurs when:
  - A. A batter's foot is completely out of the batter's box when he/she hit the ball fair or foul.
  - B. Any part of the batter's foot is touching home plate when he/she hits the ball.
  - C. The batter hits the ball with an illegal bat (i.e. baseball bat and dented bats are not allowed).RESULT: The ball is dead and the batter is out.
2. An infield fly is a fair fly ball (not including a line drive) which can be caught with ordinary effort by an infielder when there are less than two outs with baserunners on 1st and 2nd, or with bases loaded.  
RESULT: The batter is out and all runners advance at their own risk.
3. The strike zone height ranges from the front shoulder down to the back of the knee of the batter when he/she assumes his/her natural batting stance. The height of the ball should be measured as it crosses the front of the plate (i.e. to be a strike, the ball must cross the front of the plate while at a height between the front shoulder and the back of the knee of the hitter).

On all overthrows out of play, the baserunners advance to the base they were going to (at the time of the throw) plus one base.

**A batter will begin their at bat with a count of 1-1. If the batter fouls of the third strike they have one more strike to take.**

**PITCHING REGULATIONS:**

1. A legal pitch shall be delivered at a moderate speed with an underhand motion. The ball shall attain a height of at least six (6) feet and a maximum of twelve (12) feet from the ground.

NOTE: An illegal pitch will be a ball unless acted upon by the batter. If the pitch is hit in play the ball will be live, if it is fouled off or swung on and missed it will be called a strike.

**PROTESTS:**

1. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of the umpire.

Some examples which will not be considered:

- A. Whether:
  1. A Ball is Fair or Foul.
  2. A runner is safe or out.
  3. A pitch is legal or illegal.
  4. A pitch is a ball or a strike.
  5. A runner touched a base.
  6. A runner left too soon on a fly ball.
  7. A ball was legally caught.
  8. There was an obstruction.
  9. It was an infield fly.
  10. The field is fit to play.
  11. Or any other call that involves the umpire's judgment in any way.
2. Protests that will be received and considered include the following:
  - A. Misinterpretation of a playing rule
  - B. Failure of an umpire to apply the correct rule to a given situation.
  - C. Failure to impose the correct penalty for a given violation.
3. The notification of the intent to file a protest must be made immediately, before the next (legal or illegal) pitch. The on field protest format will then be used.
4. An ineligible player protest can be made at any time of the game until the umpires walk off the field at the end of the game.

**TEAMS:**

1. A team shall consist of ten (10) players in the field. A team may begin and/or finish with nine (9) players, if this occurs an out will be assessed at the vacant 10th batting position. A 10th player may be added anytime, but they must be inserted in the 10th batting position. A team may bat 11 players using the EH. The 11th player can be freely substituted into any fielding position at any time, but the player must maintain their position in the hitting order. The EH may not be added once the game begins.
2. Once a starting player is substituted for they can return to the game only once in their original batting order. Substitutes can not re-enter once they are taken out.
3. Players or coaches that have blood on them or their uniform must clean it off or cover up it up. The umpire will determine if the player needs a substitute because of time costs to the game. They may re-enter when the blood is cleaned up with no penalty of illegal substitution or re-entry.

#### EQUIPMENT:

1. Mitts are required for all positions.
2. All players must wear shoes. No metal cleats are permitted. Sandals are not permitted.
3. **Casts (Plastic, metal, or other hard substances in its final form), exposed jewelry (such as wrist watches, bracelets, earring and neck chains), or any other item judged by the umpire to be dangerous, may not be worn during the game.**

#### OTHER:

1. A five-minute grace period is given.
2. Upon entry into the game as a pitcher, each pitcher will receive 5 warm-up pitches and then 3 warm-up pitches between innings.
3. There is to be no on-field warm-up between innings.
4. A regulation game is seven (7) innings or 1 hour, whichever comes first. A new inning will not start after the time limit has expired. In the case of a tie, play continues until the tie is broken until the time limit expires (except playoffs), with the home team getting the last at bat.
5. An 11 run mercy rule will be in effect after 3 innings or 50 minutes which ever comes first.
6. Ejection from a game will result in an additional one game suspension for the first offense. The person ejected must come and meet with the Assistant Director of Recreation Services before they can play another game. If the player is ejected for a second time, they will be suspended from the rest of the sport and subject to further sanctions from Recreation Services staff.
7. Throwing the Bat will result in the following:
  - A. First offense: batter is automatically out
  - B. Second offense: Batter is automatically out and ejected from the game.
8. Blood Rule: Any player who has an open wound must have that wound covered and all of the blood cleaned off of the player. If the players clothes have blood on them they must be changed with clean cloths or completely cover the stain before they are allowed to re-enter the game.
19. Official Game Length:  
An official game length is four completed innings. The Sport Supervisor will call any game due to inclement weather.

#### Co-Rec Rules:

1. At least three women must be on your team. At all times during the game three women must be in the field and batting
2. Batting orders must follow a male-female rotation.
3. If a male batter is walked, so does the female batter behind him.

#### 3 pitch Rules:

Teams will pitch to their own players. The offensive pitcher must pitch according to standard ASA rules except there are no pitch height regulations. The batter has only three pitches to put the ball in play.

Pitchers may be freely substituted in and out of the position.

A 6' radius circle will be placed around the pitchers rubber in which the defensive pitcher must have at least one foot inside of and be positioned beside or behind of the offensive pitcher without creating interference when the pitch is delivered.

Any interference from the offensive pitcher on the fielding team making a play will result in a dead ball and the batter will be out. The offensive pitcher must make a reasonable attempt to remove themselves

from areas of play after they have pitched.

If a line drive is hit back to the offensive pitcher, then he/she may knock the ball down to protect themselves and it will be ruled a dead ball single.

Protest procedure:

A protest may be submitted in instances of rule misinterpretation and participant eligibility. Protests will not be accepted if they are based on a judgment call made by officials in playing situations. Protests must be made to the game official and the Intramural Sports Supervisor at the time of the protest and one of the following will occur:

1) On field protest:

a) The team captain will state to the official that he/she protests the rule interpretation and a meeting between both team captains, officials, and the Intramural Sports Supervisor will take place. They will have from 3 to 5 minutes to come to a solution to the protest. This solution must be agreed on by all parties. If no agreement is made within the time period the protest will stand and the team filing the protest must follow the format protest procedures.

2) Formal protest procedure:

a) Formal protest must be announced after an agreement could not be reached with the on field protest.

b) Formal protest is to be submitted in a typed letter addressed to the Assistant Director of Recreation Services. This protest must be submitted by noon the day following the game, Monday for weekend games. Failure to adhere to the formal procedures will result in the protest not being allowed.

Forfeit policy:

1) If a team or contestant fails to appear at the appointed place within the appointed scheduled grace period for the contest, the offender may forfeit the contest and be charged with a loss. The team or contestant that was present will receive credit for a win.

2) Grace period: teams will be permitted a five (5) minute grace period from the scheduled game time. If teams arrive after the grace period, team managers will meet with the sport supervisor and game official to determine if time will allow for the game to be played.

3) A team or contestant shall forfeit any contest in which an ineligible player participated (no fine assessed).

4) One forfeit due to failure to appear for a scheduled game in a team sport automatically drops a team from further competition in that sport for the remainder for that particular season. Teams wishing to continue participation in the regular season must pay a \$20 re-entry fee.

5) Forfeit fees may be paid at the entry area of the recreation center by closing time before the next scheduled game. Checks are to be made out to Kettering University and will be deposited in the Intramural Sports account.

Postponement:

1) Games will not be postponed because of social engagements, organization meetings, etc. If a player or team knows of potential conflicts, notify the Assistant Director at 762-9733 in advance of scheduling so conflicts can be minimized.

2) In some cases postponements may be necessary due to inclement weather or an unforeseeable situation. In this event, special provisions may be made. Call the Recreation Center IM hotline at 762-9736 an hour before scheduled game time for an update on the game situation.

3) Postponed regular season games may not be rescheduled unless time and space permits.

4) Teams may not mutually agree to a postponement without seeking consent of the Assistant Director. Such agreements will be considered forfeits.

5) A team or individual may withdraw from competition without penalty by notifying the Assistant Director at least 48 hours prior to their next contest.