

GRAND VALLEY STATE UNIVERSITY
RECREATION

Intramural Sports
Softball Rules

ASA Slow Pitch Softball rules shall apply to all games, except the any of the following adaptations. For questions regarding general intramural sports rules and regulations visit us online at www.gvsu.edu/rec.

Players and Substitutes:

1. 8 players minimum to start a game.
2. 10 players maximum can play the field (*P, C, 4 infielders, 4 outfielders*).
3. Teams must have three of each gender on the field and in the lineup at all times.
4. Teams will set the batting order prior to the game. This will be the official order once the game begins.
 - a. For teams with substitutes, all players have an unlimited number of re-entries.
 - b. A player can only ever occupy one spot in the batting order.
5. If a player leaves the batting order for any reason and a team has no substitutes, an out will be taken the next time the vacant spot's place comes up in the order.

The Game:

1. The game shall consist of 7 innings or a 50 time limit, whichever comes first.
 - a. After the time limit, no new inning will begin.
 - i. If, when the 50 minute time limit is called, the visiting team is batting and
 1. Ahead – they complete their turn at bat and the home team has their turn at-bat
 2. Losing – they complete their turn at bat and if they don't tie or go ahead, the game ends
 - ii. If, when the 50 minute time limit is called, the home team is batting and
 1. Ahead – the game is over
 2. Losing – they complete their turn at bat.
 - b. Games during the regular season will end in ties
 - c. Playoff games will have the time limit. If the game is tied after 7 innings or the time limit, the international tie-breaking rule will apply
 - i. *International tie-breaking rule: the person who scheduled to bat last in the inning will be placed on second base to start in each extra inning.*
 1. *Example: the person batting 5th is due to lead off the 8th inning. The person who is batting in the 4th spot of the order will be placed on second base.*
 - d. Championship games will be 7 innings, no time limit. The international tie-breaking rule will apply starting in the 8th inning.
2. Mercy Rule
 - a. after 3 innings of play, if a team is ahead by 15 or more runs, the game is over.
 - b. after 4 innings of play, if a team is ahead by 12 or more runs, the game is over.
 - c. after 5 innings of play, if a team is ahead by 10 or more runs, the game is over.
 - d. This applies to all games.
3. If a game is called because of rain, darkness, etc., 3 innings shall constitute a complete game.
4. Batters begin each at bat with a one ball and one strike count.
5. The visiting team bats first and the home team bats second in each inning. This will be determined before the game.

Equipment

1. Metal cleats are illegal.
2. Players may use their own equipment, provided it is approved by the supervisor and umpires
3. GVSU IM Sports will provide game balls.

Double First Base

1. The white portion is in fair territory. The orange base is in foul territory.

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2. The orange portion is only to be used by the batter-runner when a play is being made on them before they reach first base. All other times the white portion is the base.

Pitching:

1. The ball shall be delivered with an arc of at least 6 feet and not more than 12 feet from the ground.
 - a. PENALTY: Illegal pitch
 - i. Note: *when an illegal pitch is called, if the batter does not swing, it is an automatic ball. If the batter swings, they must take the results of the play.*

Batting

1. Any legal pitch that lands on the mat prior to hitting the ground will be declared a strike.
2. A pitch that hits anywhere else first, including the plate, is a ball.
3. The batter is declared out when they hit a foul ball after having two strikes.
4. Bunting and chopping are both illegal.
 - a. *Result: Dead ball, batter is out. Runners return to bases.*
5. The batter-runner and all other runners are awarded two bases, from their positon at the pitch, on fair balls batted out of play.

Base Running:

1. Base runner(s) may leave their base when a pitch is contacted by the batter or crosses home plate. There is no stealing.
 - a. *The ball is dead, no pitch is declared and the runner is out when they leave early.*
2. All runners are awarded two bases, from the time of the throw, on all balls thrown in to dead ball territory.
3. When a fielded catches a ball in live ball territory and their momentum carries them into dead ball territory, the batter is out and the ball is dead. All runners will be awarded one base.
 - a. *If a fielder catches and then intentionally goes into dead ball territory, all runners will be awarded two bases. The batter is still out.*
4. Pinch runners are legal. They may only run for a person in one spot in the order. This counts as a substitute and is subject to all substitution rules.
5. Feet first sliding is legal. A runner is never required to slide, but has the responsibility to attempt to avoid deliberate contact.
 - a. *Head first slides are illegal. The ball is dead and the runner is out. All other runners return to the last base occupied.*