



CAMPUS RECREATION

Illinois State University

Intramural 12" Softball RULES OF PLAY

Please consult the [Intramural Sports Participant Handbook](#) for the complete list of Intramural Sports rules.

Amateur Softball Association (ASA) rules will be in effect except for the following modifications:

General Information

- Prior to Game Time:
 - Players must check in at the court they are scheduled to play. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
 - Current Illinois State University student ID.
 - Current faculty/staff ID with photo ID.
- Illinois State University is a Smoke and Tobacco Free Campus in accordance with 5.1.7 Smoke and Tobacco-Free Campus Policy. Smoking and tobacco use is prohibited on campus, including buildings, grounds, and parking lots. Smokeless tobacco and electronic cigarettes are prohibited. Alcoholic beverages and illegal drugs may not be consumed prior to or while participating in intramurals. Individuals may not participate while under the influence of drugs or alcohol. Participants who appear to be under the influence will also be asked to leave and may face disciplinary action.
- Location for all intramural sport activities can be found on IM Leagues.
- Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

Players

- A legal team shall consist of ten (10) fielders but up to twelve (12) players may bat. A team may start a game with the minimum of eight (8) players.
- A speaking captain must be designated for each team. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.
- Please reference the [Intramural Sports Participant Handbook](#) for any eligibility or sportsmanship clarification.

Equipment

- **Jewelry is permitted during play**
- Metal spikes or metal cleats may not be worn.
- Any player may wear molded cleats.
- Non-cleated athletic shoes may be worn (i.e., tennis shoes, running flats, etc.).
- All players on the field must have a glove.
- All bats must be ASA/USSSA certified with a logo. A legal bat will be provided if a team does not have one.

- Intramural Sports will provide game softballs and bats only. Teams are recommended to wear like colored shirts with numbers.
- The batting team is responsible for retrieving all foul balls.

Game Regulations

- Major Sports will be divided into competitive and recreational leagues.
 - Competitive Leagues – Designed for players that want a more competitive environment and want to compete for a championship.
 - Format: Four scheduled regular season games. The top two teams of each pool will advance to a single elimination playoff, dependent on number of teams registered.
 - Recreational Leagues – Designed for players that want to participate in sport with a more relaxed, recreational environment.
 - Format: Four scheduled regular season games. The top two teams of each pool will advance to a single elimination playoff, dependent on number of teams registered.
- Each game will have a 45-minute time limit, the time limit will be 45 minutes beginning at the scheduled game time. The plate umpire will determine the official time. No inning will be started after the time limit has been reached. The game will end after seven innings or after the inning in which time expires, whichever happens first.
- Before each game the pitcher will be allowed a maximum of five warm-up pitches. Between innings, the pitcher will be allowed a maximum of two warm-up pitches.
- There is no run limit for each inning. The inning will only end when a defensive team converts three outs, time expires, or the overall run rule is reached.
- No lead-offs or base stealing. Players shall remain on the base until the batter makes contact with the ball.
- There are no fences for home runs. Every ball hit in fair territory will be in play. If a player from the other field interferes with a live ball, it will immediately become dead and the runners will be placed where they could be reasonably expected to have reached without interference. This will be determined by the officials.
- A defensive player must use 1st base or home plate to make a play. On force plays at first, the offensive player shall use the safety base. Likewise, at home plate, the offensive player shall use the strike mat. Both feet-first and head-first sliding are allowed as long as contact is avoided as much as possible. Contact with an opponent could result in an ejection.
- When the ball is in play and is overthrown (beyond the boundary lines, or into the dugout) the ball is dead. In all cases when this happens, all runners will be awarded base they were actively running toward plus one base from where they were at the time the throw was made.
- When a legally caught ball within the boundaries of the field is carried by the fielder unintentionally into dead ball territory, the ball is dead, the batter is out, and all runners advance one base beyond the base they occupied at the time of the pitch.

Pitching

- The offensive team will provide a pitcher who will pitch to their own team from the pitcher's rubber. The defense must have a defensive pitcher who must be within five feet of the pitcher's rubber and may not be in front of the pitcher.
- Each batter will receive a maximum of 3 pitches.
- If the batter does not put the ball in fair play after 3 pitches the batter is out.
- If the batted ball makes contact with the offensive pitcher, the play will be declared dead and it will count as one of the 3 pitches towards the batter. If it is the batter's third pitch, the batter will be declared out.
- The pitcher shall take a position with one or both feet firmly on the ground and in contact with the pitcher's plate.
- The pitcher must come to a complete stop holding the ball in front of the body with a pivot foot in contact with the pitcher's plate. This position must be maintained at least one second, but no more than 20 seconds before starting delivery.

- The ball must be delivered at a moderate speed, under-hand below the hip with a perceptible arc of at least six (6) feet from the ground and not more than ten (10) feet from the ground before the ball reaches home plate.
- The pitcher must have a continuous motion. No hesitations, fakes, etc. allowed.
- When the ball is released, then the pivot foot may come off the rubber.

Substitutions

- All team members have to check-in to be in the batting order and on the field. Teams may designate an Extra Hitter (EH), but it must be done prior to the start of the game and may not be added once a game has started. The extra hitter may take a position in the field but must remain in the same spot in the batting order.
- Team members checking in after the first pitch must be added to the bottom of the order, but only to 12 players.
- All substitutions must be reported to the score keeper. Any player may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the lineup. Players may not re-enter a second time. The starting player and his/her substitute may not be in the lineup at the same time. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting position or substitute position, this is considered an illegal re-entry.

Grace Period

- If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
 - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start the game down 3 runs with a 0-3 score and cannot receive more than a 3 sportsmanship rating.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark and a forfeited team will receive a 0 sportsmanship rating.

Minutes Late	Penalty	Sportsmanship
0-9:59 minutes	Starting score 3-0	Max 3
10 minutes	Forfeit	Max 0

Mercy Rule

- The game will be over if a team is winning by 20 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - Finish in the top 2 of their division.
 - The team must maintain at least a 3.5 team sportsmanship rating throughout the season.
 - Ratings carry over into bracket play; teams that fall under the 3.5 average during bracket play will be eliminated.
 - Please refer to the [Intramural Sports Participant Handbook](#) for more information concerning sportsmanship ratings
 - No team that forfeits any regular season game will be allowed to participate in the playoffs.
- Teams are able to add players to their roster at any point, including playoffs.