

CHICO STATE REC. SPORTS **SOFTBALL RULES**

Conditions of play not specifically covered by these rules will be left to the discretion of the head official or supervisor, whose judgment is final.

ACCIDENT INSURANCE

The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to know the rules and abide by them. It is also every player's responsibility to respect and cooperate with the officials. It is the responsibility of the team captain to insure proper behavior on the part of his/her team's fans. The team captain is ultimately responsible to the intramural staff for all the above.

As a university activity, intramural sporting events expect the same conduct and behavior as in any other social and/or recreational campus activity. Friendly competition and good spirited rivalry are expected. However, officials and field supervisors are university employees and will not tolerate verbal abuse or physical threats from or amongst players, coaches or spectators. Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. Furthermore, inappropriate conduct will be dealt with in the same manner as any violation of the university conduct code. Violations will be reported to the University Judicial Officer.

Sportsmanship Ratings will be assigned by the officials following each contest. Ratings are posted online. A team must have a "2.8" average to be eligible for the play-offs, regardless of their win/loss record. Any team receiving two grades less than a "2.0" will automatically lose their intramural deposit and will immediately be removed from the league. During playoffs, a team receiving a sportsmanship rating lower than a "3.0," will not be allowed to advance regardless of victory.

GENERAL

You must show a valid CSUC or California ID to participate. ID cards will be collected by officials prior to contest. **No ID, no play, no exceptions.** Any problems with lost or misplaced IDs must be taken care of prior to game time.

Conversations with officials will be kept to a minimum. Team captains, and only team captains, may address the officials. Captains may only address matters of rule interpretation or essential

Revised: 01/14

game information and must do so in a courteous manner. Any verbalization directed toward an official other than outlined above, will result in a technical foul and dismissal from the contest.

A player may only play on one men's team/women's team. A player may play on a second team, provided that team is co-ed.

BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered or the uniform is changed.

FORFEITS

- A. Game time is forfeit time.
- B. Each team is allowed only one default. Notification of a default to Intramural Sports not made before 3pm of game day will result in a loss but will not result in removal from league nor will it result in the loss of the forfeit deposit.

THE FIELD

All games will be played on the field near the putting green and Yolo Hall on fields 6 and 7 (Rugby pitch). Please refer to the schedule for your appropriate location and game time.

EQUIPMENT

- A. All players are required to wear some type of shoes. Metal spikes or screw-on cleats are not allowed.
- B. All catchers must wear a mask. Rec Sports will provide masks.
- C. Bases, bats and balls will be provided by Rec sports. Players may use their own bats, but must use balls provided by Rec Sports.

TIME

- A. Unless the game is tied, no new innings can start at or after 10 minutes to the hour. Thus, games will be 7 innings or 50 minutes whichever ever comes first.

PLAYERS

- A. Roster size is limited to 16 players per team. Rosters are final the fourth Friday after your first contest.
- B. Ten players in the field constitute a full team. Teams may bat more than ten and may freely substitute player field positions so long as the batting order remains the same. Teams cannot remove a player from the batting order and insert that player again.
- C. Teams must have a minimum of eight players to start a contest. Players arriving late may check in only at completion of half inning.
- D. Male players may play on only one men's and one coed team. Female players may play on multiple coed teams as long as they choose only one for the playoffs.

MERCY RULE

1. If a team is behind by 20 or more runs after 4 innings the game will be called.
2. OR---If a team is behind by 12 or more runs after 5 innings the game will be called.

10-RUN LIMIT / SCOREKEEPING

1. There is a 10-run limit, after ten runs are scored in single inning by a team that is either ahead or tied, the other team is automatically up, regardless of how many "outs" there are.
2. A team that is down by 1 or more runs can equal the score and score 10 additional runs before the 10-run limit rule goes into effect.
3. During the final inning of play the 10-run limit rule will not be in effect.
4. The umpire will keep score. It is the team's responsibility to check the score with the umpire.

COED SPECIFIC GAME RULES

Each team must have at least three women in the field (catcher position is excluded in this ratio).

Pitchers

Offensive

1. Batting team pitches to their own team and may pitch to a batter as soon as the defensive team provides the offensive pitcher with the ball.
2. If the offensive pitcher intentionally interferes in a play to any base, then the ball becomes dead and the corresponding player is called out.
3. If a pitcher is hit with a batted ball and is legitimately trying to avoid being hit by the ball, the play will be ruled dead and the batter will receive a single.

Defensive

1. If all field players are present, teams are required to field a "rover" (4th outfielder).

Catchers

1. Regardless of how many players a team is able to field, there must be a player at the catcher's position. The catcher can be of either gender and does not count toward ratio of men and women in the field.

Batters

1. Three pitches are allowed per batter. If the third pitch is hit foul, then the batter is out. Baserunners cannot advance if this situation occurs.
2. Throwing a bat, during or after batting, is an automatic out and depending on the intent and severity, may result in ejection.
3. Bunting is not allowed; a batting player must attempt a full swing at the ball. An attempted bunt will count as a foul ball.

Baserunners

1. Stealing and leading-off is not allowed. Baserunners are to remain on the base until the ball makes contact with the bat. Failure to comply with this rule will result in an automatic out for the baserunner. A "no pitch" call will be made as soon as the violation occurs.
2. Sliding IS NOT allowed.

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3. One base on an over-throw. Ball is live until it goes into an out-of-play area and the umpire designates it so.
4. No halfway rule. In an over-throw or ground rule double situations, baserunners are given only the base they have reached, not the base they are headed to.
5. Baserunners are not allowed to intentionally run into a player in possession of the ball. This action will result in an automatic out, and depending on the intent and severity, may result in ejection.
6. Baserunners attempting to “take out” a defensive player on a double play will result in both baserunners being called out. Players must exit the base path, out of the line of play, immediately after being forced out.
7. Defensive players are not allowed to block the base path (without possession of the ball) or intentionally impede a baserunner’s progress. Infractions will result in the awarding of the base and depending upon the intent and severity, may result in ejection.
8. Every play at home is a force play.
9. There will be no courtesy/pinch runners unless for an injury that occurs during play. If a runner is needed, the pinch runner must be the last member of that gender who got out. (Males run for males, females run for females)
10. The “In Field Fly” Rule will be in effect and enforced when conditions apply.

CO-ED GAME PLAY

- A. Batting orders for Co-ed games must alternate male, female, male, female, etc., whenever possible.
- B. If a coed team has only 3 female players at a game, they may only bat the 9 field players.

MEN’S LEAGUE SPECIFIC GAME RULES

- A. Pitchers.
 1. Batters start with a one and one count.
 2. Pitches must be thrown underhand at a moderate speed.
 3. Pitch cannot go above 12' but must go over the head. Any pitch not meeting these requirements will be called an illegal pitch. The batter has the option of taking the pitch as an automatic ball or swinging at it. If the pitch is swung at, the illegal pitch call is ignored.
 4. A taken pitch that lands on the plate or the plate extension, without hitting the ground first, is a strike.
 5. Pitchers are allowed three warm-up pitches prior to the game and one for each new inning.
- B. Catchers.
 1. Regardless of how many players a team is able to field, there must be a player at the catcher’s position.
- C. Batters.

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1. Batter is out if he/she hits a foul with a two-strike count. Baserunners can advance, at the risk of being put out, only if the foul ball is caught in the air, otherwise the ball is dead.
2. Throwing a bat, during or after batting, is an automatic out and depending on the intent and severity, may result in ejection.

D. Baserunners.

1. Catch and Carry: Any ball caught in fair or foul territory and carried or dropped into the out of play area results in an automatic out for the batter and baserunners advance one base.
2. Stealing and leading off are not allowed. Baserunners are to remain on the base until the ball makes contact with the bat. Failure to comply with this rule will result in an automatic out for the baserunner. A no pitch call will be made as soon as violation occurs.
3. Sliding is not allowed. Players intentionally sliding into a base or attempting to avoid a tag are automatically out. This action will result in an automatic out, and depending on the intent and severity, may result in ejection. This includes both feet first and headfirst slides.
4. One base on an over-throw. Ball is live until goes into an out of play area and the official designates it so. Each field has specific ground rules and areas designated as out of play.
5. No halfway rule. In over-throw and ground rule double situations, baserunners are given only the base they have reached, not the base they are headed to.
6. Baserunners are not allowed to run into a player in possession of the ball. This action will result in an automatic out, and depending on the intent and severity, may result in ejection.
7. Baserunners interfering with an attempted double play will result in both baserunners being called out. Players must exit the basepath, out of the line of play, immediately after being forced out.
8. Defensive players are not allowed to block the basepath (without possession of the ball) or intentionally impede a baserunner's progress. Infractions will result in the awarding of the base and depending on the intent and severity may result in ejection.
9. Every play at home is a force play where baserunners will cross a line behind home plate and not actually touch home plate.
10. The "In Field Fly" Rule will be in effect and enforced when conditions apply.