



## **SOFTBALL RULES**

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Intramural Softball shall be governed by the official ASA Slow Pitch Softball rules with the following exceptions:

*All players must show their UGA ID before every game and wear a mask at all times in order to participate. NO EXCEPTIONS!*

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## Rule 1. Field-Specific Rules

### **Section 1. All-Grass Field Rules**

All-grass fields have an artificial mat in the Home Plate Area.

ART. 1... No sliding into Home Plate

**Penalty:** Runner is automatically out.

ART. 2... No digging into the batter's boxes

ART. 3... Batter's box boundaries

- a. The front and the back of the batter's boxes are defined as the edge of the mat.
- b. The sides of the batter's boxes are defined by the white lines of the mat.

### **Section 2. Field 3 Rules**

ART. 1... Field 3 has a designated "ground-rule double" line. Any ball traveling past this line on the ground or on a bounce will be deemed a ground-rule double (See Rule \_\_\_ for balls in flight).

ART. 2... Outfielders must raise their hands if the ball rolls past the "ground rule double" line, so that an umpire can inspect the situation. If the ball is past the line, a double will be awarded to the batter, and all runners will advance two (2) bases from where they were at the time of the pitch.

- a. If an outfielder makes a play on the ball (picks it up) prior to the umpire calling "dead ball", then it is now a live ball.

ART. 3... If the ball is not past the line, the umpire will declare a HOMERUN, and all runners will score without risk of being put out, as long as all bases are legally touched.

ART. 4... Any batted ball traveling in the air will be deemed a HOMERUN if:

- a. The ball remains in fair territory, AND either b or c occurs.
- b. The ball strikes the ground on the downside of the hill (out of the umpire's sight).
- c. Strikes a tree.

Art. 5... The following applies to ALL FIELDS:

- a. It will be considered a HOMERUN if:
  - i. Any batted ball strikes a tree in fair territory while in flight.
  - ii. Any batted ball strikes above the safety orange padding on a light post in fair territory while in flight.
  - iii. Any batted ball clears the backstop of the field adjacent to it on the fly in fair territory.
    - **EXCEPTION:** The ball is touched by a nonplayer or spectator, in which case the ball will be declared dead and bases will be awarded based on how many bases would have been reasonably achieved had the interference not taken place. This is possible when playing on fields #4 or 5.
- b. It is a Foul and a Dead Ball if:
  - i. Any batted ball strikes a tree or light post in foul territory.

## Rule 2. The Game

### **Section 1. Scoring**

The Competitive Sports Supervisors will keep the official score of the game.

### **Section 2. Timing and Its Limits**

ART. 1... A complete game shall consist of:

- a. Seven (7) innings and not ending in a tie, or
- b. Six and one-half (6 ½) innings with the Home Team ahead on runs score, or
- c. The fifty (50) minute time limit expires.

ART. 2... Timing

- a. The official start time will be recorded on the score sheet by the scorekeeper.
  - i. A new inning will begin as soon as the last out is made in the bottom half of the preceding inning.
  - ii. If the score is tied after the 50-minute time limit is reached, a tie game will be recorded during the regular season.
  - iii. In case of a game suspension, the time at the end of the game will be recorded.

**Section 2 Maximum Run Rule**

ART. 1... There will be a maximum 7-run per inning rule effective through the fourth inning. After 4 full innings, a team may score as many runs as possible.

- a. A half-inning will terminate when three (3) outs or seven runs (before the 5<sup>th</sup> inning) are recorded.

**Section 3.. Tournament Play**

ART. 1... During Tournament Play, the 50-minute time limit will be waived in case of a tie to determine a tiebreaker.

- a. If the game is tied at the end of seven (7) innings, the game will continue until a winner is determined.
- b. In the event of a tie after the 50-minute time limit has been reached, the next new inning will start with the following format or the eighth (8<sup>th</sup>) inning of the game is tied after seven (7) full innings:
  - i. Each team will be allowed to have the last batter start the next inning on second base.
  - ii. All previous runners on base will not be permitted to stay on base.
- c. Championship games will not have a time limit.

**Section 4. Inclement Weather**

ART. 1... Games stopped because of inclement weather before four full innings have been completed will continue from the point the game was suspended, if time and fields are available.

ART. 2... The Competitive Sports Staff will record the game details.

**Section 5. Default**

ART. 1... Failure for a team to field at least eight players at or within five minutes of the scheduled starting time will result in a default.

ART. 2... If a team does not have enough players present to start the game, the following penalties will be enforced:

- a. 1 MINUTE LATE = 1-0
- b. 2 MINUTES LATE = 2-0
- c. 3 MINUTES LATE = 3-0
- d. 4 MINUTES LATE = 4-0

End of game after 5 minutes, the score will be recorded as 4-0.

**EXCEPTION:** If a previous game ends more than 5 minutes beyond the next game’s scheduled starting time, a minimum of eight (8) players must be ready to play when the previous game ends. There will *not* be a five-minute time extension in this circumstance.

**Section 6. Forfeit**

ART. 1... The game will be declared a forfeit in the following circumstances:

- a. There are no players present at game time.

## Rule 3. The Players

**Section 1. Minimum Numbering Requirements**

ART. 1...

A game can be started and completed with eight (8) players.

ART. 2...

If a team starts with ten (10) players, and a player is unable to continue due to injury, the place occupied in the batting order by the injured player will be eliminated and the batting order will continue as follows:

- a. If the team has a substitute, the injured player shall be replaced with a sub.
- b. If there is no substitute available, the batting order will be changed by moving all players below the injured player up one (1) place.
- c. This rule applies to injured players only. It does *not* include a player leaving the game early. A player leaving early does not eliminate a place in the batting order.
  - i. If a player cannot be replaced, an out will be recorded each time the missing batter's turn at-bat comes up.

## **Section 2.**

### **Extra Player Rule**

ART. 1...

A team may elect to use the ASA Extra Player Rule with the following provisions:

- a. A team must start the game using an extra player. He or she may not be added to the lineup once the game has started.

ART. 2...

Men's and Women's:

- a. If a player leaves the game for any reason other than injury and there is no substitute available, an out will be recorded each time the missing player is due up to bat (a team must finish with at least eight players).

ART. 3...

Co-Rec:

- a. If a player leaves for any reason, and no substitution is available, an out will be recorded when the missing player is due up to bat (A team must finish with at least eight players), and a maximum of five players of either sex play defense.
- b. If a player is injured and unable to continue playing and there is no substitute available, a team has the following options:
  - i. The team may take out the spot of the injured player.
  - ii. The team may remove the player of the opposite sex who is directly before or after the injured player in the batting order, without penalty of an out (must have at least eight players remaining).

## **Rule 4. Base Runners and Sliding**

### **Section 1.**

#### **Base Runners**

ART. 1...

No stealing or leading off of the bases is allowed.

- a. A runner may be called out if the following occurs:
  - i. Runners may not leave the base before the pitch reaches the plate. No pitch will be declared by the umpire.

ART. 2...

Overthrown Ball

- a. When the ball is thrown over the fence or into a non-playable area, all runners will be awarded two (2) bases from the timing of the ball leaving the fielder's hand.
  - i. If two runners are between the same bases, the award is based on the position of the lead runner.

ART. 3...

Running into the Fielder

- a. Any runner who deliberately runs into a fielder who is waiting to make a tag or a force out will be called out immediately.
  - i. Each runner will return to the last base occupied at the time of the collision.

- ii. Note: If the runner's act is deemed flagrant by the calling umpire, he/she will be ejected.
- iii. Other runners involved in the play may be called out at the umpire's discretion.

ART. 3...

**Obstructing the Runner**

- a. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball.
  - a. **Penalty:** The obstructed runner and each other runner affected by the obstruction is awarded the bases he/she would have reached had there been no obstruction.
- b. The base runner must use the first orange bag, unless he/she is avoiding contact.
- c. Fielders must use the white bag.

**Section 2.**

**Sliding**

ART. 1...

Sliding is permitted; however, it is strongly discouraged by the Recreational Sports Department.

ART. 2...

The ASA rule concerning sliding will govern all sliding with the following exception:

- a. Contact by the base runner that is deemed intentionally rough or malicious in nature at any time against a fielder will be penalized by being called out and ejected from the game.
- b. if malicious contact occurs by the base runner on a scoring play, the run will count if the base runner responsible has legally scored, and the penalty will be an ejection.

## Rule 5. Batter

**Section 1.**

**Batting**

- a. The batter will start with a 1-ball and 1-strike count.
- b. The batter is allowed to hit one foul ball after two strikes have been reached. If a second foul ball is hit (with a 2-strike count) the batter is out.

## Rule 6. Player Ejection

**Section 1.**

**Player Misconduct and Ejection**

- a. Each player and team are required to abide by the rules of the Intramural Sports Participant Guide and are subject to disciplinary action for failure to comply, including ejection from a game.
- b. Ejected participants must make an appointment to meet with the Competitive Sports Staff.
- c. Ejected participants shall leave the premises immediately (out of sight and sound within 60 seconds.
  - i. Failure of the team to assist in removal of the ejected person will result in loss of the game by forfeit. The team may also be forced to default its next game if the situation occurs and they are losing the game.

## Rule 7. Boundaries

**Section 1.**

**Boundaries of The Playing Field**

- a. All persons must remain outside the "live ball" area unless they are batting, on deck, or are an active member of the defensive team.
- b. Balls hit beyond the designated "out of play" line are considered dead balls.
  - i. Out of play down each foul line shall be determined by a line extending from the end of the backstop or retaining fence. The umpire will determine out-of-play rulings.

- ii. Out of play in the outfield (Field 3) will be designated by a colored line and enforcement will take place as described in Rule 1.
- c. A thrown ball that goes through an opening in the fence will be declared a dead ball
  - i. Two bases will be awarded from the time of the throw.
- d. Any batted ball going over the backstop of another field, in fair territory will be a HOMERUN, as outlined in Rule 1-5.
- e. Any ball striking a tree in foul territory will be a dead ball.

## Rule 8. Equipment

### **Section 1. COVID-19 Equipment Updates**

ART. 1... Each team will be given their own team equipment to be shared with their team. Teams cannot bring their own equipment to use for these games. The following will be provided:

- a. Two (2) bats per bag, one for each team.
- b. Four (4) softballs, two for each team.
- c. Participants are allowed to bring their own gloves.

### **Section 2. Balls**

- b. Game balls will be provided by the Competitive Sports Program.
- c. All games, including co-rec games, will be played with a 12-inch softball.

### **Section 3. Bats and Gloves**

ART. 1... Fast-pitch softball bats are not allowed to be used by any players.

ART. 2... The Competitive Sports Program will have a limited number of bats and gloves available in the complex office to sign-out prior to each game.

- d. All participants who check out equipment are required to show valid UGA ID prior to checkout.

ART. 3... All equipment must remain behind the fence or out-of-play line.

- b. If a live ball touches the offensive team's batting equipment in live ball territory, the ball will be declared dead and no bases will be rewarded.
- c. If a live ball touches the fielding team's batting equipment in live ball territory, two bases will be awarded from the time of the throw.

ART. 4... All ASA rules and regulations governing illegal equipment shall determine the consequences of using such equipment.

### **Section 4. Jewelry Policy**

ART.1... Wearing jewelry is prohibited during all Intramural Sports activities.

- a. Participants reserve the right to choose not to play if they do not want to remove all jewelry.
- b. Participants wearing medical alert tags must tape them down if they wish to play.

## Rule 9. Club Players

### **Section 1. Club Players**

ART. 1... A club sport member is defined as any individual who is on the club sport's roster and participates in practices and/or plays in games.

- a. Once an individual is on a club team roster, these restrictions apply for the entire school year which runs from the fall, spring and through the summer respectively.

ART. 2... Club sports members shall be eligible for intramural participation in the sport of their specialty, but a team is restricted to having only **TWO** such participants on its roster.

- a. All co-recreational teams can have one club softball player and one baseball club player.

- b. No co-recreational teams can have multiple same sex club players on their roster.

ART. 3...

Any team found violating this rule will risk forfeiting its season.

ART. 4...

Any player who violates this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by Competitive Sports administration and/or the Club Sports Executive Committee.

## Rule 10. Co-Rec Rules

### **Section 1.**

#### **Co-Rec Rules**

ART. 1...

When a female is batting:

- b. Outfielders must remain behind the 200-foot restraining arc line until the ball is hit.
- c. All infielders must remain on the dirt or in the infield (Field 3) while a female is batting.
  - i. **Penalty: Batter will advance two (2) bases unless the batter/runner advances beyond second base.**
- d. There are no restrictions as to where on the dirt the infielder may position him/herself.

ART. 2...

Teams must alternate male and female batters in the batting order.

- a. At no point can two batters of the same sex bat back-to-back in order without an out being recorded.

ART. 3...

Any time a male batter is walked he is awarded two bases. The batter must touch first base and then advance to second base.

- a. Runners on base only advance if forced by the walk.
- b. If there are two (2) outs when the male is walked, the next female batter will have the option to either hit or automatically advance to first base.

### **Section 2.**

#### **Co-Rec Players**

ART. 1...

Each team shall have ten players- five (5) females and five (5) males, with the following positioning requirements:

- a. 2 males and 2 females are required to be in the infield and outfield, AND
- b. 1 female and 1 male as pitcher and/or catcher.

ART. 2...

Teams will be permitted to begin and play games with eight (8) players: four (4) men and four (4) women.

- a. Teams fielding eight (8) players will have the option to use a ninth (9) player as the catcher.
  - i. This catcher will only be permitted to bat on an alternating basis with one of his/her teammates of the same sex. Both players must be designated at the start of the game.
- b. When a team is fielding nine (9) fielders, the pitcher and catcher may be the same sex.
- c. If multiple club players are on the roster, one must be male, and one must be female.

### **Section 3.**

#### **Co-Rec Batting Order Examples**

ART. 1...

Females/Males can be flipped.

ART. 2...

All of the following batting order examples are valid whether you start the line-up with a female or male batting in the leadoff position:

Legal with 2/Extra Players	Legal with 10 Players	Legal with 8 Players	Legal with 9 Players
<ol style="list-style-type: none"> <li>1. MALE</li> <li>2. FEMALE</li> <li>3. MALE</li> <li>4. FEMALE</li> <li>5. MALE</li> <li>6. FEMALE</li> <li>7. MALE</li> <li>8. FEMALE</li> <li>9. MALE</li> <li>10. FEMALE</li> <li>11. MALE</li> <li>12. FEMALE</li> </ol>	<ol style="list-style-type: none"> <li>1. FEMALE</li> <li>2. MALE</li> <li>3. FEMALE</li> <li>4. MALE</li> <li>5. FEMALE</li> <li>6. MALE</li> <li>7. FEMALE</li> <li>8. MALE</li> <li>9. FEMALE</li> <li>10. MALE</li> </ol>	<ol style="list-style-type: none"> <li>1. FEMALE</li> <li>2. MALE</li> <li>3. FEMALE</li> <li>4. MALE</li> <li>5. FEMALE</li> <li>6. MALE</li> <li>7. FEMALE</li> <li>8. MALE</li> </ol>	<ol style="list-style-type: none"> <li>1. MALE</li> <li>2. FEMALE</li> <li>3. MALE</li> <li>4. FEMALE</li> <li>5. MALE</li> <li>6. FEMALE</li> <li>7. MALE</li> <li>8. FEMALE</li> <li>9. MALE</li> </ol> <p>The #1 and #9 batters will rotate at bats each time the other player's spot comes up to bat. All 9 players may play defense.</p>
<p>All 12 players may freely rotate defensively.</p>	<p>All 10 players may freely rotate defensively.</p>	<p>All 8 players may freely rotate defensively.</p>	

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