



UNIVERSITY OF
GEORGIA
Recreational Sports
Student Affairs

SOFTBALL RULES

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

Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!

A. FIELD

- a. All games will be played at the Intramural Fields.
 - i. Location, time, and date will be posted on IM Leagues.

B. FIELD SPECIFIC RULES

a. ALL GRASS FIELD RULES

- i. No sliding into Home Plate
 - 1. If a runner is caught sliding into home plate, the runner will automatically be considered out and the score will not count.
- ii. No digging into the batter's boxes
- iii. Batter's box boundaries
 - 1. The front and the back of the batter's boxes are defined as the edge of the mat.
 - 2. The sides of the batter's boxes are defined by the white lines of the mat.

b. Field 3 RULES

- i. 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).
- ii. 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.
 - 1. 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.
- iii. 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.
- iv. Any batted ball traveling in the air will be deemed a HOMERUN if:
 - 1. The ball remains in fair territory, AND either 2 or 3 occurs.
 - 2. The ball strikes the ground on the downside of the hill (out of the umpire's sight).
 - 3. Strikes a tree.

c. ALL FIELDS RULES

- i. It will be considered a HOME RUN if:
 - 1. Any batted ball strikes a tree in fair territory while in flight.
 - 2. Any batted ball strikes above the safety orange padding on a light post in fair territory while in flight.
 - 3. Any batted ball clears the backstop of the field adjacent to it on the fly in fair territory.
 - a. **EXCEPTION:** The ball is touched by a non-player 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
- ii. It is a Foul and a Dead Ball if:
 - 1. Any batted ball strikes a tree or light post in foul territory.

C. UNIFORMS AND EQUIPMENT

- a. Game balls will be provided by the Competitive Sports Program.
 - i. All games, including co-rec games, will be played with a 12-inch softball.
- b. Only bats provided by UGA Recreational Sports will be used for any game.
- c. The Competitive Sports Program will have a limited number of gloves available in the complex office to sign-out prior to each game.
 - i. All participants who check out equipment are required to show valid UGA ID prior to checkout.
- d. All equipment must remain behind the fence or out-of-play line.
 - i. 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.
 - ii. 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.
- e. All ASA rules and regulations governing illegal equipment shall determine the consequences of using such equipment.
- f. The following jewelry is prohibited during all Intramural Sports activities.
 - i. Earrings with hoops, casts, combat boots, five fingered shoes, open toed shoes, metal cleats, and Ridged or pointed jewelry which, in opinion of the staff, may cause harm to any participants.
 - ii. Jewelry (rings, necklaces, ankle bracelets, watches, fitness trackers, non-hoop earrings, rubber bands, etc.) which is not prohibited by the above rules may be worn
 - iii. Participants wearing medical alert tags must tape them down if they wish to play.
 - iv. Refer to Intramural Sports Participant Guide page 13.
- g. No metal cleats are permitted.

D. PLAYERS

- a. A team shall consist of no more than 10 players.

- b. A team must have 8 players in order to avoid default.
- c. If a team does not present enough players at five minutes after scheduled game time, the game will be recorded and scored as a forfeit or a default.
 - i. 1 Minute Late = 1-0; 2 Minutes Late = 2-0; 3 Minutes Late = 3-0; 4 Minutes Late = 4-0 (After 5 Minutes, End the Game = 4-0)
- d. A team may elect to use the ASA Extra Player Rule with the following provisions:
 - i. A team must start the game using an extra player. They may not be added to the lineup once the game has started.
- e. 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:
 - i. If the team has a substitute, the injured player shall be replaced with a sub.
 - ii. If there is no substitute available, the batting order will be changed by moving all players below the injured player up one (1) place.
 - iii. 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.
 - 1. If a player cannot be replaced, an out will be recorded each time the missing batter's turn at-bat comes up.

E. DURATION OF GAME

- a. A complete game shall consist of:
 - i. Seven (7) innings and not ending in a tie, or
 - ii. Six and one-half (6 ½) innings with the Home Team ahead on runs score, or
 - iii. The fifty (50) minute time limit expires.
- b. 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.
- c. 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.
 - i. A half-inning will terminate when three (3) outs or seven runs (before the 5th inning) are recorded.

F. GAMEPLAY

- a. Batting
 - i. Teams will provide a pitcher to pitch to their own team. Each hitter will have a maximum of three (3) pitches from their teammate per at bat.
 - ii. If the batter has not safely reached base within those three pitches, then it will be counted as an out. Examples:
 - 1. The batter takes all three pitches = out.
 - 2. The batter takes one pitch then hits two foul balls = out.

3. The batter swings and misses the first two pitches and then hits a foul ball on the third pitch = out.

iii. There are no called balls or strikes.

b. Pitching

i. Teams will provide a pitcher to pitch to their own team.

ii. A pitching change can be made at any time without altering the batting line-up.

iii. A 10-foot arc will be marked around the pitching mound. A defensive player can be positioned within that arc, but not in front of the offensive pitcher, with both feet inside the arc at the release of the pitch.

iv. If a ball strikes the offensive pitcher before they can move or defend themselves (i.e., a line drive up the middle), then the play is ruled dead, and we will replay with the pitch not counting towards the allotted three pitches per at bat.

v. The batter / runner will be ruled OUT if the offensive pitcher interferes with the defensive pitcher's opportunity to field the ball UNLESS in the judgement of the umpire the offensive pitcher was attempting to defend themselves as stated in the line F.b.iv.

c. Base Runners

i. No stealing or leading off of the bases is allowed.

1. A runner may be called out if the following occurs:

a. Runners may not leave the base before the pitch reaches the plate.
No pitch will be declared by the umpire.

ii. Overthrown Ball

1. 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.

a. If two runners are between the same bases, the award is based on the position of the lead runner.

iii. Running into the Fielder

1. Any runner who deliberately runs into a fielder who is waiting to make a tag or a force out will be called out immediately.

a. Each runner will return to the last base occupied at the time of the collision.

b. Note: If the runner's act is deemed flagrant by the calling umpire, they will be ejected.

c. Other runners involved in the play may be called out at the umpire's discretion.

iv. Obstructing the Runner

1. A defensive player cannot stand in the base path or obstruct the path of a base runner unless they are making a play on the ball.

- a. **Penalty:** The obstructed runner and each other runner affected by the obstruction is awarded the bases they would have reached had there been no obstruction.
 - v. The base runner must use the first orange bag, unless they are avoiding contact.
 - vi. Fielders must use the white bag.
- d. Sliding
 - i. Sliding is permitted; however, it is strongly discouraged by the Recreational Sports Department.
 - ii. The ASA rule concerning sliding will govern all sliding with the following exception:
 - 1. 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.
 - 2. 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.

G. BOUNDARIES

- 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.
- 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.
- e. Any ball striking a tree in foul territory will be a dead ball.

H. PLAYER CONDUCT

- 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.

I. TIE GAME & OVERTIME

- a. During the regular season, if there is a tie after seven innings or after the 50-minute time limit. There will be no extra innings and the game will be recorded as a tie.
- b. During Tournament Play, the 50-minute time limit will be waived in case of a tie to determine a tiebreaker.
 - i. If the game is tied at the end of seven (7) innings, the game will continue until a winner is determined.
 - ii. 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 (8th) inning of the game is tied after seven (7) full innings:
 - 1. Each team will be allowed to have the last batter start the next inning on second base.
 - 2. All previous runners on base will not be permitted to stay on base.
- c. Championship games will not have a time limit.

A. Co-Rec Rules

- d. Each team shall have ten players- no more than five of any gender, with the following positioning requirements:
 - i. 2 individuals with the same gender and 2 individuals of a different gender are required to be in the infield and outfield, AND
 - ii. Two individuals of different genders as pitcher and/or catcher.
- e. Teams will be permitted to begin and play games with six (6) players: no more than three of any gender
 - i. When a team is fielding seven or nine (7 or 9) fielders, the pitcher and catcher may be the same gender.
 - ii. If multiple club players are on the roster, the genders of these individuals should be different.
- f. Teams can also play games with eight or nine (8 or 9) players: no more than four of any gender.
- g. Teams must alternate genders in the batting order.
 - i. At no point can two batters of the same gender bat back-to-back in order without an out being recorded.
 - ii. Genders can be flipped
 - iii. All of the following batting order examples are valid whether you start any gender batting in the leadoff position:

Legal with 2/Extra Players	Legal with 10 Players	Legal with 8 Players	Legal with 9 Players
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1. Gender A 2. Gender B 3. Gender A 4. Gender B 5. Gender A 6. Gender B 7. Gender A 8. Gender B 9. Gender A 10. Gender B 11. Gender A 12. Gender B	1. Gender A 2. Gender B 3. Gender A 4. Gender B 5. Gender A 6. Gender B 7. Gender A 8. Gender B 9. Gender A 10. Gender B	1. Gender A 2. Gender B 3. Gender A 4. Gender B 5. Gender A 6. Gender B 7. Gender A 8. Gender B	1. Gender A 2. Gender B 3. Gender A 4. Gender B 5. Gender A 6. Gender B 7. Gender A 8. Gender B 9. Gender A 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.
All 12 players may freely rotate defensively.	All 10 players may freely rotate defensively.	All 8 players may freely rotate defensively.**	

J. CLUB PLAYERS

- a. 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.
- b. 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.
- c. 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.
 - i. All co-rec teams can have one club softball player and one club baseball player.
 - ii. No co-rec teams can have multiple same sex club players on their roster.
- d. Any team found violating this rule will risk forfeiting its season.
- e. 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 the specialist for Intramural Sports and/or the Club Sports Executive Committee.

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