3-Pitch Softball Rules

NIRSA softball rules shall govern play with the following clarifications and exceptions.

Score Card: Prior to each game, all players must sign in on the official score card. The game officials will then verify each player’s identity by checking the players ID. All participants must display their valid Armstrong Atlantic University ID in order to participate. NO ID, NO PLAY! (NO EXCEPTIONS) An individual whose name appears on the official score card will be considered as having played in the contest. Late arriving players must have their name added to the score card upon arrival by an official before they may participate.

Starting the Game: GAME TIME IS FORFEIT TIME! A team must report to the game official and be “ready to play” with the minimum number of players to avoid a forfeit. “Ready to play” means checked in with the proper game equipment and on the court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their schedule start time.

Umpires: The Intramural Staff will assign umpires for each scheduled game. All games conducted by the Division of Recreational Sports must be played under the supervision of the Intramural Supervisor employed by the Division. No game may be played without its being scheduled through the Intramural Office. An Intramural Official will keep the scorecard.

Conduct

All participants are expected to play according to the Rules of Intramural Sports. The staff of the Intramural Sports department reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. An ejected participant shall not be allowed to participate until they have met with the Administrative Staff Member in charge of the program. The Intramural Sports staffer may also enforce additional penalties against such persons. Team captains are responsible for the conduct of their players, sidelines, and spectators.

Game Regulations
**Pitching:** The team that is at bat will provide a pitcher. The batter will get **THREE** pitches to put the ball in play; otherwise it is an out. If the batter hits a foul ball on his or her third pitch, he or she is automatically out. The pitch should have an arc of 6-12 feet. **If the ball hits the pitcher after it is hit it will be considered an out.**

**Roster:** A roster may hold 9-to-14 players. If it is a co-rec game, a minimum of three women must be present for each team.

**Defense:** 9 defensive players can be on the field (including the catcher), in addition to the opposing team’s pitcher. If it is a co-rec game, at least three women must be in the field and one must be in the infield.

**Lineup:** Every player present on the team is to hit in the game even if it is more than 10 players. Only 9 players can be on the field at once, but everyone at the game must play a minimum of one inning in the field. In a co-rec game, the lineup should be male – female – male - female all the way through. That is the case even if a female has to hit more than once for her team to make it through the lineup.

**Timing:** A game is to last 7 innings or 55 minutes. Extra innings are allowed as long as it within the allotted 55 minutes. A game is considered official after four innings played if it is forced to be cancelled because of weather or mechanical difficulties on the field.

**Mercy Rules:** There is a 15- run mercy rule in effect after 3 innings have been completed. There is a 10-run mercy rule in effect after 5 innings have been completed.

**Bunting:** There is no bunting allowed, it will be called a no pitch.

**Base running:** No leading or stealing. A runner can’t leave the base until the ball is hit. Courtesy runners are allowed if a player is injured, but the courtesy runners must be of the same gender. The courtesy runner is only in affect once the batter has reached first base. Feet-first sliding is allowed but no player may dive or slide head-first. The catcher can’t block the plate. If this happens the runner is safe. In the case of an over thrown ball that leaves the field of play the runner will be allotted one base ahead of the base that their advancing to. (Example- If a runner is headed to second base and a ball is thrown out of play the runner will then advance to third base.)

**Equipment**

**Footwear:** All players must wear athletic shoes. No metal spikes are allowed. Spikes that have cleats with metal tips are also prohibited.

**Bats:** All bats must be approved by Armstrong umpires prior to the game starting. If a TEAM is caught using an unapproved bat, you will be warned. If a TEAM is caught again, it will be an automatic out. If a TEAM is caught a third time, its offensive half of the inning will automatically end. If a TEAM is caught a fourth time, it will result in the game being forfeited.

**Substitutions:** Unlimited substitutions are allowed in the field. Once the batting order is set it cannot be changed. A lineup must be presented to the scorekeeper at least 5 minutes before the scheduled start of the game.