Slow Pitch Softball Rules
Intramural Sports Office: 912-344-2712

Official ASA rules, slow pitch, subject to restrictions and exceptions laid down in the following rules:

Game time is forfeit time!

ID: Participants must bring their valid ID with them to the fields. NO ID, NO PLAY!

Softball Season (Officiated)
The Playing Field. The baseline for all programs shall be 60 feet and the pitching distance shall be 50 feet.

Co-Rec Rules
Players. A team will consist of five males and five females on the field. The game may be started and continued with a minimum of 6 players (3 males and 3 females).

Regulation Game. The batter will start with a 1-1 count. A regulation game is seven innings or 50 minutes from game start time. If a game is tied at the end of the seventh inning or 1 hour, it is necessary to continue until the tie is broken as provided in the official. Games ending in a tie will only be broken in the playoffs.

Ten Run Rule. If a team is ahead by 10 runs after 5 innings of play, the game is complete. If the team second at bat is 10 runs ahead at the end of 4-1/2 innings, the game is complete.

Out of Play. Before starting play the umpires and team captains should review the areas of the field, foul territory and those areas that are out of play. Out of play areas must include, but are not limited to, roads, parking areas, fences or rails, buildings, and infield of other diamonds in foul territory while games are in progress. Any ball crossing into the out-of-play area is immediately considered a dead ball.

Overthrows. An overthrow that passes out of play is a dead ball. Runners are awarded one base.

Equipment. The intramural staff will furnish for each contest the scorecard, bats, balls, a catcher's mask, and a limited number of gloves. Scorecards and equipment are available 1/2 hour before the scheduled start of games on the day of the game. The scorecard must be returned immediately after each game or the team responsible is liable to a forfeit. Please write the final score on the scorecard. All players competing in intramural softball must wear shoes. NO Metal Spikes!

Identity. For all intramural softball league and play-off games, the participants must take their student or faculty/staff identification card. Prior to entering a game a player must report to the scorer and present his/her valid ID to the official scorekeeper (equipment teams scorekeeper). The scorekeeper for each team will be responsible for checking the player's identity with his/her ID. The official scorekeeper will then record the player's name on the official score sheet and give him/her back his/her I.D. An individual whose name appears on the official scorecard will be considered as having played in the contest.

Claiming a Forfeit. In softball games, the team present and ready to play, at the time the game is scheduled to begin, may claim a win by recording their line-up, signing, and stating “forfeit” on the official scorecard. If the designated equipment team fails to show for the contest, their opponents must go to the shelter house, check out the scorecard, and claim a win by recording their line-up, signing, and stating “forfeit” on the official scorecard.

Ready to Play. Game time is forfeit time! For this sport, “ready to play” means that a team must be on the playing area with a minimum of five players. The line-up must be recorded on the official scorecard.
Lead Off. The base runner may not leave the base until the pitched ball has reached or passed home plate. If the batter does not hit the pitch, base runners must return to their bases immediately because the ball is dead until hit.

Base Stealing. Under no condition is a runner permitted to steal a base.

Bunting. The batter is out when he/she bunts or chops the ball downward.

Pitcher's Position. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with, but not off the side of the pitcher's plate.

Legal Pitch. A legal pitch is delivered with an underhand motion at a moderate speed with a perceptible arc of at least six feet from the ground. The pitched ball must not reach a height of more than 12 feet at its highest point above the ground. One foot must be in contact with the pitcher's plate during the delivery.

Illegal Pitch. A ball is called on the batter; there is no advance of the runners. The ball is dead. Exception: If the batter swings at the pitch, it shall be called a strike. If the ball is hit, it is in play.

Batter Hit by Pitched Ball. If the pitch is outside the strike zone, a ball is called. The batter is not awarded a base unless the call is the fourth ball.

Strike Zone. The strike zone is that space over any part of home plate which is between the batter's highest shoulder and his/her knees when the batter assumes his/her natural batting stance.

Infield Fly. An infield fly is a fair hit ball, other than a line drive that is caught or in the opinion of the umpire could be easily handled by an infielder. The batter is out immediately when hitting an infield fly with base runners on first and second, or on first, second and third with less than two outs.

Leaving the Base. The player may leave the base as soon as the pitched ball reaches or passes home plate, but must return to that base immediately after each pitch not hit by the batter.

When a Third Strike is Called. The batter is out when a third strike is called including a second uncaught foul ball that is hit after two strikes.

Batting. The batting order in Co-Rec softball shall alternate the sexes. Substitutions in the batting order must be on a male-for-male or female-for-female basis. If the batting order creates male/male or female/female batting, an out is called for the vacant spot.

Walking a male batter. On any walk to a male batter (intentional or not), the next batter, a female, has her choice of walking or hitting, until the time she steps into the batter's box.

Sliding. Sliding feet first is allowed. Sliding or diving head first into a base will result in the player being called out.

Additional Policies

Inclement Weather: During league and or play-off games, a game “under play” may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted.

For additional information on protests, rescheduling, eligibility and more, please review the Intramural Sports Handbook.